

## Description of the integrated development environment for STM32 products

### Introduction

STM32CubeIDE is an all-in-one multi-OS development tool part of the [STM32Cube](#) software ecosystem. It contains an advanced C/C++ development platform supporting software development of STM32-based products.

This document details the STM32CubeIDE features and usage, including how to get started, create and build projects, debug with standard and advanced techniques, and many other software analysis solutions. STM32CubeIDE is based on the Eclipse C/C++ Development Tools™ (CDT™) and GCC toolchain, which cannot be entirely described in this user manual. Additional information on Eclipse® is available from STM32CubeIDE embedded help system. Special documents covering the details of the toolchain and GDB servers are included within the product.



## 1 Getting started

STM32CubeIDE supports STM32 products based on the Arm® Cortex® processor. Refer to STMicroelectronics documents listed in [Section 10 References](#) for details.

*Note:* *Arm is a registered trademark of Arm Limited (or its subsidiaries) in the US and/or elsewhere.*



### 1.1 Product information

STM32CubeIDE is an advanced C/C++ development platform with peripheral configuration, code generation, code compilation, linking, and debug features. It is based on the Eclipse®/CDT framework and GCC toolchain for the development, and GDB for the debugging. It allows the integration of the hundreds of existing plugins that complete the features of the Eclipse® IDE.

STM32CubeIDE integrates ST MCUFinder ([ST-MCU-FINDER-PC](#)) and [STM32CubeMX](#) functionalities to offer all-in-one tool experience. It makes it easy to create new STM32 MCU or board projects and build them using the included GCC toolchain.

STM32CubeIDE includes a build analyzer and a static stack analyzer that provide the user with useful information about project status and memory requirements.

STM32CubeIDE also includes standard and advanced debugging features including views of CPU core registers, memories, and peripheral registers, as well as live variable watch, and serial wire viewer interface. A fault analyzer displays error information if an error is triggered by the STM32 processor during a debug session.

Figure 1. STM32CubeIDE key features

Device support			Project			Debugging															
Integrated ST-MCU-FINDER	Integrated STM32CubeMX	STMicroelectronics STM32 products	Import System Workbench for STM32	Import Atollic® TrueSTUDIO®	Build Analyzer	Static Stack Analyzer	SFRs view	Live Expressions view	SWV and ITM views	Multi-core and multi-board debugging	ST-LINK GDB server										
Project wizard				Eclipse® core platform	Debug configuration and launch						OpenOCD GDB server										
GNU toolchain					GDB debugger						SEGGER J-Link GDB server										
Eclipse® plugins		Modified plugins		Eclipse C/C++ Development Tools™ (CDT™)				Operating systems													
Supporting Windows®, Linux®, and macOS®																					
<u>Legend:</u>																					
Specific STM32CubeIDE functions				Open-based updated by ST				Base technology platform													
STM32CubeIDE main function groups				Third-party solutions				Operating systems													

### 1.1.1 System requirements

STM32CubeIDE is tested and verified on the Microsoft® Windows®, Linux®, and macOS® operating systems.

*Important:*

STM32CubeIDE supports only 64-bit OS versions. For more details about supported versions of operating systems, refer to [ST-02].

**Note:**

macOS® is a trademark of Apple Inc. registered in the U.S. and other countries.

All other trademarks are the property of their respective owners.

### 1.1.2 Downloading the latest STM32CubeIDE version

The latest version of STM32CubeIDE is available for free download from the [www.st.com/stm32softwaretools](http://www.st.com/stm32softwaretools) website.

### 1.1.3 Installing STM32CubeIDE

The STM32CubeIDE installation guide [ST-04] gives directions on how to install on supported versions of Windows®, Linux® and macOS®. It is possible to have several versions of STM32CubeIDE installed in parallel. Read the installation guide if STM32CubeIDE is not already installed or if a new version must be installed. [Installing updates and additional Eclipse plugins](#) in this manual also provides information on how to install updates.

#### 1.1.4 License

STM32CubeIDE is delivered under the *Mix Ultimate Liberty+OSS+3rd-party V1* software license agreement (SLA0048).

For more details about the license agreement of each component, refer to [ST-02].

#### 1.1.5 Support

There are several different support options provided by STMicroelectronics. For instance, the ST Community is offering places to meet people with similar mind-set all over the world at any time. Choose the support option by visiting [my.st.com/content/my\\_st\\_com/en/support/support-home.html](http://my.st.com/content/my_st_com/en/support/support-home.html).

### 1.2 Using STM32CubeIDE

#### 1.2.1 Basic concept and terminology

The basic concept using STM32CubeIDE and Eclipse® terminology is outlined in this section.

##### Workspaces

When starting STM32CubeIDE, a workspace is selected. The workspace contains the development environment to be used. Technically, the workspace is a directory that may hold projects. The user may access any project within the active workspace.

A project contains files, which may be organized into sub-directories. Files existing somewhere else on the computer can also be linked to the project.

A single computer may hold several workspaces at various locations in the file system. The user may switch between workspaces, but only one workspace can be active at a time. Switching workspace is a quick way of switching from one set of projects to another.

In practice, the workspace and project model facilitate a well-structured hierarchy of workspaces, containing projects, which in turn contain files.

##### Information center

The first time STM32CubeIDE is started and a workspace is selected, the *Information Center* is opened. The *Information Center* provides quick access to start a new project, read STM32CubeIDE documentation, or get access to ST support & community. The *Information Center* can be easily accessed at any time via the *Information Center* toolbar button or from the *Help* menu.

##### Perspectives, menu bar, toolbar

When the *Information Center* is closed, STM32CubeIDE displays a perspective, which contains a menu bar, toolbar, views and editors. Each perspective is optimized for a special type of work. For instance, the C/C++ perspective is meant for creating, editing and building projects. The *Debug perspective* is intended to be used when debugging code on hardware.

Each perspective can be customized according to the user's need. It is possible to reset the perspective at any time if, for instance, too many views are opened or if the views are reordered. It is also possible to create new perspectives.

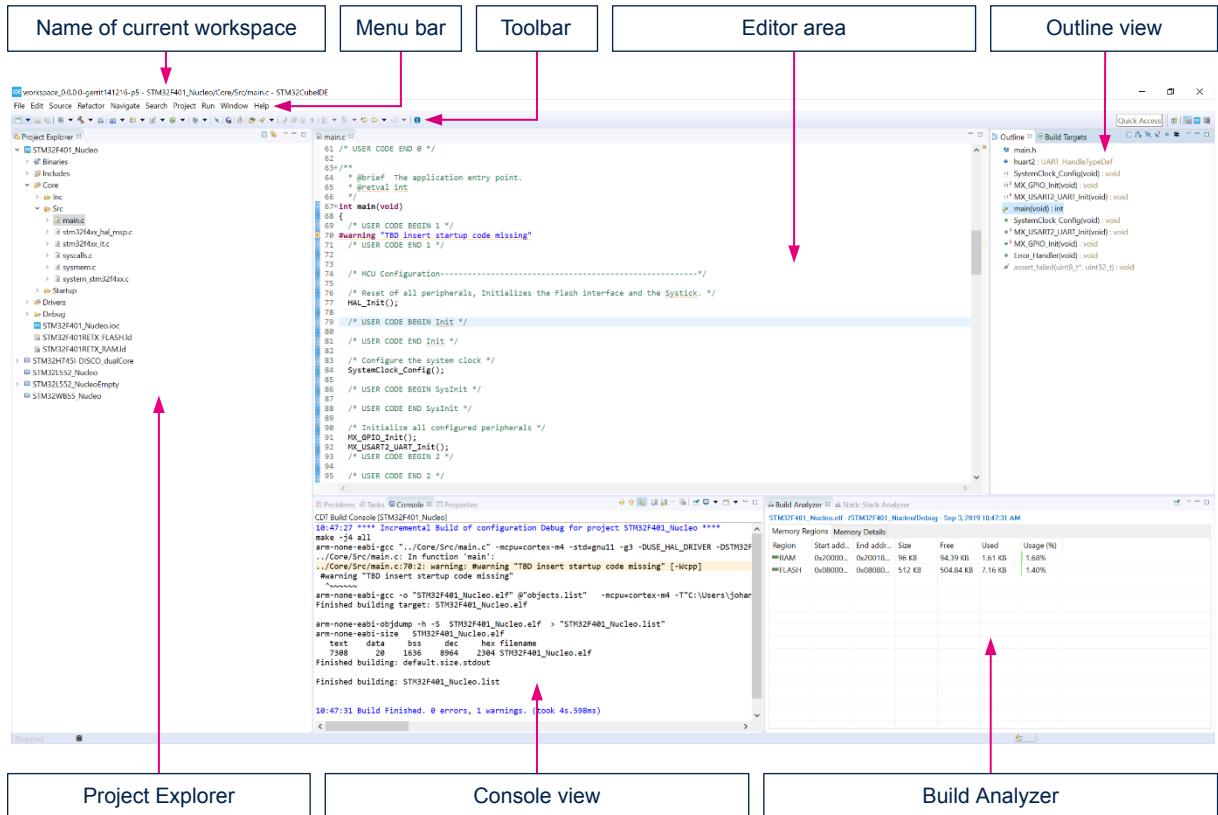
##### Views and editors

A perspective normally displays many views. Each view is developed to present specific information, which for instance can be collected from the project or from an embedded system under debug.

A perspective has one editor area. The editor can be used to edit project files. Many files can be edited in different tabs in the editor.

## STM32CubeIDE window

**Figure 2. STM32CubeIDE window**



### 1.2.2 Starting STM32CubeIDE

Start STM32CubeIDE by performing the following steps depending on the operating system used.

#### Windows®

If a desktop shortcut is created during the installation of the product, the shortcut can be used to start STM32CubeIDE. The product can also be started from the Windows® start menu under STMicroelectronics programs.

Otherwise:

1. Locate where STM32CubeIDE is installed, for instance in C:\ST\STM32CubeIDE\_1.0.2
2. Open the STM32CubeIDE folder
3. Start the `stm32cubeide.exe` program

#### Linux® or macOS®

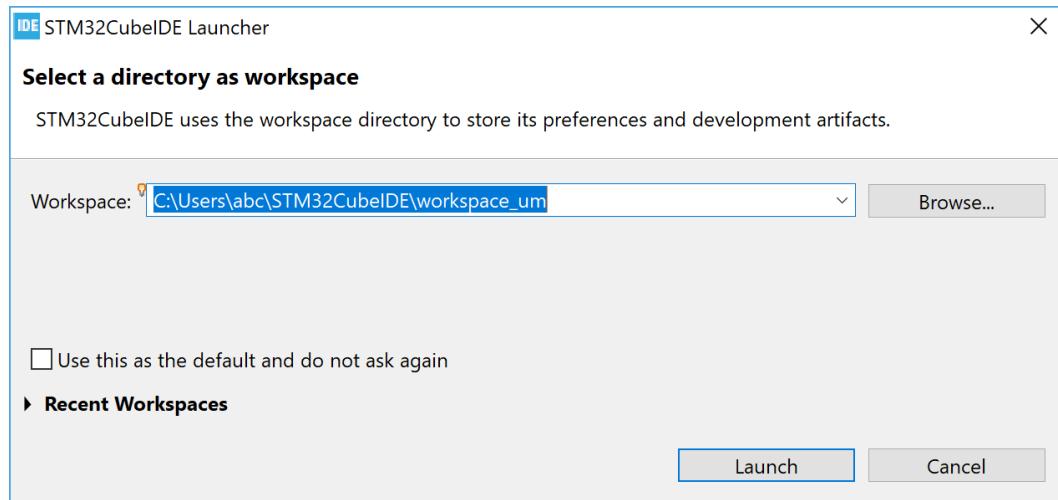
When using Linux® or macOS®, the program can be started in a similar way by opening the STM32CubeIDE folder where the product is installed.

#### STM32CubeIDE Launcher

When the product is started, it displays the *STM32CubeIDE Launcher* dialog with workspace selection. The first time the product is started, it presents a default location and workspace name. The dialog enables the user to select the name and location of the active workspace for holding all the projects currently accessible by the user. Any newly created project is stored in this workspace. The workspace is created if it does not yet exist.

**Note:** If Windows® is used, avoid locating the workspace folder too many levels below the file system root to avoid exceeding the Windows® path length character limitations. Build errors occur if the file paths become longer than what Windows® can handle.

**Figure 3. STM32CubelDE Launcher – Workspace selection**

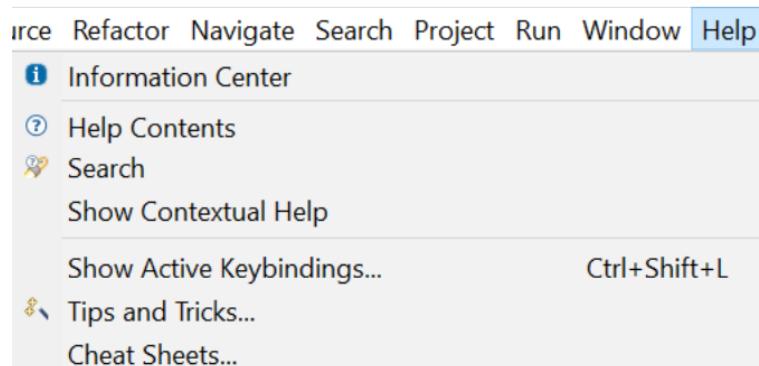


Click on the [Launch] button to launch STM32CubelDE. The first time, it opens the *Information Center*, which is described in [Section 1.3 Information Center](#).

### 1.2.3 Help system

The *Help* menu provides several different help systems as seen in [Figure 4](#). The *Information Center* contains links to all available STM32CubelDE documentation. It is also recommended for new users to try different Eclipse® built-in help systems to get an understanding of Eclipse® basics.

**Figure 4. Help menu**



## 1.3 *Information Center*

The *Information Center* provides quick access to:

1. Start a new project
2. Import an existing project
3. Read STM32CubelDE documentation
4. Get access to *Getting Started with STM32CubelDE* (*STM32CubelDE quick start guide* [[ST-03](#)])
5. Explore *What's New in STM32CubelDE* (*STM32CubelDE release note* [[ST-02](#)])
6. Get access to STMicroelectronics support and community on Twitter™, Facebook™, YouTube™, or ST community at [community.st.com](#)

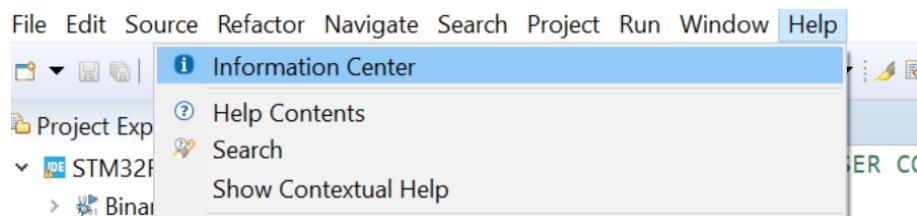
It is not required to read all material before using the product for the first time. Rather, it is recommended to consider the *Information Center* as a collection of reference information to return to, whenever required.

### 1.3.1

#### Accessing the *Information Center*

The *Information Center* can easily be accessed at any time, from any perspective, using the [**Information Center**] toolbar button . This icon is located at the right of the toolbar. It is also possible to open the *Information Center* from the [**Help**]>[**Information Center**] menu command.

**Figure 5. Help - Information Center menu**

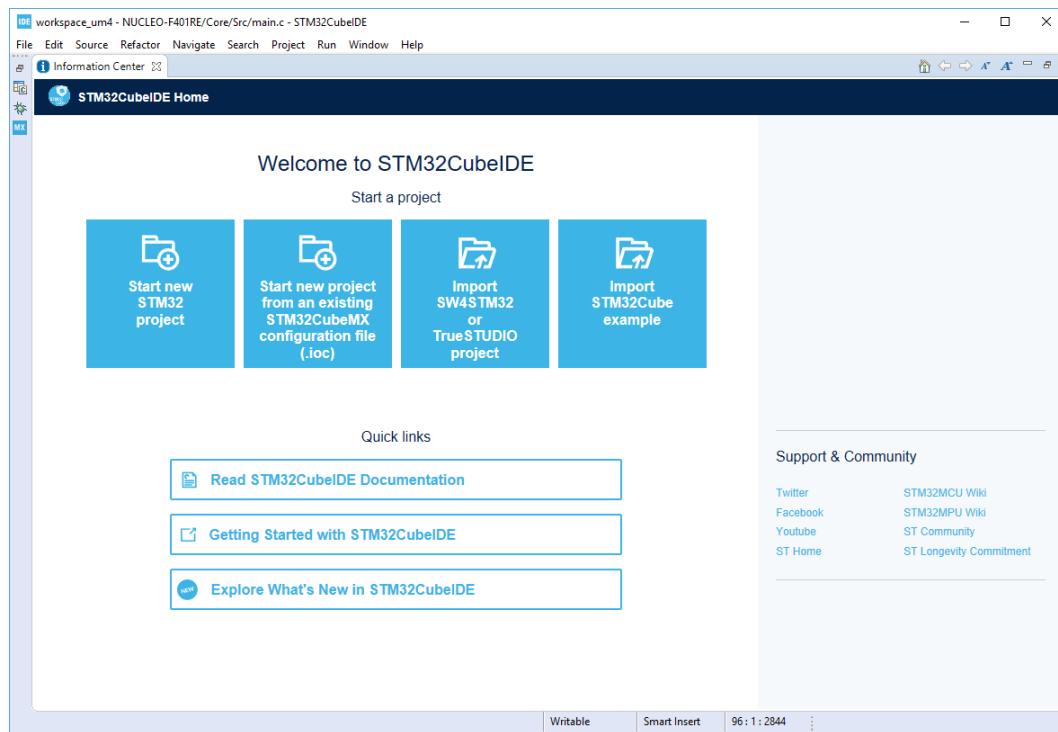


### 1.3.2

#### Home page

When the *Information Center* is opened, the *Home* page is displayed. It contains links to start a new project, import projects, read documentation and access STMicroelectronics support and community.

**Figure 6. Information Center – Home page**



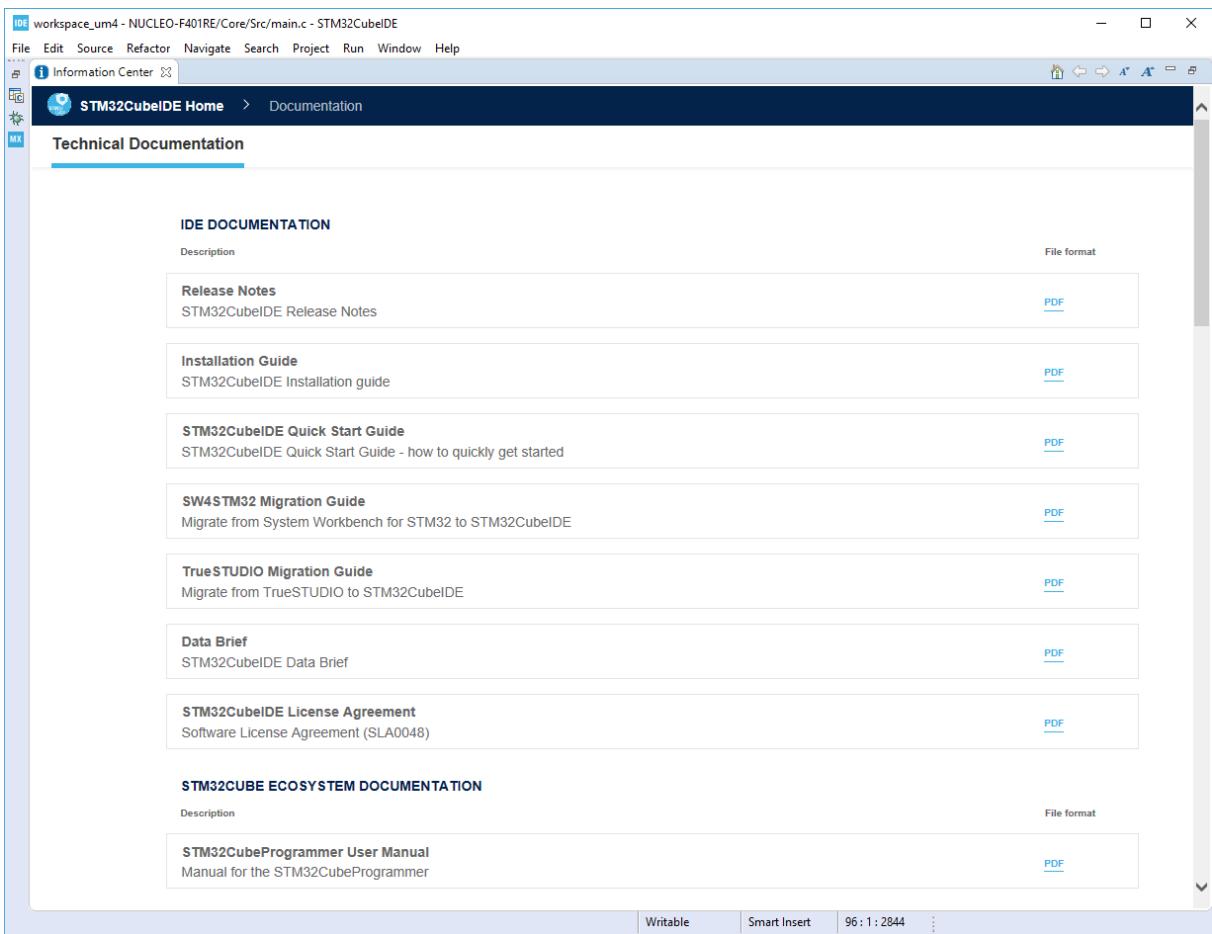
When using an old workspace, the *Information Center* may not display valid information, showing “*This page can't be displayed*” or opening old manuals when accessing documents. In such case, reload the page by clicking on the [**Home**] button at the top right corner of the *Information Center* window.

### 1.3.3

#### Technical documentation

The *Information Center* also contains a *Technical Documentation* page, which is opened from the *Home* page when clicking on the *Read STM32CubeIDE Documentation* link.

Figure 7. Information Center – Technical documentation page



Scroll through the *Technical Documentation* page and click on a document in the list to open it. The documents are listed in groups:

- IDE documentation
- STM32Cube ecosystem documentation
- Build tools
- Debugger documentation
- Toolchain manuals (GNU Tools for STM32)
- Toolchain manuals (GNU Arm Embedded)

**Note:**

There are two toolchain manual groups because STM32CubeIDE is distributed with both a GNU Arm Embedded toolchain and a GNU Tools for STM32 toolchain with patched enhancements.

To navigate back to the *Home* page, press *STM32CubeIDE Home* at the top left side of the *Information Center*.

#### 1.3.4

#### Closing the *Information Center*

Close the *Information Center* tab to close the *Information Center*.

### 1.4

## Perspectives, editors and views

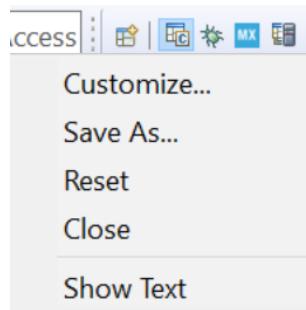
STM32CubeIDE is a powerful product with many views, loaded with various features. Displaying all views simultaneously would overload the user with information that may not be relevant to the task at hand.

To overcome such a situation, views can be organized in perspectives, where a perspective contains a number of predefined views and an editor area visible by default. A perspective typically handles one development task, such as *C/C++ Code Editing* or *Debugging*.

### 1.4.1 Perspectives

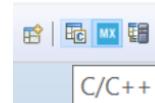
The perspectives can be customized according to the user's need; Views can be moved, resized and new views can be opened. It is possible to reset the perspective at any time if, for instance, too many views are opened or if the views are reordered. The perspective is reset by right-clicking the perspective icon in the toolbar and selecting [Reset] from the list. This resets the views; Added views in the perspective are closed and the default views are moved to their original location.

Figure 8. Reset perspective



As seen in Figure 8, it is also possible to customize a perspective and save the perspective with a new name. Switching from one perspective to another is a quick way to hide some views and display others. To switch perspective, select the [Open Perspective] toolbar buttons at the right of the toolbar.

Figure 9. Toolbar buttons for switching perspective

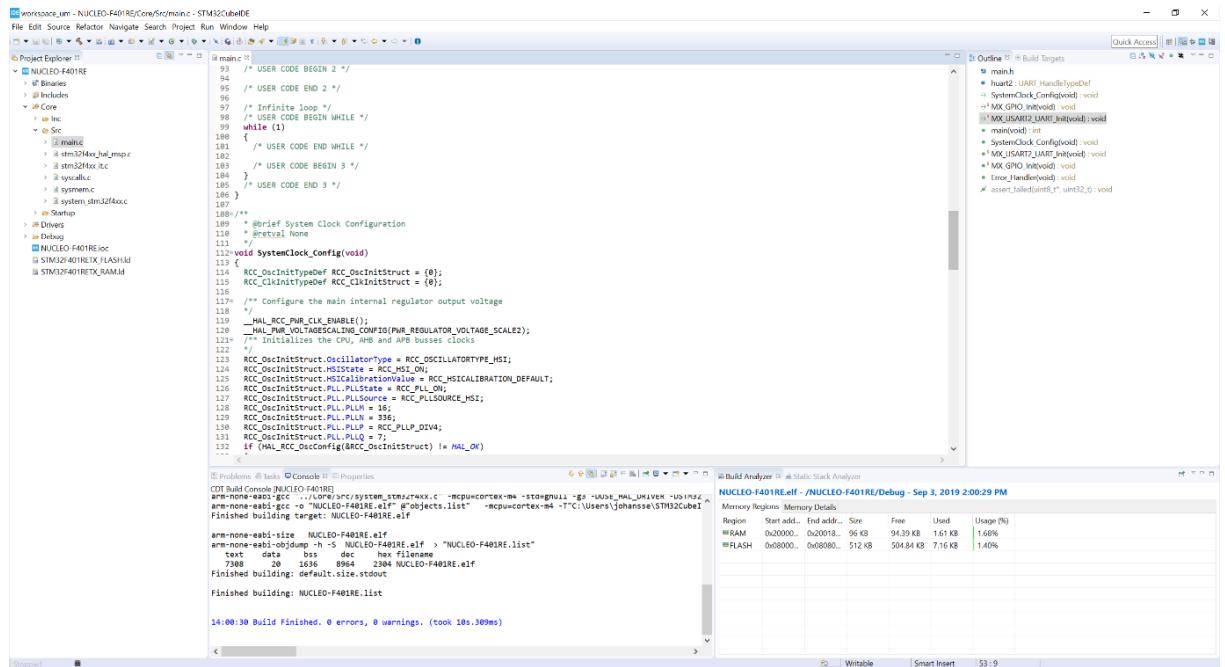


Another way to switch perspective is to use the menu command [Window]>[Perspective]>[Open Perspective]>[Other...] and select the perspective to use.

#### 1.4.1.1 C/C++ perspective

The C/C++ perspective is intended for creating new projects, editing files, and building the project. The left part of the perspective contains the *Project Explorer* view. The editor is located in the middle. The right part contains some views for the project (*Outline* and *Build Targets* views). At the bottom in the example illustrated in Figure 10, there are the *Problems*, *Tasks*, *Console* and *Properties* views. At the lowest right, the *Build analyzer* and *Static stack analyzer* views are displayed.

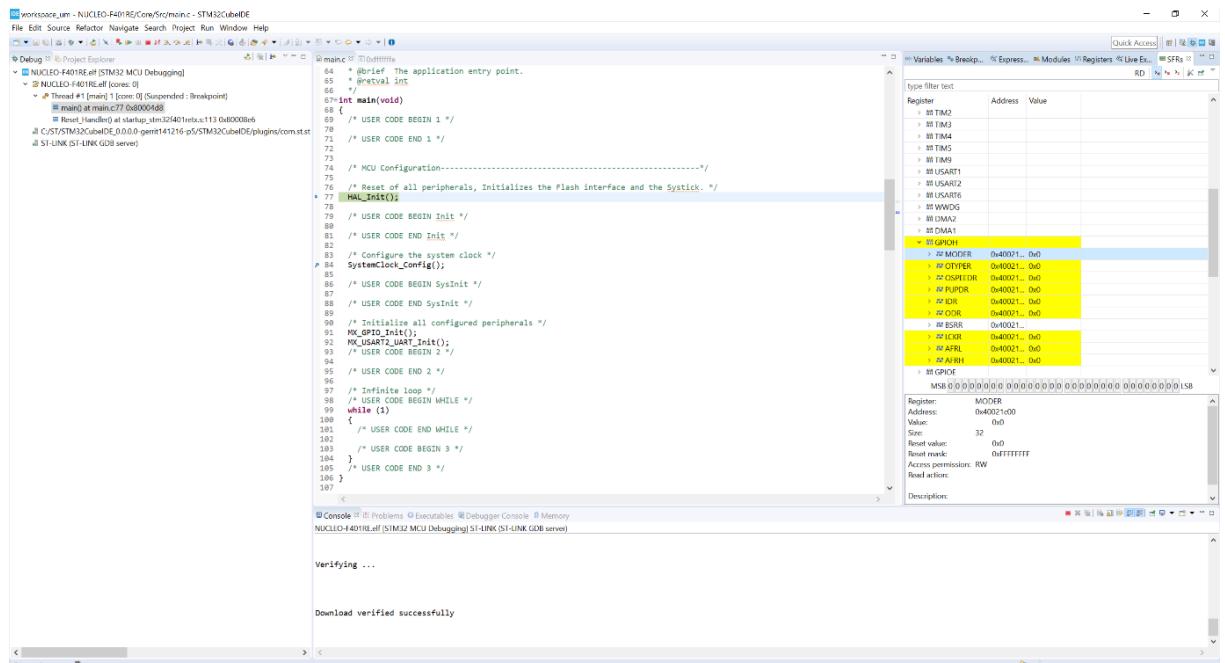
Figure 10. C/C++ perspective



#### 1.4.1.2 Debug perspective

The *Debug* perspective is intended for debugging the code. The *Debug* perspective is normally opened automatically when a new debug session is started. Later, when the debug session is closed, the perspective is switched back to the C/C++ perspective.

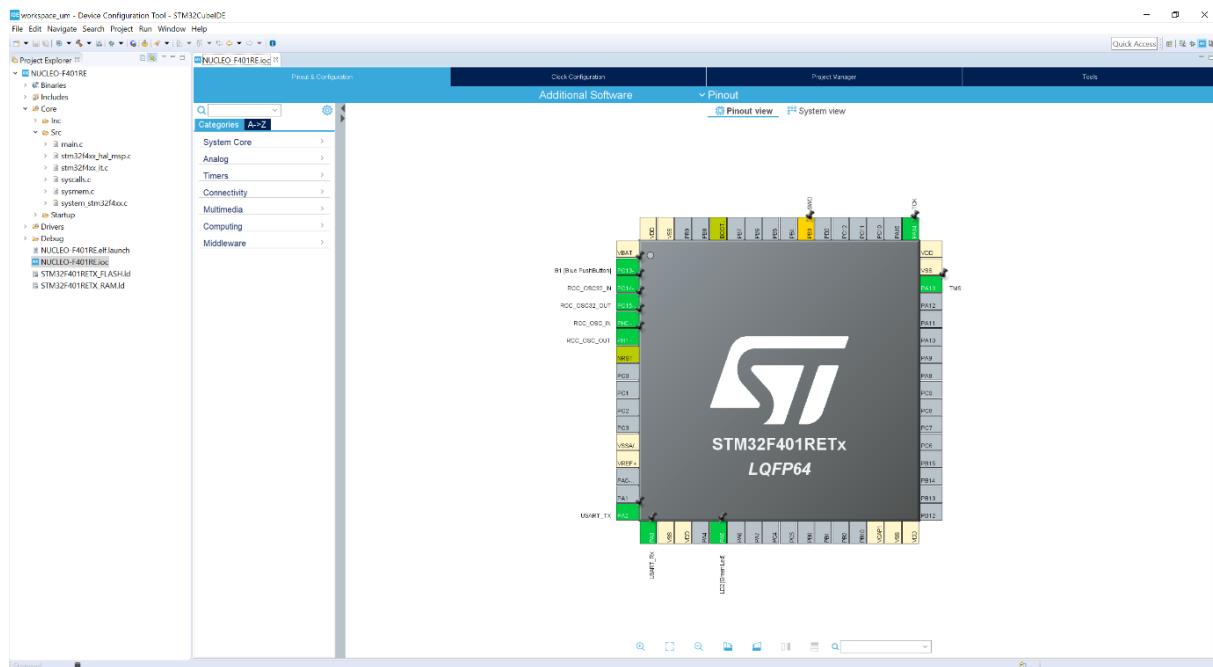
Figure 11. Debug perspective



#### 1.4.1.3 Device Configuration Tool perspective

The *Device Configuration Tool* perspective contains the STM32CubeMX device configuration tool integrated in STM32CubeIDE. This perspective is used for device configuration. When an \*.ioc file is opened in an editor and the *Device Configuration Tool* perspective is used, the device can be configured in this perspective. How the device configuration is made is described in [ST-12].

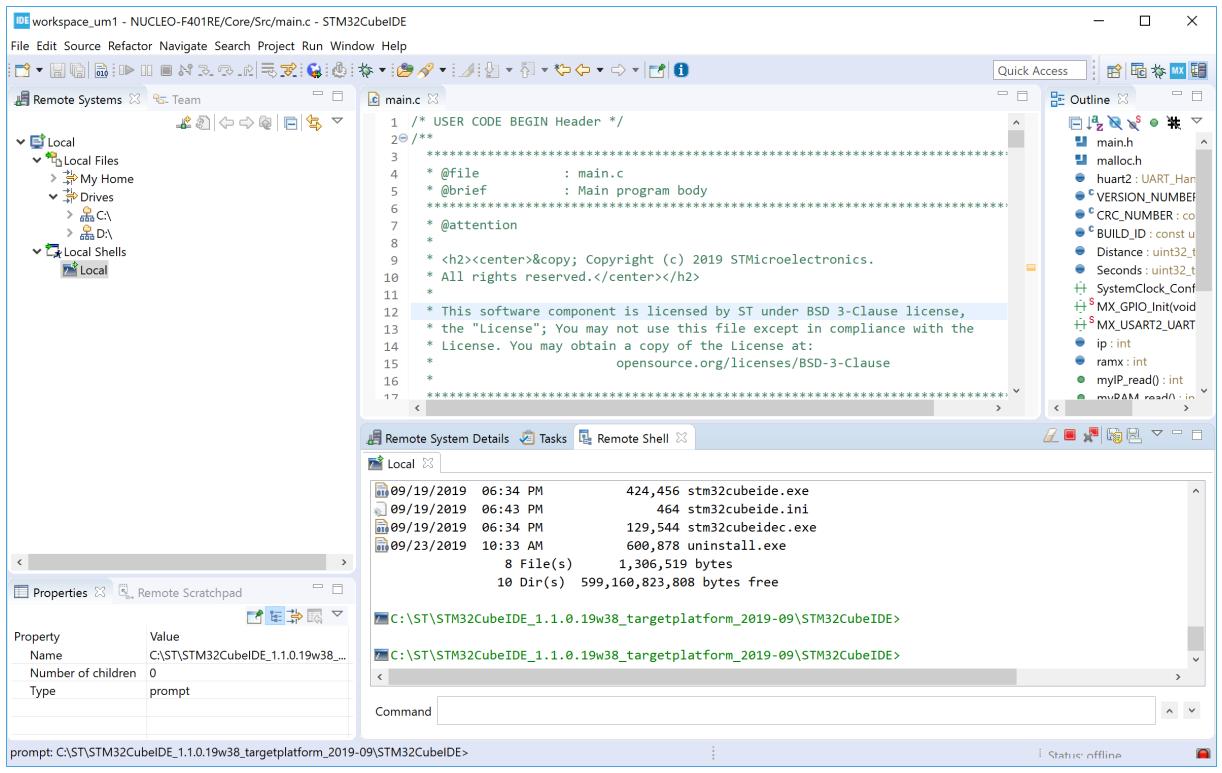
Figure 12. *Device Configuration Tool* perspective



#### 1.4.1.4 Remote System Explorer perspective

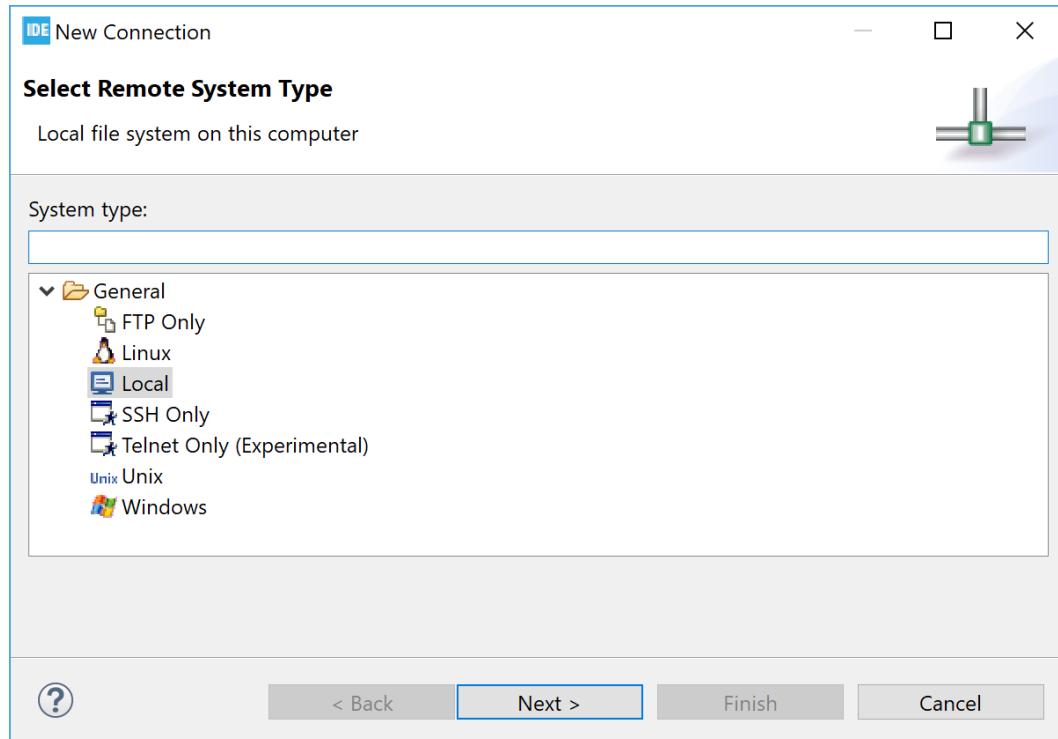
The *Remote System Explorer* perspective is basically used when developing STM32 Arm® Cortex® MPU-based systems. The *Remote Systems* view is used to view files and the *Remote Shell* view is used to run commands.

Figure 13. Remote System Explorer perspective



The *Remote Systems* view contains buttons to open a new connection via FTP, Linux®, Local, SSH, Telnet and others.

Figure 14. New connection



### 1.4.2 Editors

The editor area in a perspective is used by editors. Any number of editors can be opened simultaneously but only one can be active at a time. Different editors can be associated with different file extensions. Example of editors are; c-editor, linker script editor, ioc-file editor for STM32CubeMX device configuration.

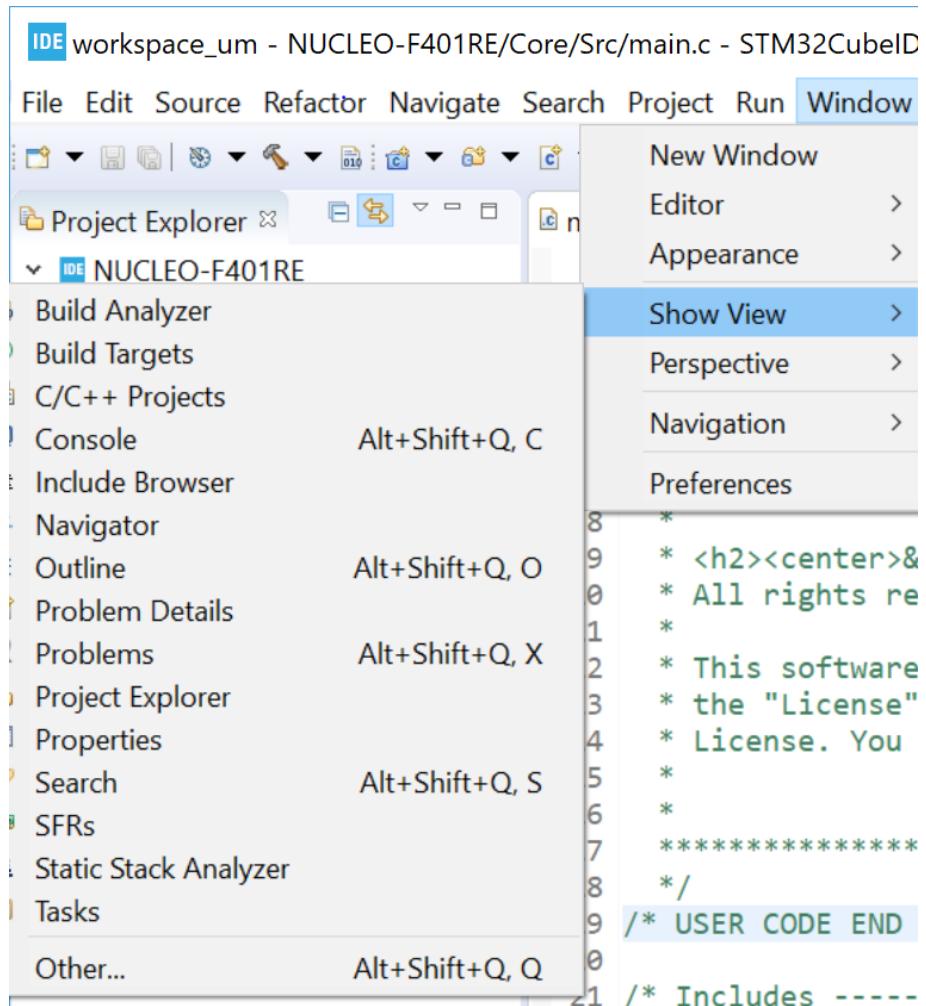
To open a file in the editor, double-click on the file in the *Project Explorer* view or open the file via the [**File**] menu. When a file is modified in the editor, it is displayed with an asterisk (\*) indicating that the file has unsaved changes.

### 1.4.3 Views

Only the most common views associated with the perspective are displayed by default. There are many more views in the product supporting different features. Some of these views only provide valid data when a debug session is ongoing, while others always display data.

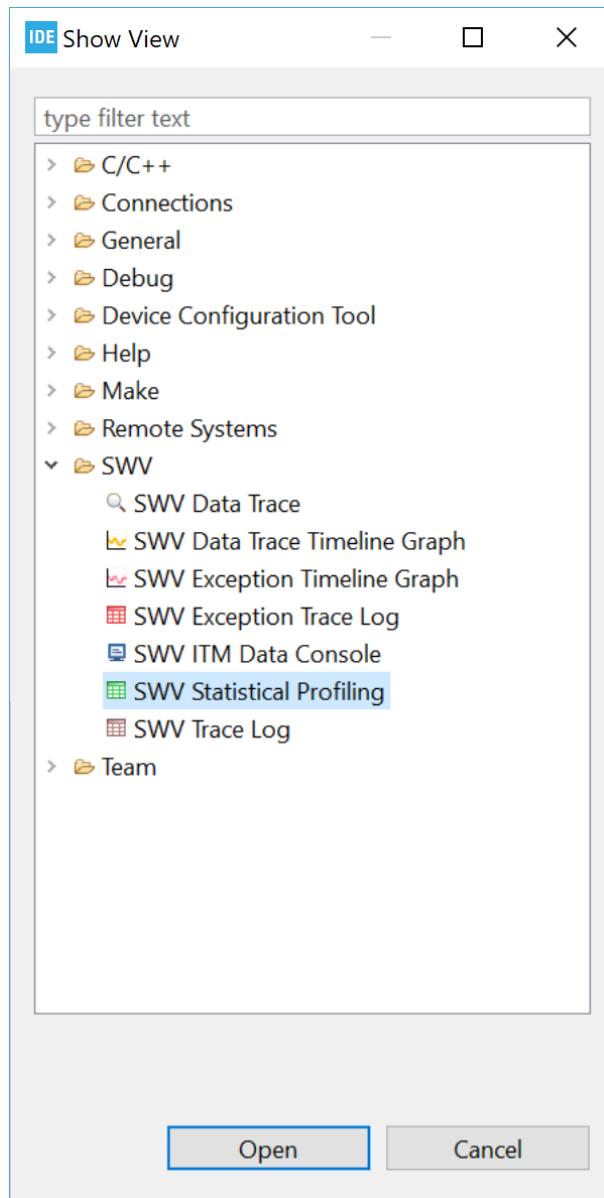
Views can be opened from the [**Window**]>[**Show View**] menu by selecting one of the views in the list.

Figure 15. [**Show View**] menu



The above list of views in [Figure 15](#) is still not complete. It contains only the most common views for the work task related to the perspective currently selected. To access even more views, select [**Other...**] from the list. This opens the *Show View* dialog. Double-click on any view to open it and access its additional features.

**Figure 16. Show View dialog**



The views can be resized and their positions can be changed: Simply drag the view to a new place in STM32CubeIDE. The view can also be dragged outside the STM32CubeIDE window on the screen. Such detached views are shown in separate windows. Detached views works like the other views but are always shown in front of the workbench. Detached views can be attached again by dragging the tab in the detached view into the STM32CubeIDE window.

To restore the perspective to original state, right-click the perspective icon in the toolbar and select [**Reset**] from the list. Another way to reset the perspective is to use the menu [**Window**]>[**Perspective**]>[**Reset Perspective**].

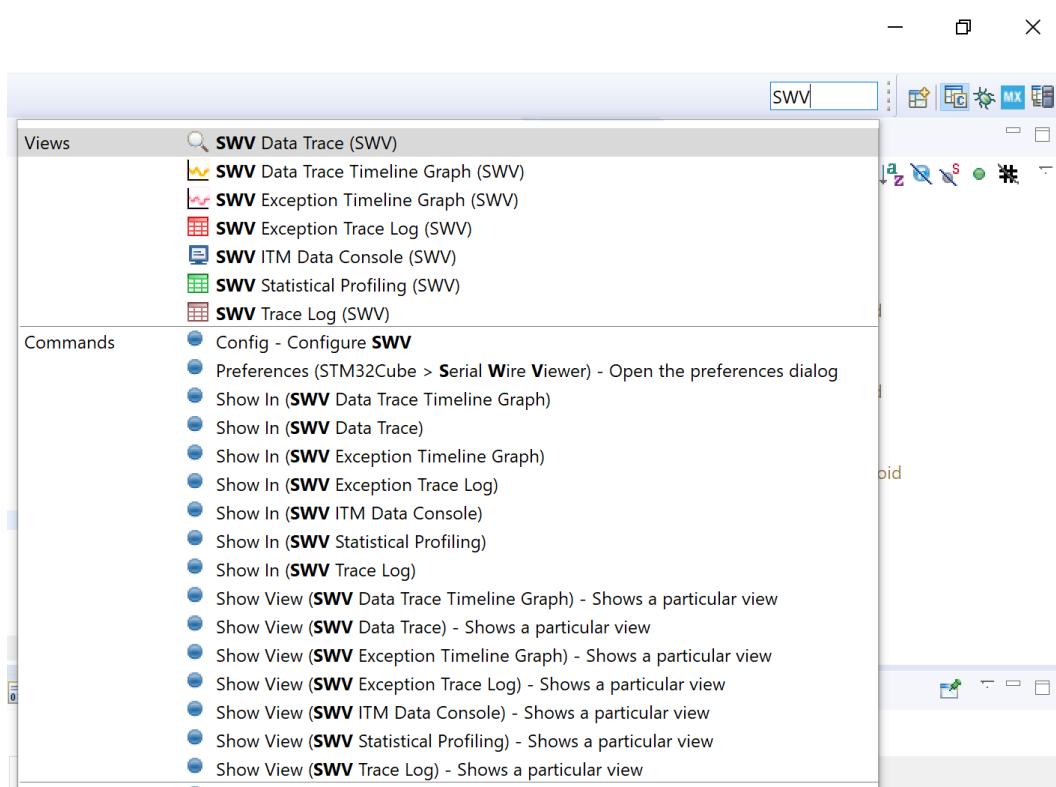
#### 1.4.4 Quick Access edit field

The *Quick Access* is an edit field in the toolbar, where any search phrase or keyword can be entered. GUI objects like menu commands, toolbar buttons, preference settings or views can be found using this field. As any search string is typed, the *Quick Access* shows all the GUI objects that match the criteria, in real time. Type a couple of characters or more and see how the list of results is refined correspondingly on-the-fly.

The *Quick Access* is a time saver when looking for a specific GUI object that cannot be found quickly otherwise, such as a preference setting deeply buried in the configuration dialogs. It is also convenient to retrieve a menu command or toolbar button hidden in the currently active perspective.

For example, in [Figure 17](#), the search string “**SWV**” entered in the *Quick access* provides immediately the list of matching views, GUI commands and preference settings. To open the view or preference setting, click on the GUI object in the search result list.

**Figure 17. Quick access**

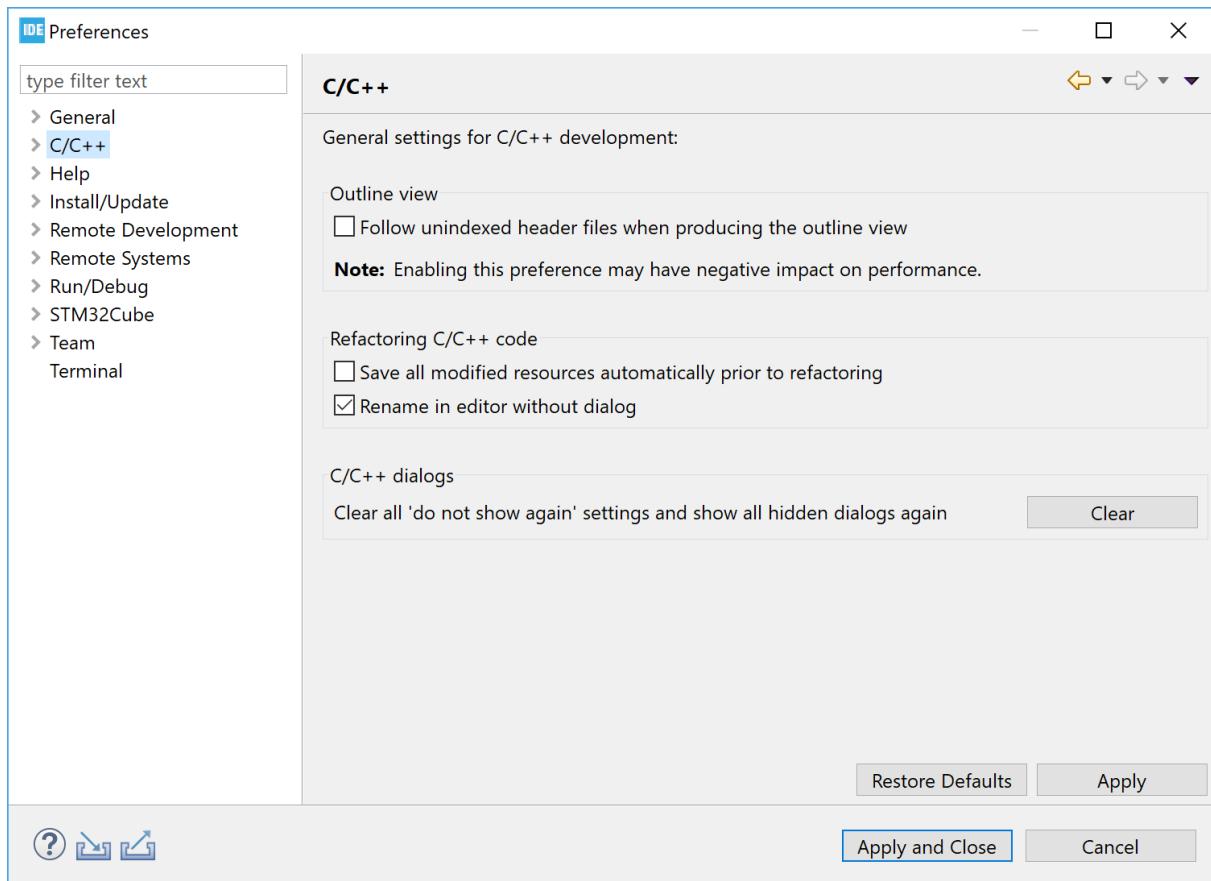


#### 1.5 Configuration - Preferences

STM32CubeIDE can be customized in many ways. The menu **[Window]>[Preferences]** is used to open the **Preferences** dialog. In this dialog, the left pane is used to navigate to certain preference pages. There is also a filter field, which can be used to narrow down the content displayed. The arrow controls on the upper-right side of the dialog can be used to navigate back and forth across pages. The right pane contains the setting of the displayed preferences. Make any preferred change and press **[Apply]** to update the setting.

[**Restore Defaults**] resets all changes. The preference settings are stored in a metadata folder in the workspace of the application. [Section 1.7 Managing existing workspaces](#) in this user manual provides information on how to backup preferences and copy preferences across workspaces.

**Figure 18. Preferences**



It is advised to walk through the preferences pages and get an understanding of the possible configuration options. The following sections present some of them.

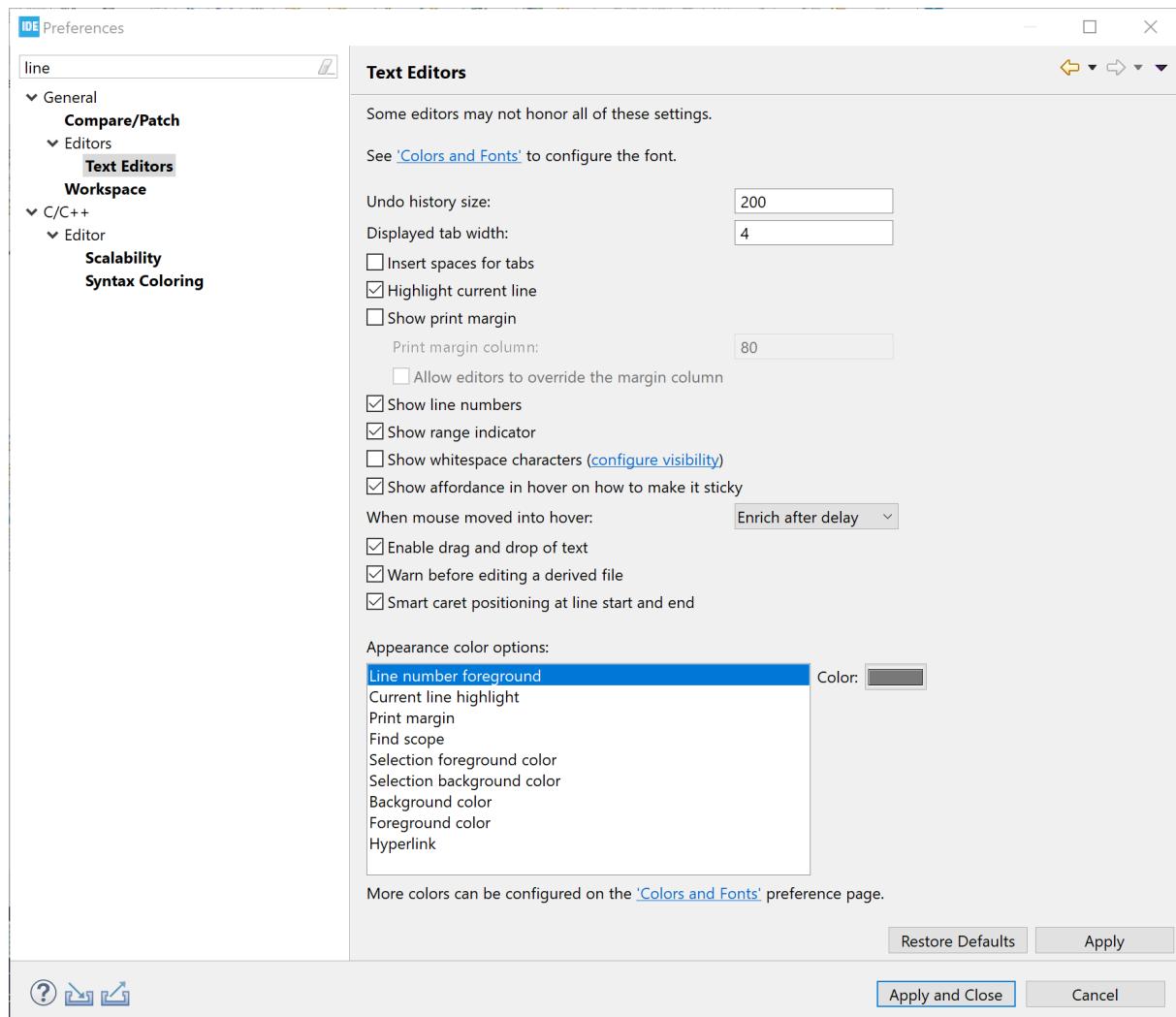
### 1.5.1

#### Preferences - Editors

The editor can be configured in many ways. For instance, the menu selection [General]>[Editors]>[Text Editors] provides a *Preferences* pane containing general editor settings such as:

- Displayed tab width
- Insert spaces for tabs
- Highlight current tab
- Show line numbers
- Others

Figure 19. *Preferences - Text Editors*



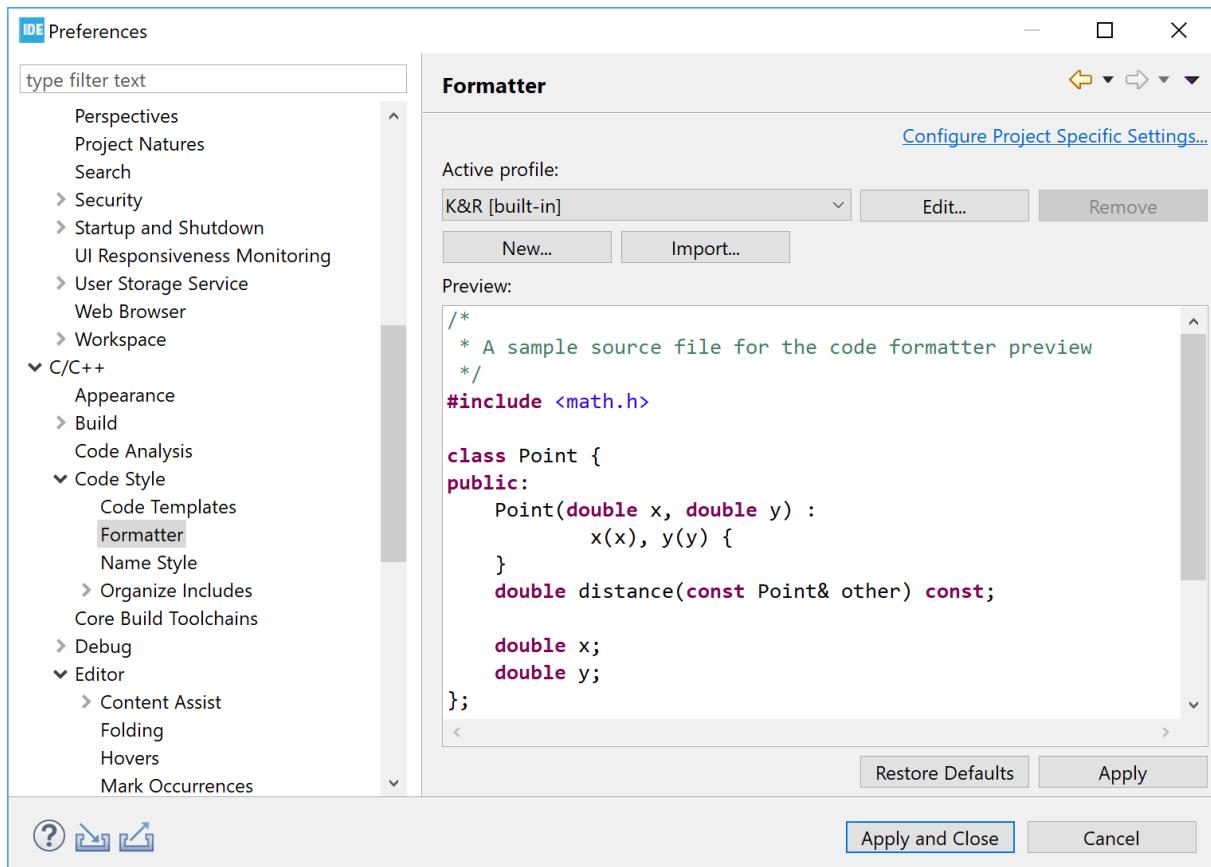
### 1.5.2

#### Preferences - Code style formatter

It is possible to configure the editor to use special formatting.

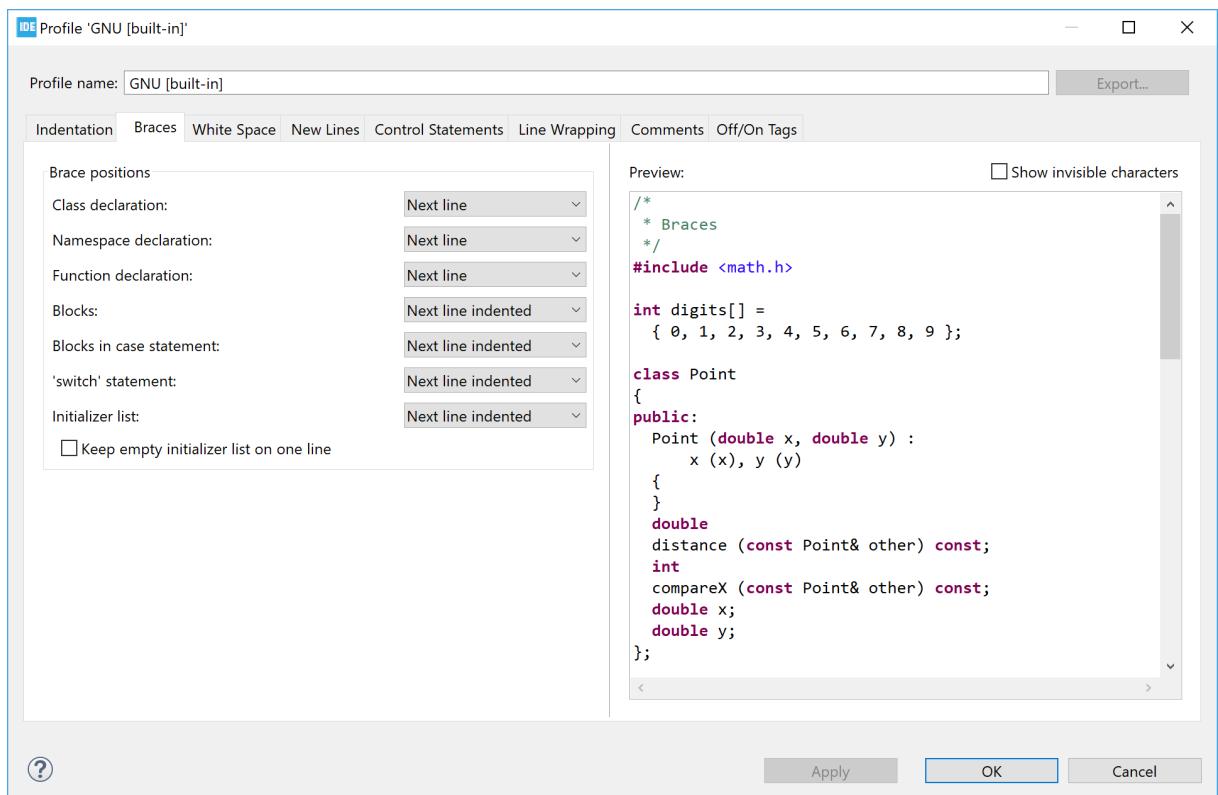
The menu selection [C/C++]>[Code Style]>[Formatter] provides a *Preferences* pane containing settings to set an active profile.

Figure 20. *Preferences - Formatter*



At this point, if [Edit...] is pressed, a new dialog is opened, where the selected profile can be updated according to specific coding rules. This is displayed in Figure 21.

Figure 21. Preferences - Code style edit

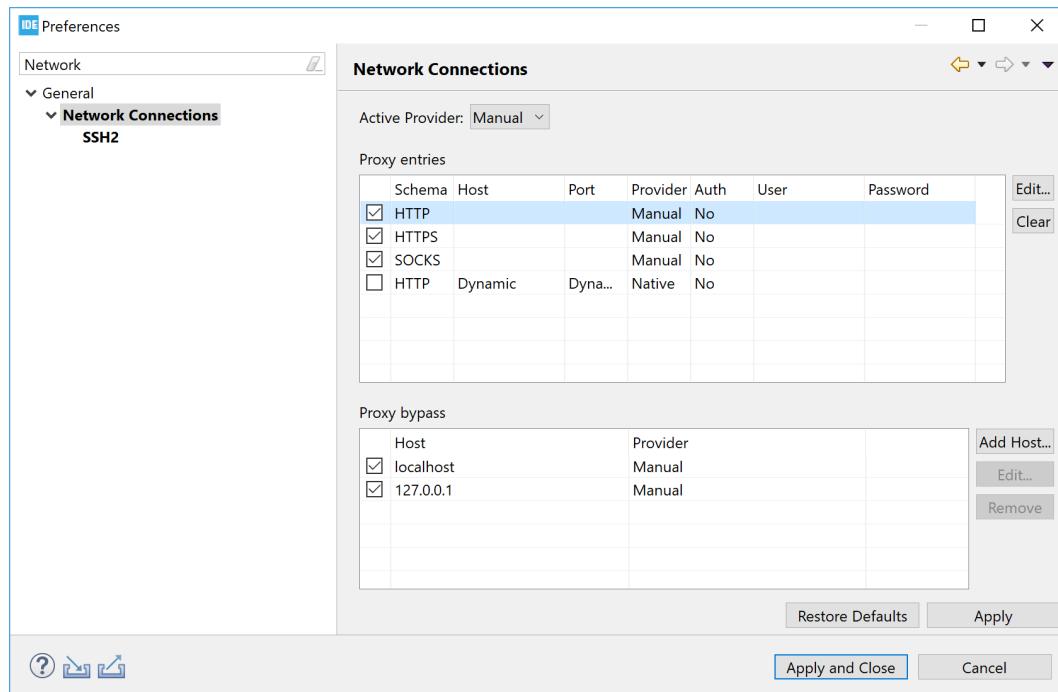


## 1.5.3

## Preferences - Network proxy settings

STM32CubeIDE uses the Internet for instance to get access to STM32 devices information. If a proxy server is used for Internet access, some configuration settings are required in STM32CubeIDE. The proxy settings are set in the *Preferences* pane obtained through [General]>[Network Connections]. To change the settings, set [**Active provider**] to *Manual* and update the *Proxy entries* for HTTP and HTTPS with specific *Host*, *Port*, *User* and *Password* using the [**Edit...**] button.

Figure 22. Preferences - Network Connections



## Note:

If there is a problem to save the proxy settings, the reason can be a corrupt `secure_storage` file. Proceed as follows to solve the problem:

1. Rename file `C:\Users\user_name\.eclipse\org.eclipse.equinox.security\secure_stora`ge to a new name
2. Restart STM32CubeIDE
3. Update the proxy network settings, with user and password information, and save them to create a new `se`cure\_`storage` file

## 1.6 Workspaces and projects

The basic concepts of workspaces and projects compares as follows:

- A workspace contains projects. Technically, a workspace is a directory containing project directories or references to them.
- A project contains files. Technically, a project is a directory containing files that may be organized in sub-directories.
- A single computer may hold several workspaces at various locations in the file system. Each workspace may contain several projects.
- The user may switch between workspaces, but only one workspace can be active at one time.
- The user may access any project within the active workspace. Projects located in another workspace cannot be accessed, unless the user switches to that workspace.
- The files included in a project do not need to be physically located in a folder in the project but can be located somewhere else and linked into the project.
- Switching workspaces is a quick way of shifting from one set of projects to another. It triggers a quick restart of the product.

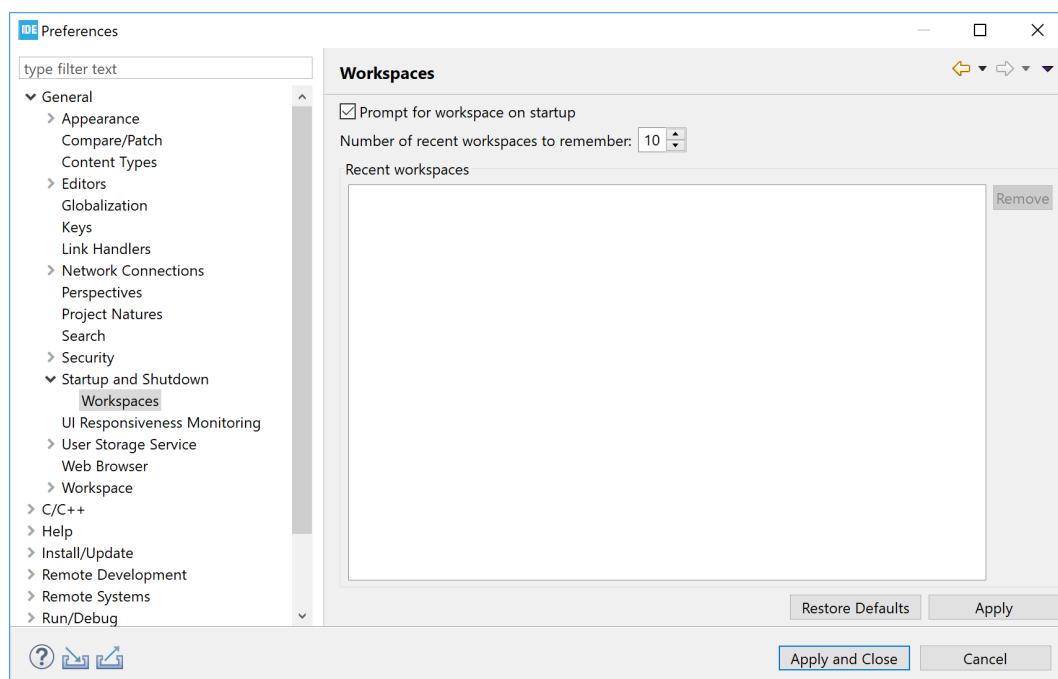
In practice, the project and workspace model facilitates a well-structured hierarchy of workspaces, containing projects, containing files.

## 1.7 Managing existing workspaces

The workspace can be selected when starting STM32CubeIDE. It is also possible to switch to another workspace during the use of STM32CubeIDE. In this case STM32CubeIDE restarts after the new workspace is selected. To restart STM32CubeIDE with a new workspace, select menu [File]>[Switch Workspace].

The workspaces known to STM32CubeIDE can be managed by selecting [Window]>[Preferences] then, in the Preferences dialog, selecting [General]>[Startup and Shutdown]>[Workspaces]. In the right pane, it is possible to enable [Prompt for workspace on startup] and set [Number of recent workspaces to remember] to the desired value.

Figure 23. Preferences - Workspaces



It is also possible to select and remove recent workspaces from the list of recent workspaces. However, removing a workspace from that list does not remove the files. Neither does it remove the files from the file system.

### 1.7.1

#### Backup of preferences for a workspace

It is generally a good practice to take a copy of the existing preferences for a workspace. It can be especially useful to recreate the workspace after a crash without the time-consuming process to redo the settings manually.

In the menu, select [File]>[Export]. Then, in the panel, select [General]>[Preferences]. Press the [Next] button and, in the next page, enable [Export All] along with a correct filename.

### 1.7.2

#### Copy preferences between workspaces

To copy workspace preferences from one workspace to another, an existing export of preferences must first be created as explained in [Backup of preferences for a workspace](#).

Then select [File]>[Switch Workspace] and the new workspace. STM32CubeIDE restarts and opens with the new workspace.

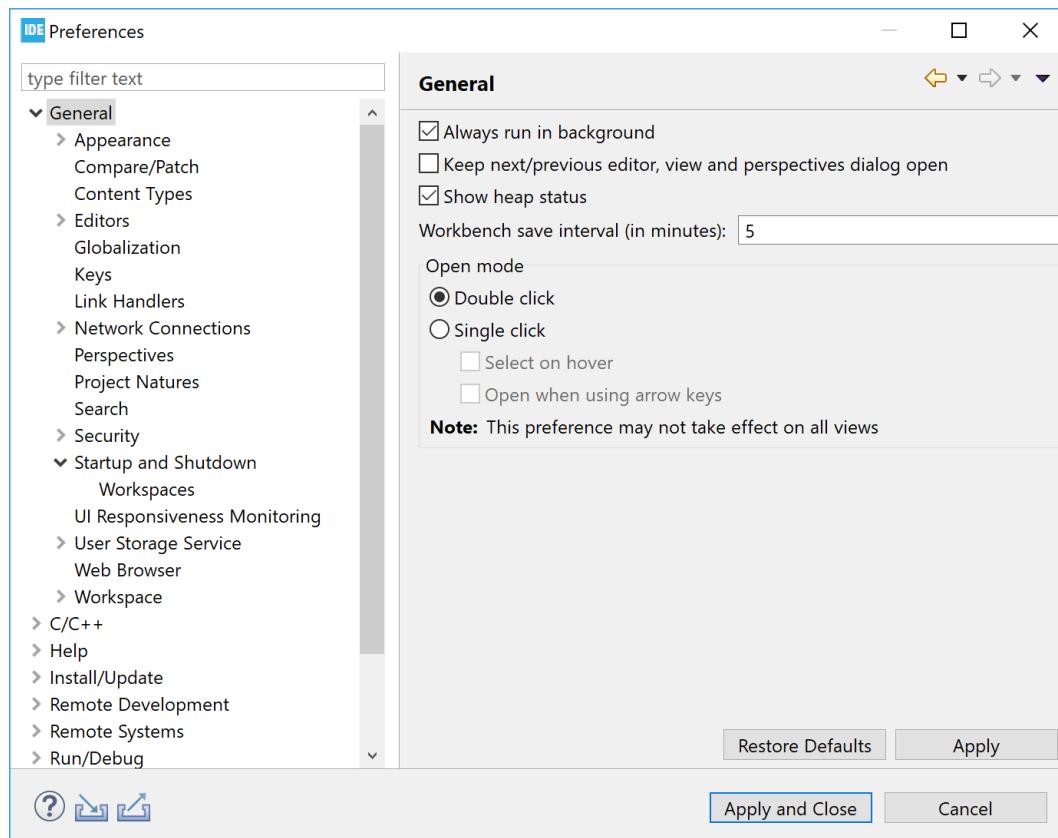
In the menu, select [File]>[Import] and in the panel select [General]>[Preferences]. Press the [Next] button and, on the next page, enable [Import All] and enter the file name. The preferences are now the same in both workspaces.

### 1.7.3

#### Keeping track of Java heap space

To keep track on how much Java heap space is used, select the [Window]>[Preferences] menu. In the *Preferences* page, select the [General] node and then enable [Show heap status]. The currently used and available Java heap space is then displayed in the STM32CubeIDE status bar. The garbage collector can also be triggered manually from the status bar.

Figure 24. Display of Java heap space status

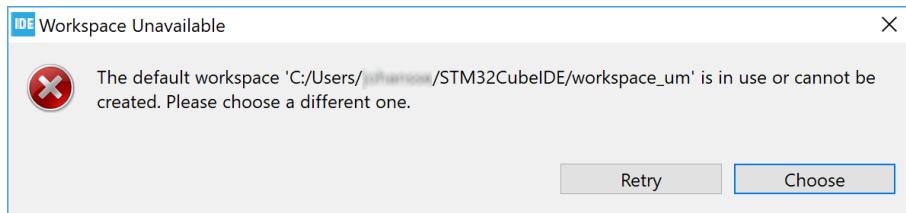


### 1.7.4

#### Unavailable workspace

Only one instance of STM32CubeIDE can access one workspace at a time. This is to prevent conflicting changes in the workspace. If STM32CubeIDE is started with a workspace that is already used by another instance of the program, the following error message is displayed.

Figure 25. Workspace unavailable



If this message is displayed, choose a different workspace, or return to the already running STM32CubeIDE.

## 1.8

### STM32CubeIDE and Eclipse® basics

STM32CubeIDE contains so many features that it is easy to miss some really useful capabilities. Noteworthy features are spell checking of C/C++ comments, word- and code completion, content assist, parameter hints and code templates. The editor also includes an include-file dependency browser, code navigation using hypertext-links, bookmark and to-do lists, and powerful search mechanisms. The next sections remind some of the useful tools that can be easily missed.

#### 1.8.1

##### Keyboard shortcuts

It is convenient to use keyboard shortcuts instead of the mouse. One important shortcut to know is the shortcut **CTRL+Shift+L**. This shortcut opens a cheat sheet with all available shortcuts.

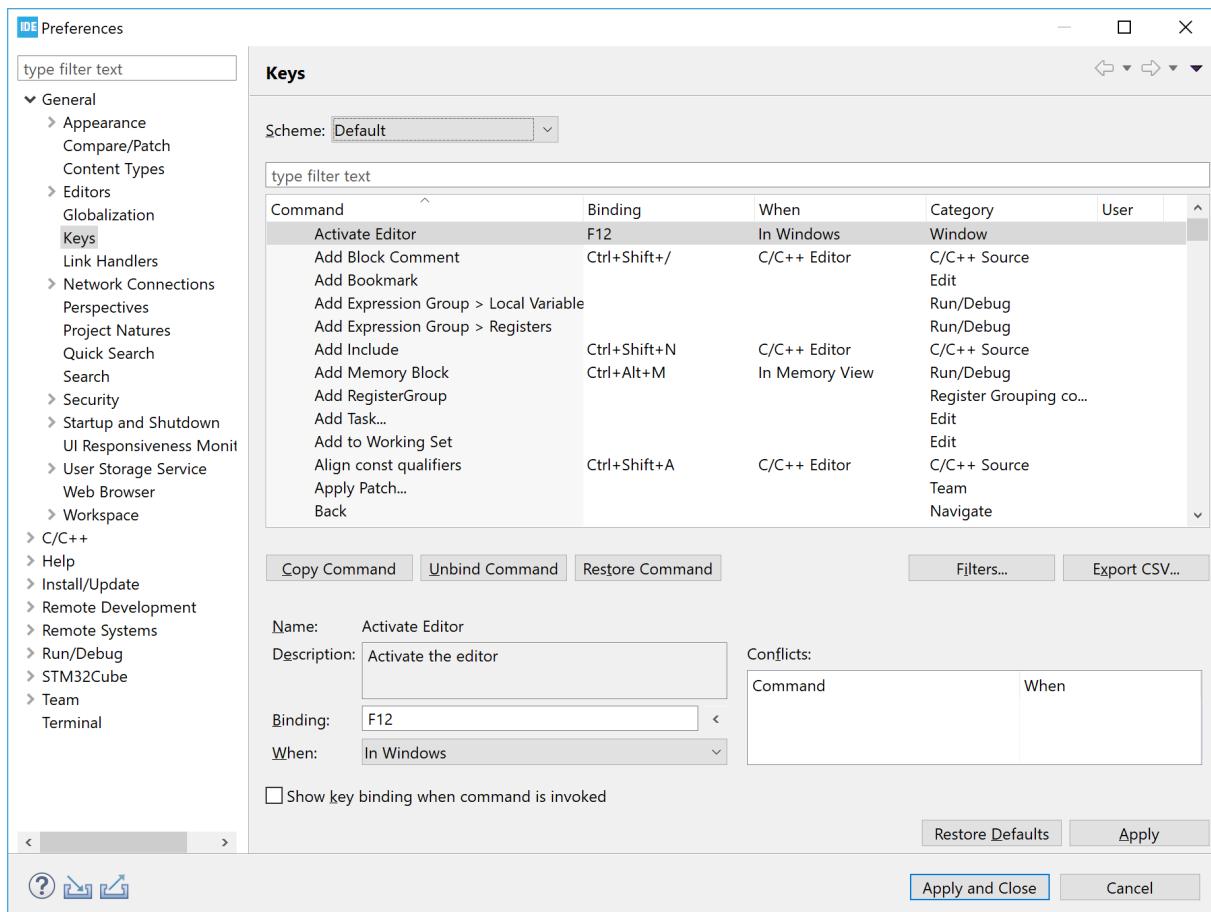
Figure 26. Shortcut keys

Activate Editor	F12
Backward History	Alt+Left
Build All	Ctrl+B
Build Target Build	Shift+F9
Close	Ctrl+F4
Close All	Ctrl+Shift+F4
Collapse All	Ctrl+Shift+Numpad_Divide
Content Assist	Ctrl+Space
Context Information	Ctrl+Shift+Space
Copy	Ctrl+Insert
Cut	Shift+Delete
Debug	F11
Delete	Delete
Expand All	Ctrl+Shift+Numpad_Multiply
Find Text in Workspace	Ctrl+Alt+G
Find and Replace	Ctrl+F
Forward History	Alt+Right
Last Edit Location	Ctrl+Q
Maximize Active View or Editor	Ctrl+M

Press 'Ctrl+Shift+L' to open the preference page

Pressing **CTRL+Shift+L** in this sheet opens the Keys pane in the *Preferences* dialog.

Figure 27. Shortcut preferences



The **Keys** pane offers the possibility to examine the shortcuts in detail and change the scheme (Default, Emacs, or Microsoft® Visual Studio), reconfigure shortcut keys, and others.

Table 1 presents some of the keys to mention with their default bindings.

Table 1. Key shortcut examples

Command	Binding	Where
Copy	<b>Ctrl+C</b>	In dialogs and windows
Cut	<b>Ctrl+X</b>	In dialogs and windows
Paste	<b>Ctrl+V</b>	In dialogs and windows
Debug	<b>F11</b>	In windows
Open declaration	<b>F3</b>	In C/C++ editor
References	<b>Ctrl+Shift+G</b>	In C/C++ editor/views
Find and open files	<b>Ctrl+Shift+R</b>	In C/C++ editor/views
Toggle selection mode normal/block	<b>Alt+Shift+A</b>	In C/C++ editor/views
Zoom In	<b>Ctrl++</b>	Editing text
Zoom Out	<b>Ctrl+-</b>	Editing text

### 1.8.2 Editor zoom in and zoom out

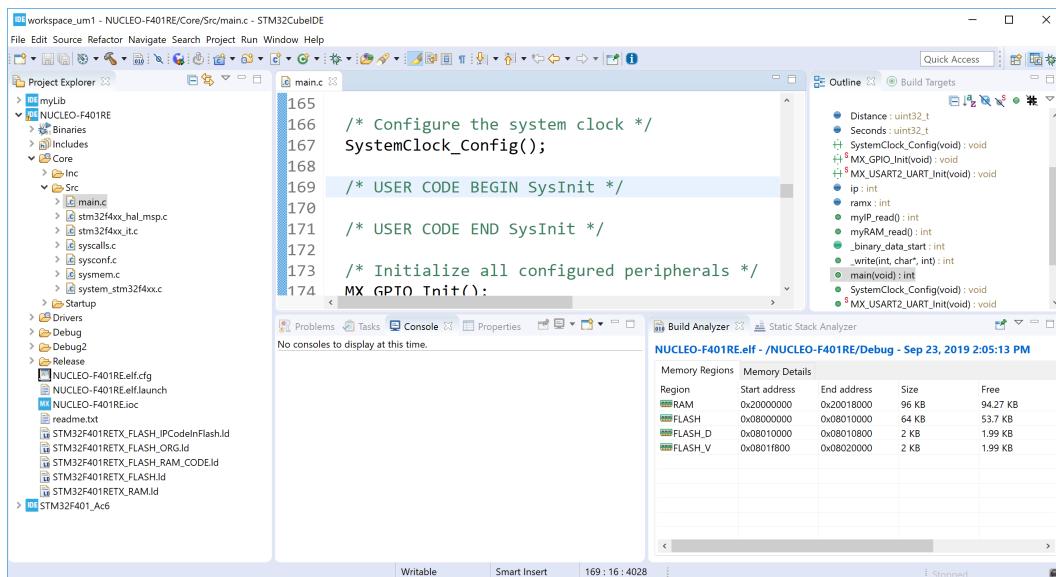
It is possible to increase or decrease the default font size for text editors by pressing **Ctrl++** and **Ctrl+-**:

- **Ctrl++** : zoom in text
- **Ctrl+-** : zoom out text

Note:

If a keyboard with a numeric keypad is used and the + or – keys are pressed on the numeric keypad, use the **Shift** key in addition to make the zoom work (**Ctrl+Shift+** or **Ctrl+Shift-**).

Figure 28. Editor with text zoomed in



### 1.8.3 Quickly find and open a file

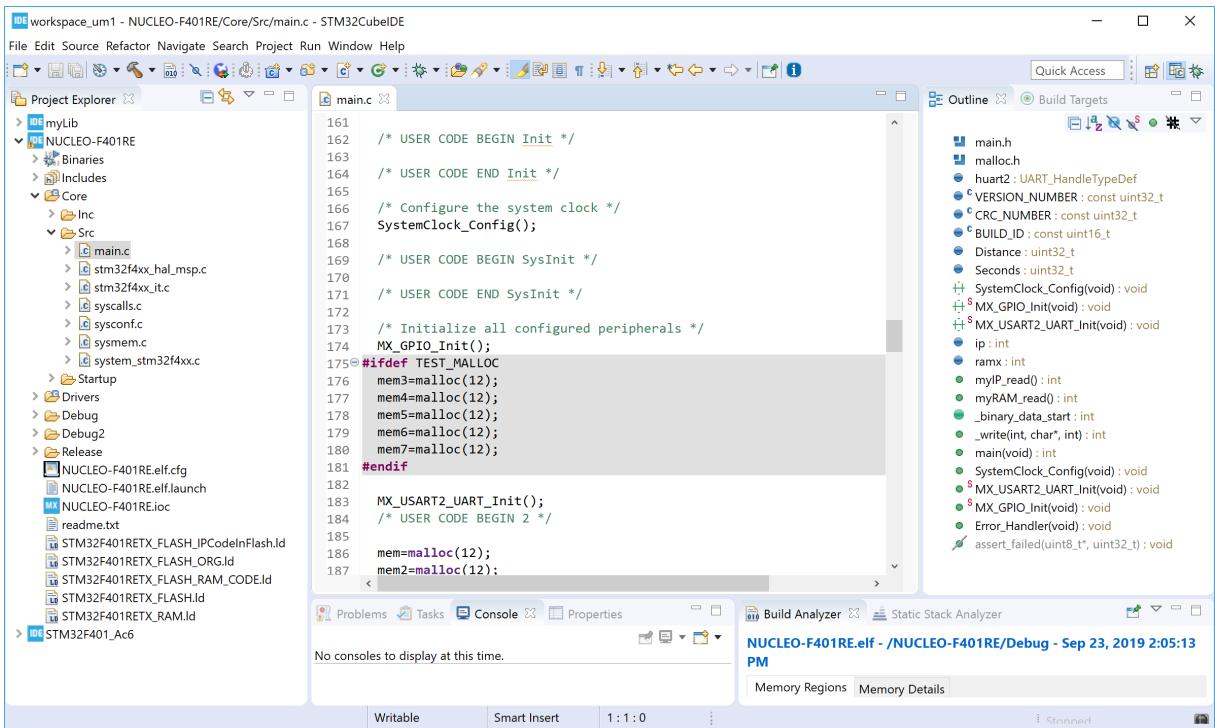
Pressing **Ctrl+Shift+R** to find and open a file quickly is one of the features easily missed. Type a couple of characters part of the name of the file to open. It is possible to add the \* and ? search wildcards as appropriate. The editor then lists the matching filenames. Select the desired file in the search result list, and open the file using any of these three ways:

- **[Show In]**: sends the file to one of the views chosen in the drop-down list (such as the #include file dependency browser view)
- **[Open With]**: opens the file in the editor selected in the drop-down list
- **[Open]**: probably the most commonly used option, simply opens the file in the standard C/C++ editor

### 1.8.4 Branch folding

A block of code enclosed within `#if` and `#endif` can be folded. To activate the functionality, go to **[Window]>[Preferences]**, then **[C/C++]>[Editor]>[Folding]** and check the **[Enable folding of preprocessor branches (#if/#endif)]** checkbox. Once the checkbox is checked, the editor must be restarted. Close the file, open it again, and the small icon in the left margin of the editor showing that the functionality is activated.

Figure 29. Editor folding



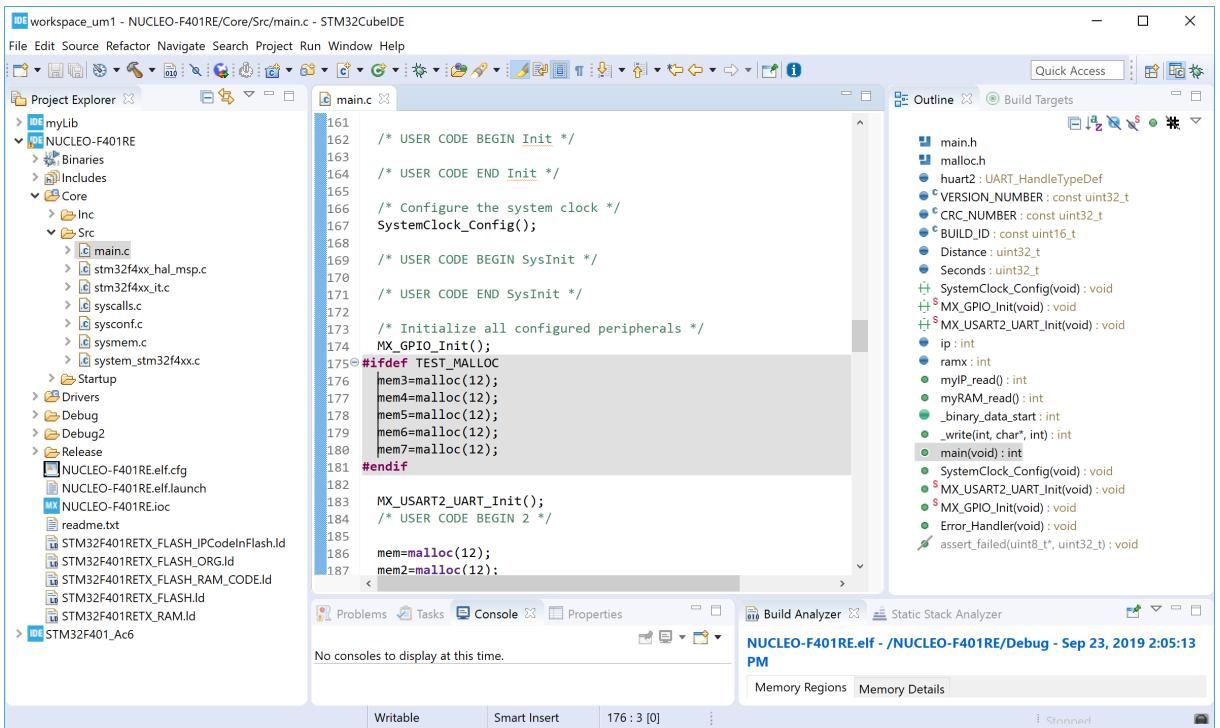
## 1.8.5 Block selection mode

**Alt+Shift+A** toggles the selection mode between normal and block. When the block mode is enabled, a block of text can be selected by either the mouse or the keyboard using the **SHIFT+ARROW** buttons.

### Use of the block selection mode

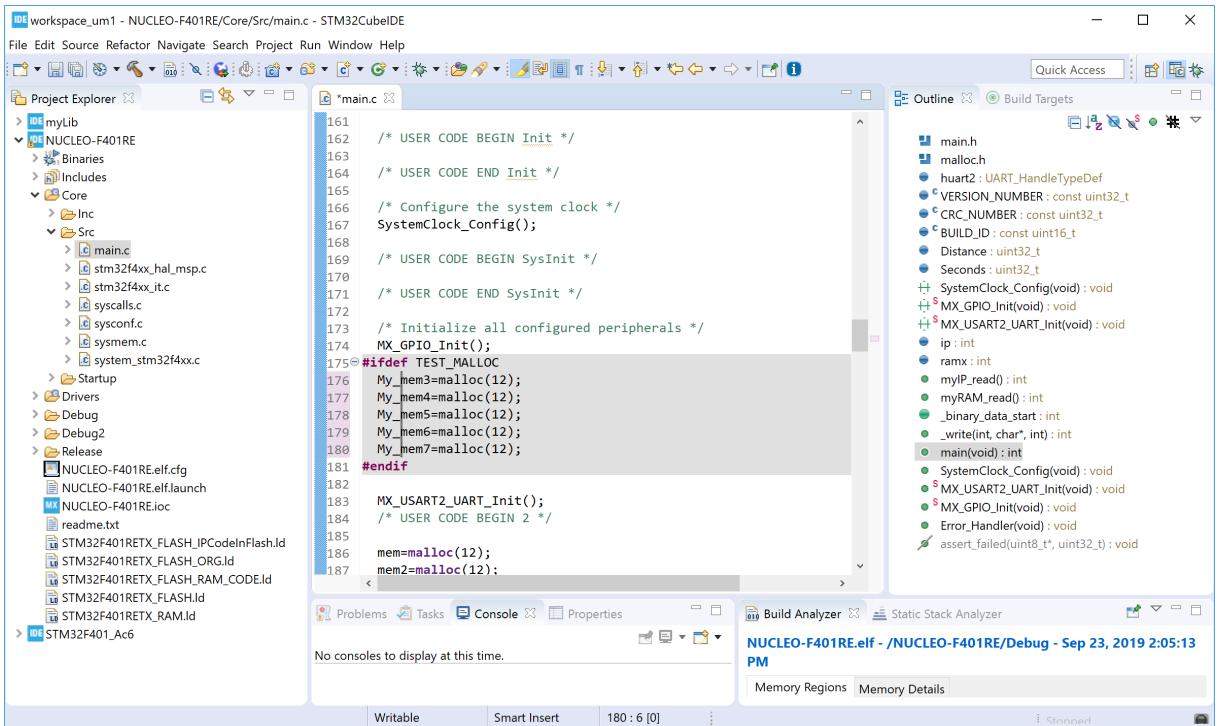
To start using the block selection mode, press **Alt+Shift+A**. Click somewhere in the text and drag down. A column is then marked as shown in Figure 30.

Figure 30. Editor block selection



Add some text and see that this text is entered in all marked rows. As an example, the text “My\_” is added and displayed in Figure 31.

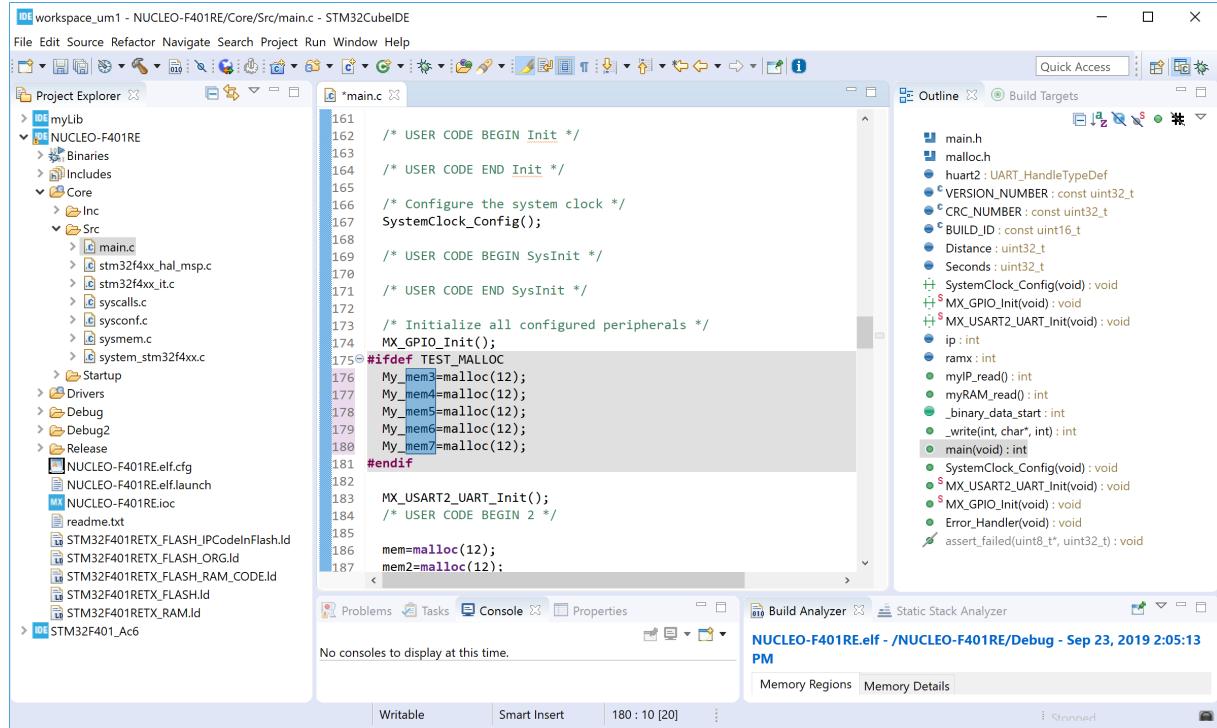
Figure 31. Editor text block addition



## Selection and edition of areas

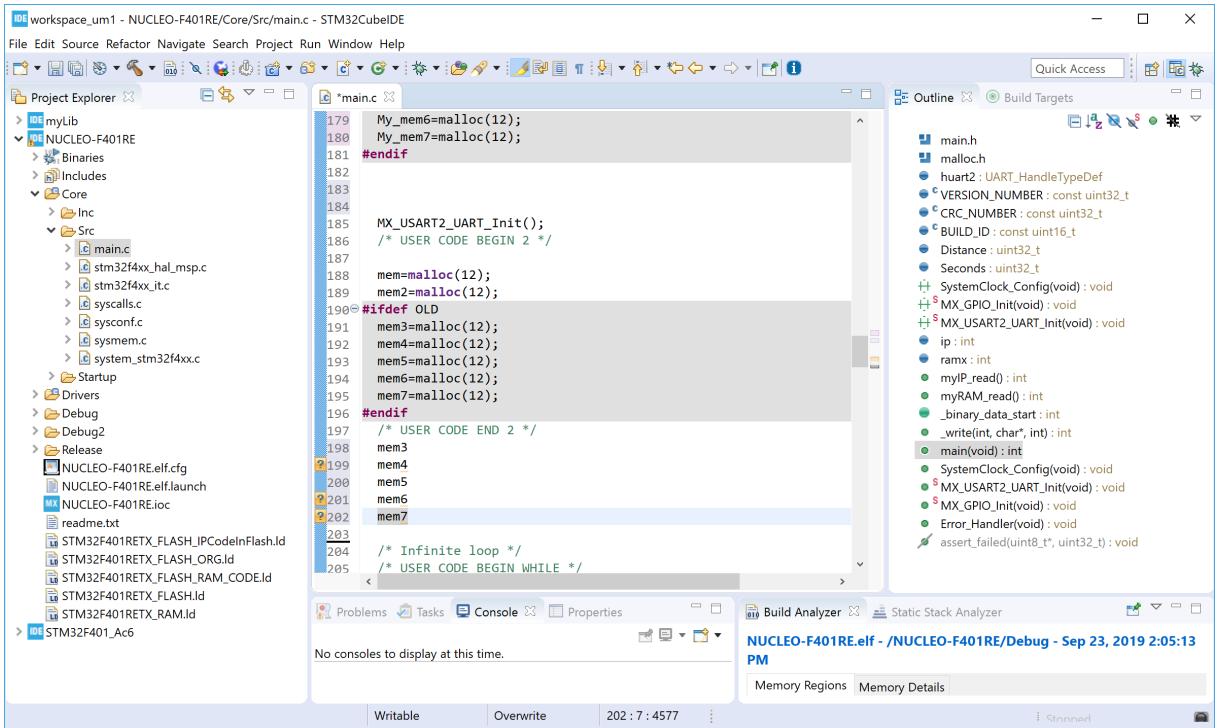
Select a block. In Figure 32, the block starting with “mem3” to “mem7” is selected.

Figure 32. Editor column block selection



Copy the selected block by using **Ctrl+C**. This copied text can then be inserted elsewhere. To do so, type **Alt +Shift+A** to toggle the selection mode back to the normal mode, move the cursor to another line, and type **Ctrl+V** to paste the copied columns to the new lines.

Figure 33. Editor column block paste

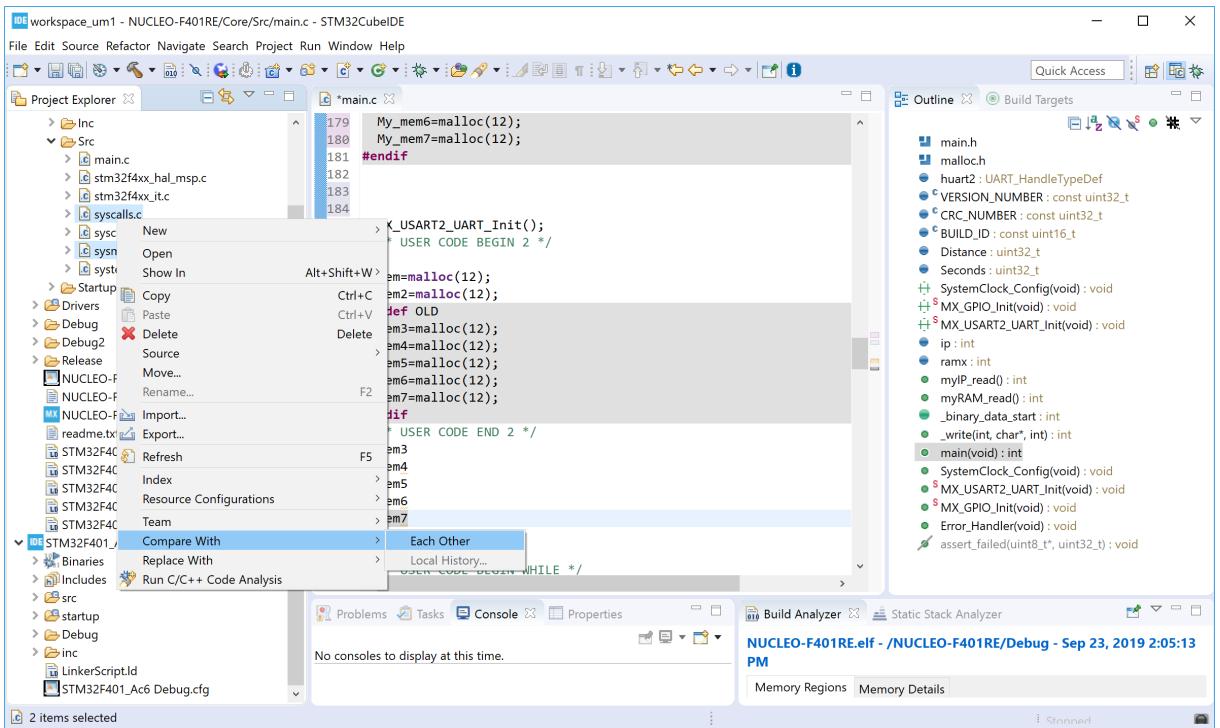


## 1.8.6 Compare files

To compare two files easily in STM32CubeIDE:

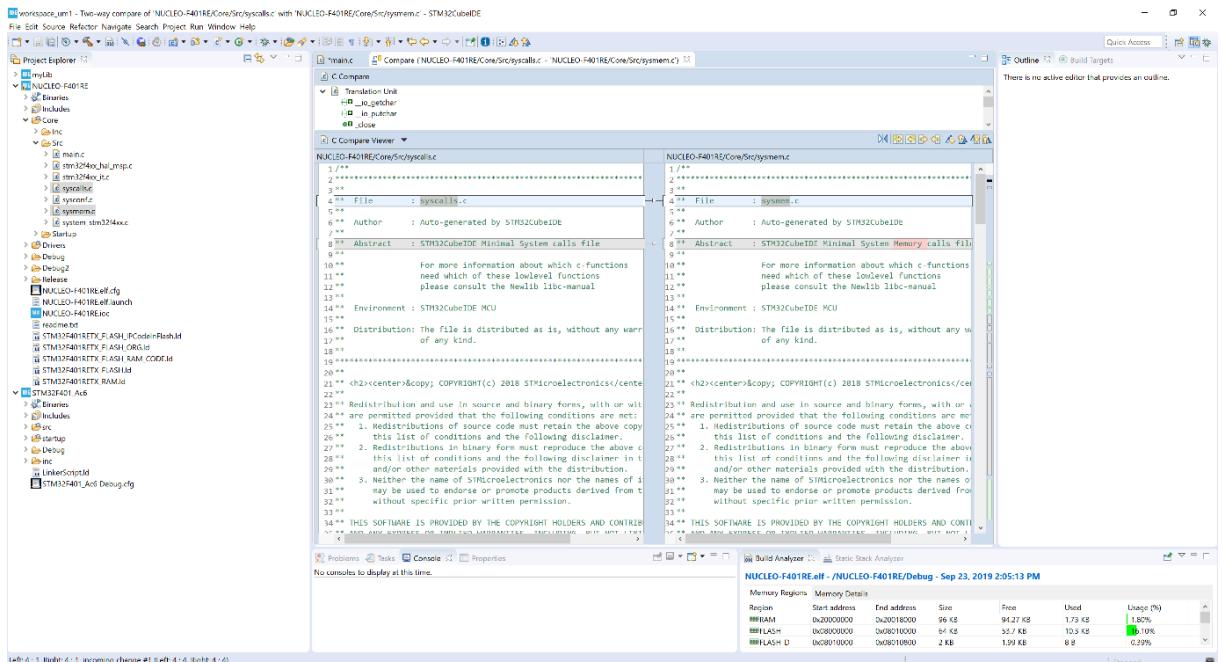
1. Select the two files in the *Project Explorer* view
  2. Click on one file
  3. Press **CTRL**
  4. Click on the other file
- Both files are now marked in the *Project Explorer* view
5. Right-click and select [**Compare With**]>[**Each Other**]

**Figure 34. Editor - Compare files**



The *File Differences* editor opens and compares both files.

**Figure 35. Editor - File differences**



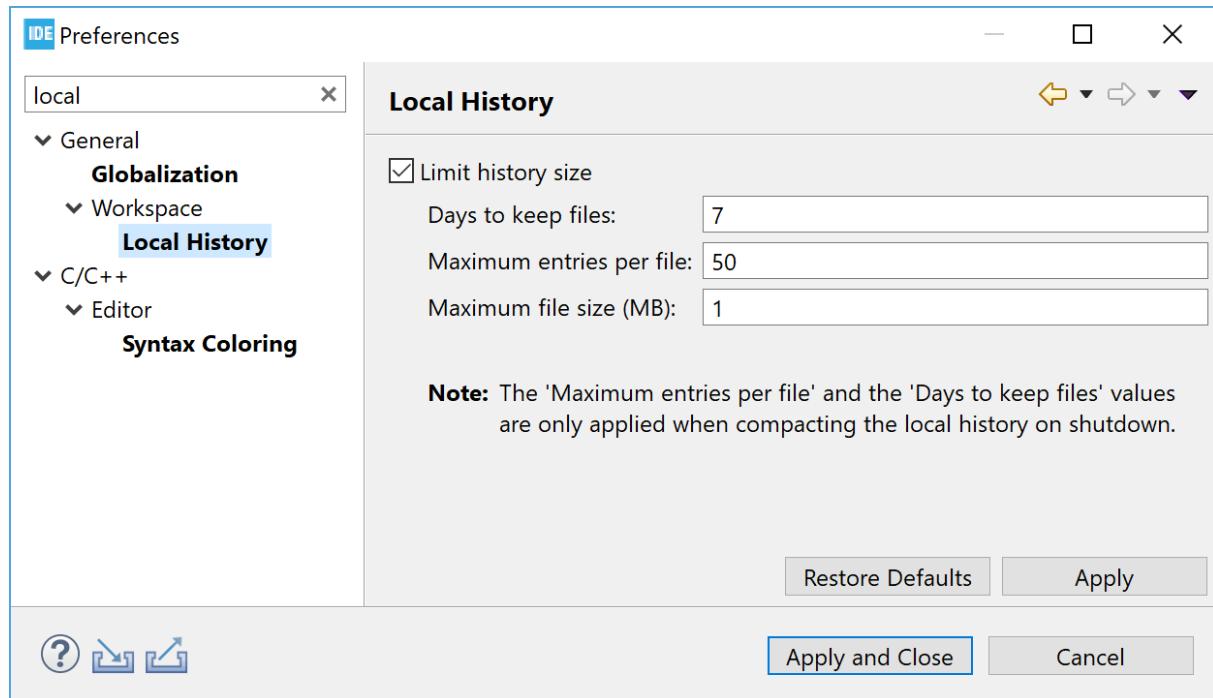
Use the navigation buttons to navigate between differences, or simply navigate in the view using the scroll bar to see the file differences.

## 1.8.7

### Local file history

It is recommended to maintain projects with a version control system such as Apache® Subversion® (SVN) or Git™. Still, STM32CubeIDE contains a local file with the history of edited files, which can be useful if some investigation is needed after a file has become not functional. The workspace preferences contain a *Local History* page.

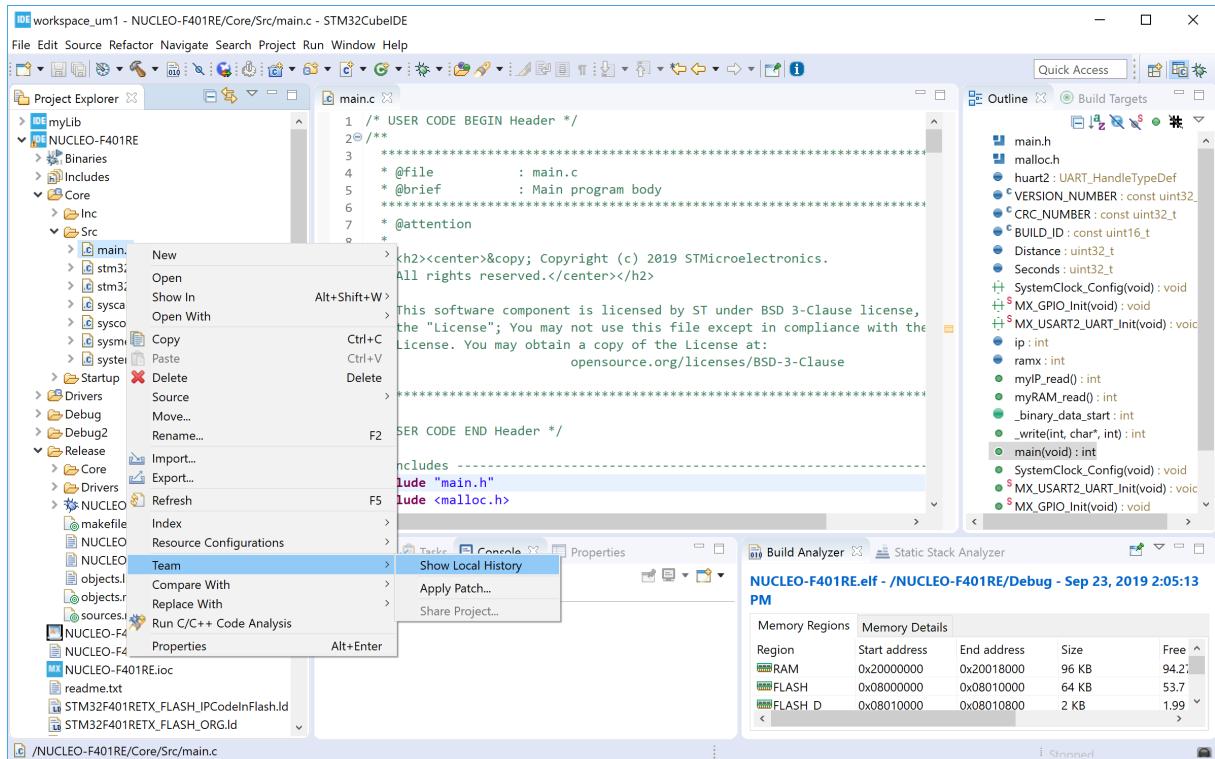
Figure 36. Local history



To show the local history of a file:

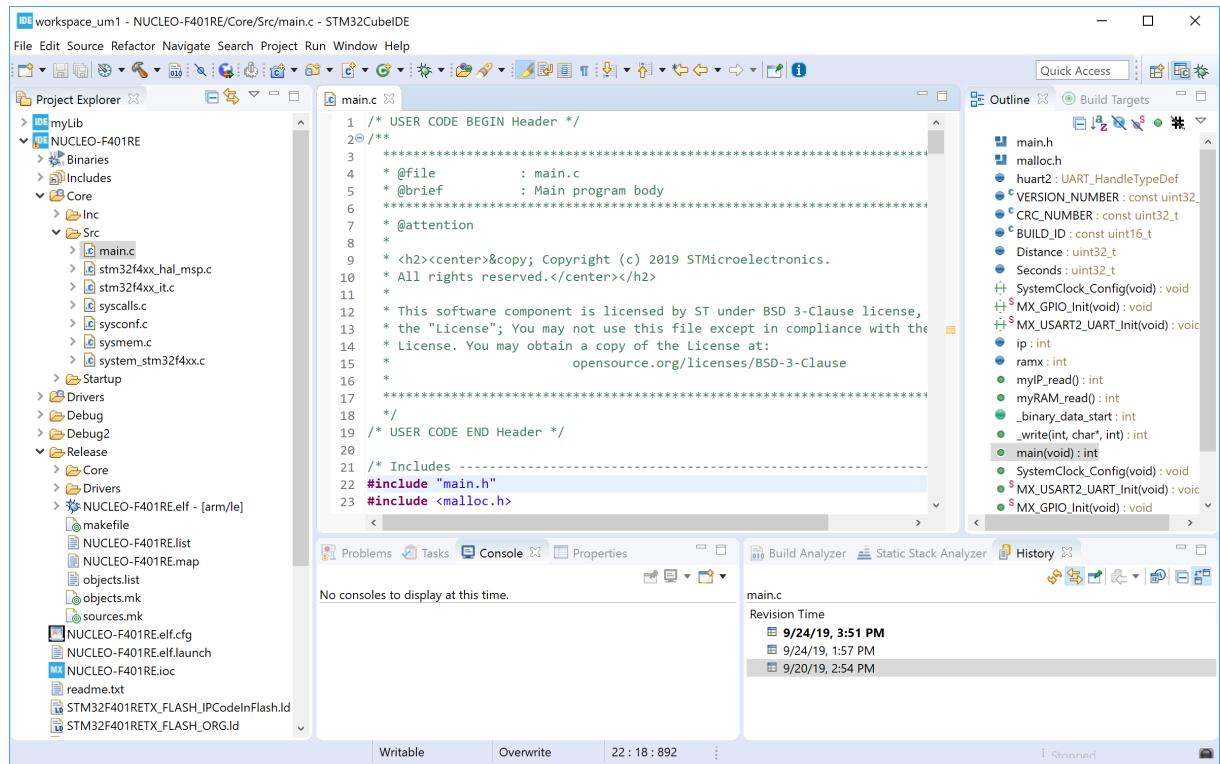
1. Select the file in the *Project Explorer* view
2. Right-click
3. Select [Team]>[Show local History]

Figure 37. Show local history



The *History* view opens and displays the file history.

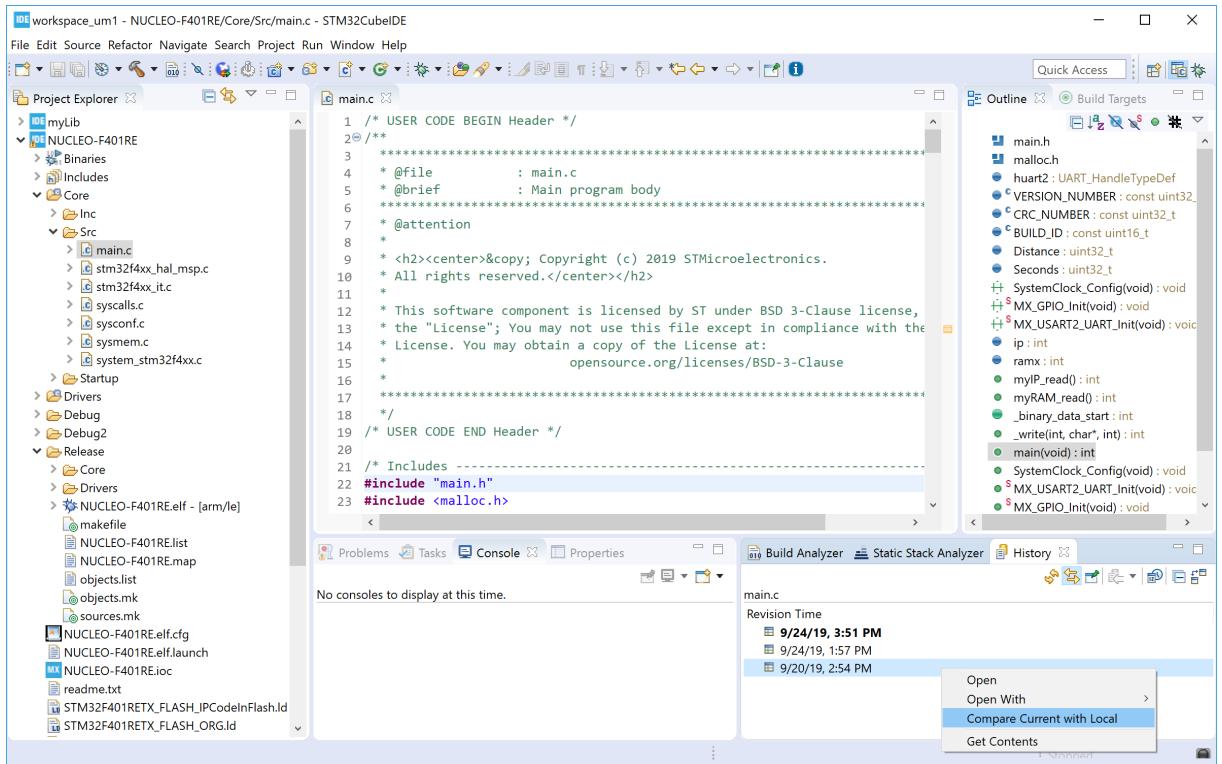
Figure 38. File history



In the case presented in Figure 38, there are three revisions of `main.c`. Double-click on a file in the *History* view to open it in the editor.

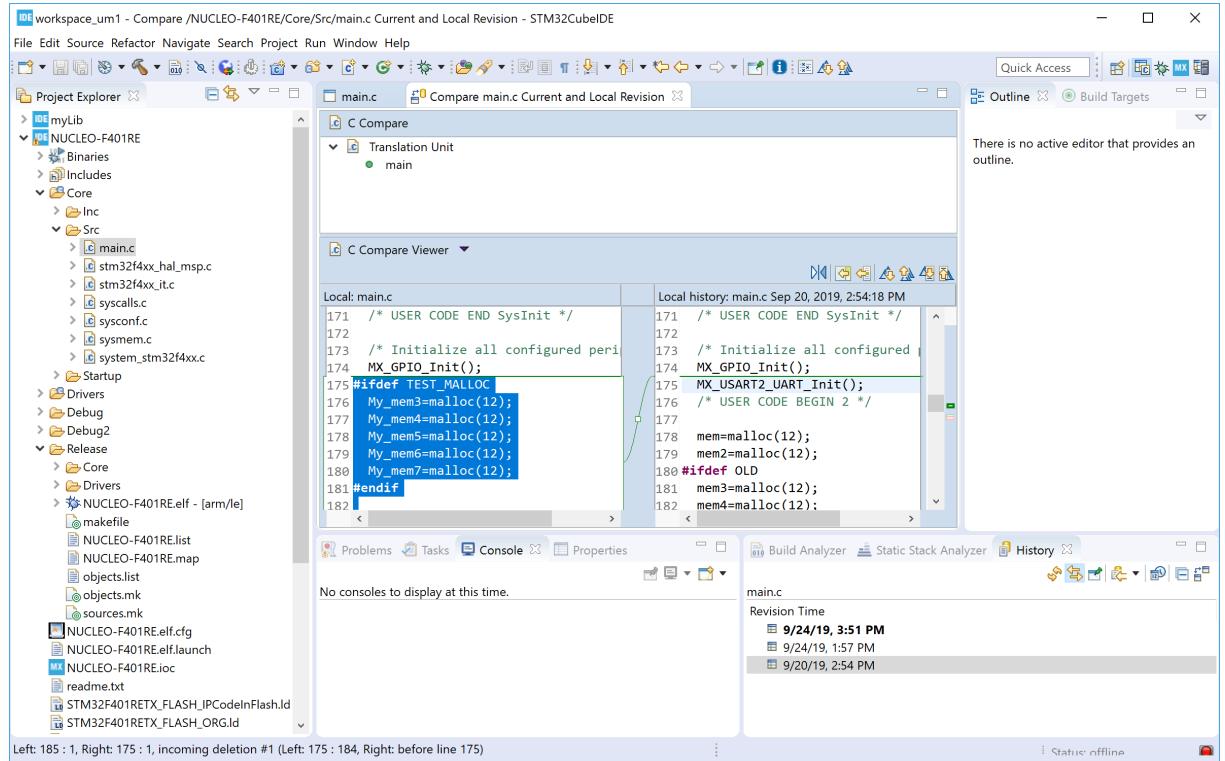
Right-click on a file in the history and select [Compare Current with Local] to compare it with the current version of the file.

Figure 39. Compare current history with local history



This opens the *File Differences* editor and displays the file changes.

Figure 40. Compare local file differences



## 2 Creating and building C/C++ projects

As mentioned in Section 1.6 Workspaces and projects, a workspace is a directory containing projects. The first time a workspace is created, it is empty without any projects. The projects need to be created or imported in the workspace. This section contains information on how to create projects in the workspace and build projects. It also covers how to import and export projects.

### 2.1 Introduction to projects

A project is a directory in the workspace containing files that may be organized in sub-directories. It is possible to access any project within the active workspace. The files included in a project do not need to be physically located in a folder in the project but can be located somewhere else and linked into the project. Projects located in another workspace cannot be accessed, unless the user switches to that workspace or import some of these projects into the workspace in use.

It is possible to rename and delete a project. If a workspace contains many projects, it is also possible to close some of them to make the work easier. Closed projects can be reopened again at any time.

This section focuses on the two types of STM32 projects supported by STM32CubeIDE:

- Executable programs
- Static library projects

However, the Eclipse® C/C++ Development Toolkit (CDT), which STM32CubeIDE is based on, contains also basic project wizards, which can be used to create C managed build, C++ managed build, and makefile projects.

The STM32 projects can be:

- C or C++
- Generated executable or library file
- Based on [STM32Cube](#) (using STM32 firmware library package) or empty projects

STM32 projects also support an advanced umbrella project structure, where one project contains many projects, for instance one project per core for multi-core devices.

### 2.2 Creating a new STM32 project

#### 2.2.1 Creating a new STM32 executable project

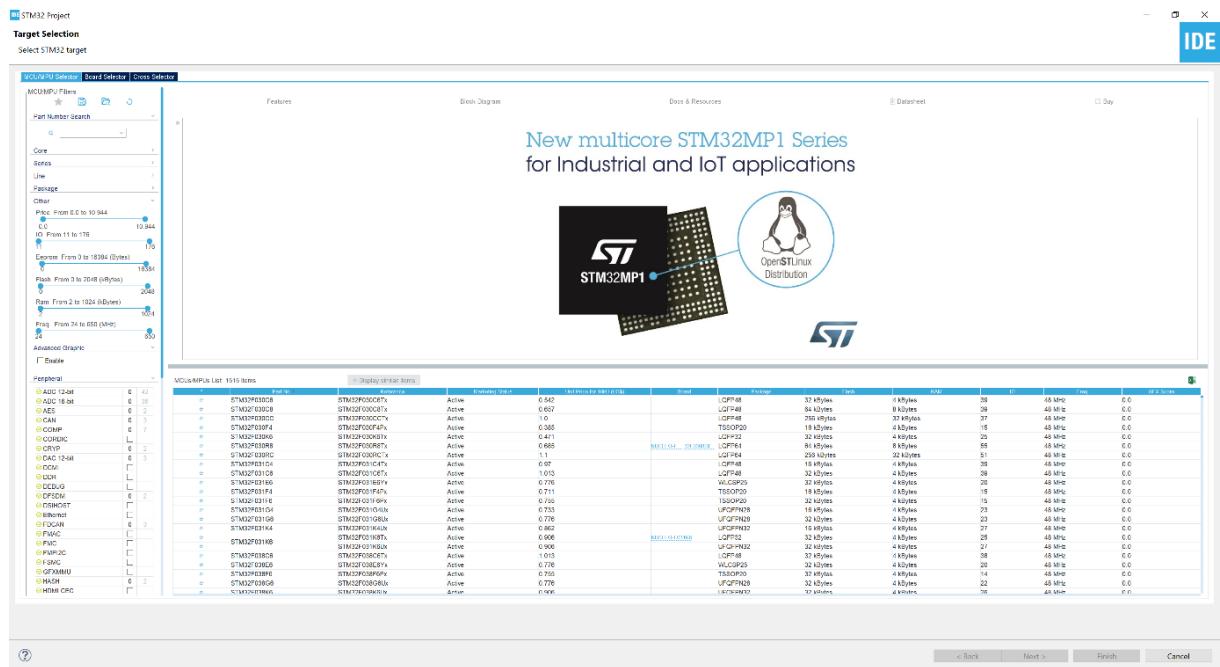
The easiest way to create a new STM32 C/C++ project is to use the STM32 project wizard. It is selected through the menu [File]>[New STM32 Project].

Another way to create a new C/C++ project is to open the *Information Center* and press [**Start new STM32**

**project**]. As mentioned in Section 1.3 Information Center, the *Information Center* can be opened using the  button on the toolbar or via the menu [Help]>[Information Center].

Both ways initialize and launch the *STM32 Project Target Selection* tool.

Figure 41. STM32 target selection

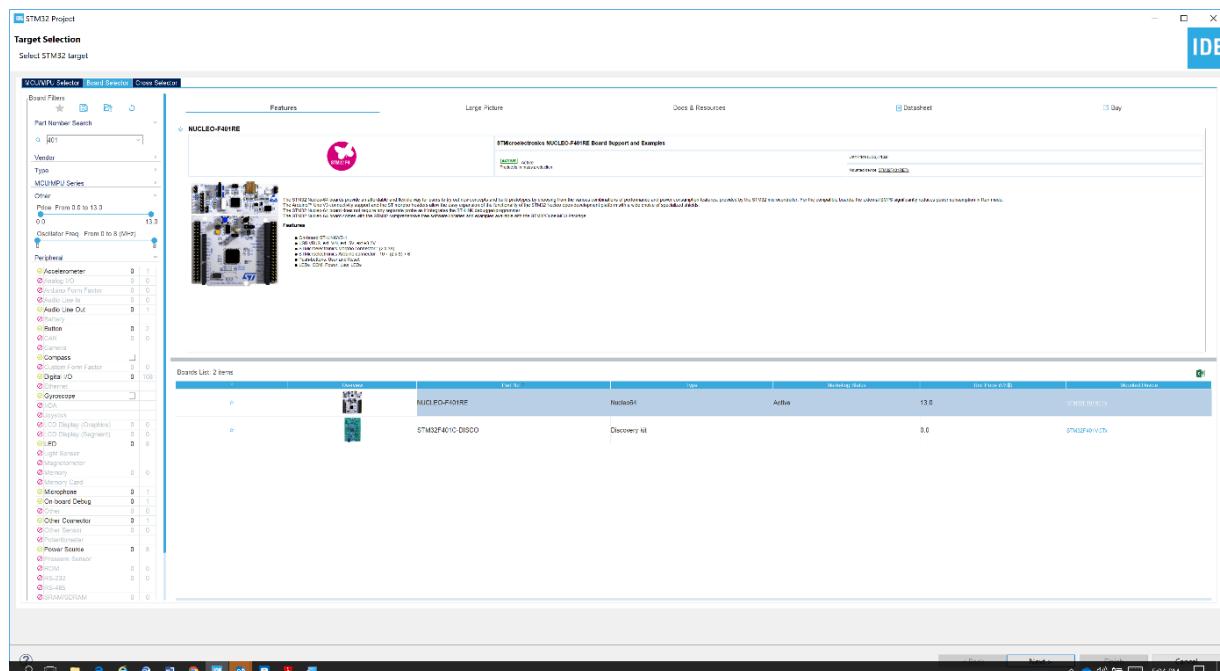


The *MCU/MPU selector* and *Board Selector* tabs can be selected at the top of the window. Use the first tab to create project for a specific device and the second if a project for a specific board is needed.

This section presents the creation of a project for the **NUCLEO-F401RE** board using the *Board Selector*.

Among the different filters available for use on the left of the window, type “401” in the *Part Number Search* field to filter the boards with names containing this string. In Figure 42, two boards are listed, a Nucleo board and a Discovery board. The NUCLEO-F401RE board is selected.

Figure 42. STM32 board selection

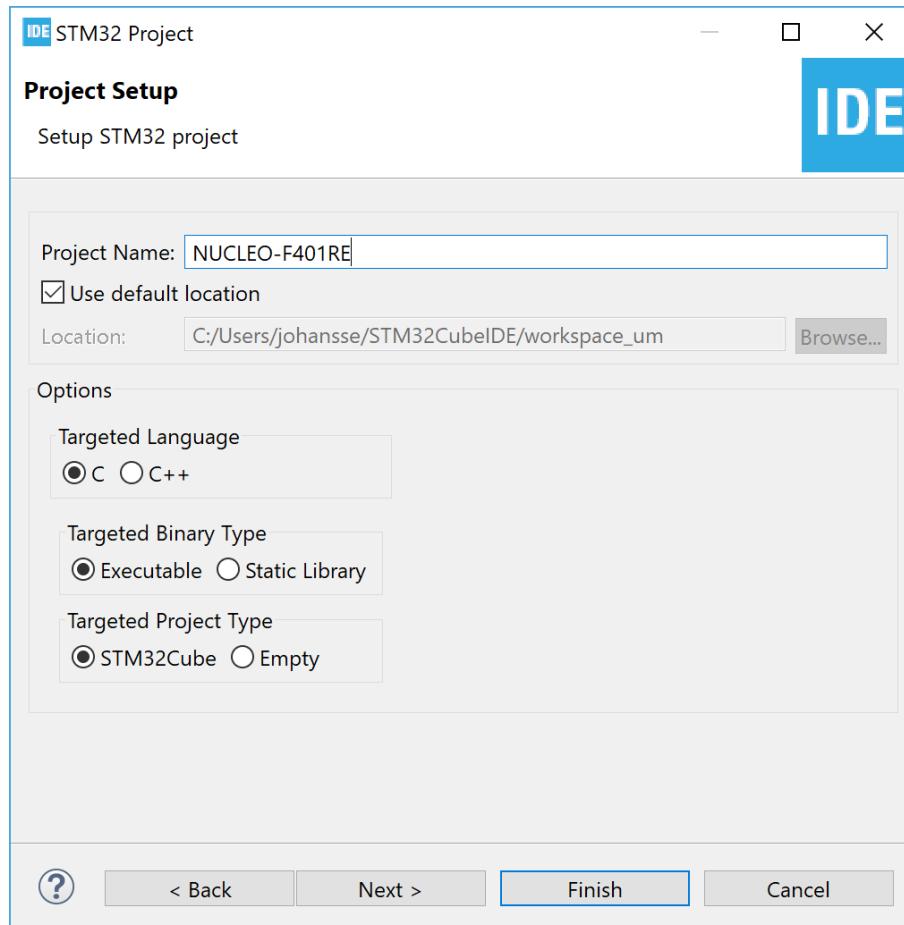


Five tabs, *Features*, *Large Pictures*, *Docs & Resources*, *Datasheet*, and *Buy*, offer the possibility to display detailed information about the selected board or device. For instance, documentation available for the board is displayed and can be opened when *Docs & Resources* is selected. When *Datasheet* is selected, the board datasheet is downloaded from STMicroelectronics web site.

Pressing [Next] when the NUCLEO-F401RE board is selected opens the *Project setup* page.

Enter a project name and select the desired setting for the project in the dialog boxes. The project named "NUCLEO-F401RE" is filled in as an example in Figure 43.

Figure 43. Project setup

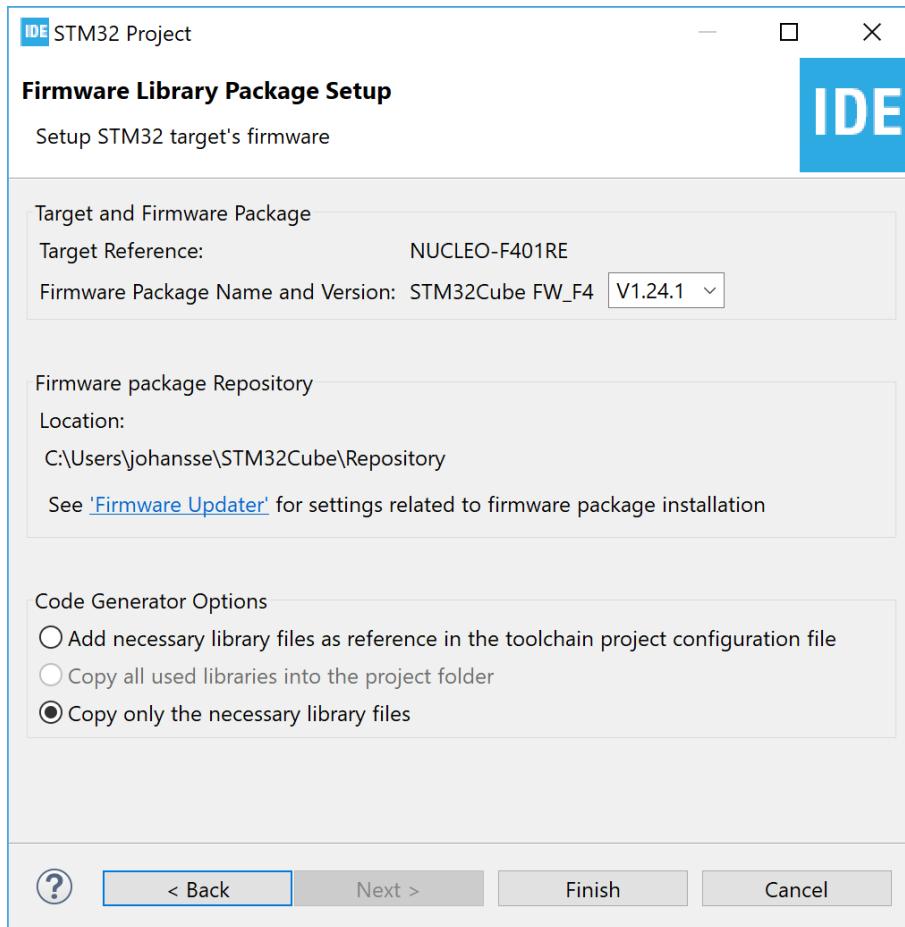


According to the settings in Figure 43, the project is meant to be stored in the default location with the following options set:

- C project
- Executable binary type
- STM32CubeIDE targeted project type

Press [Next] to open the *Firmware Library Package Setup* page.

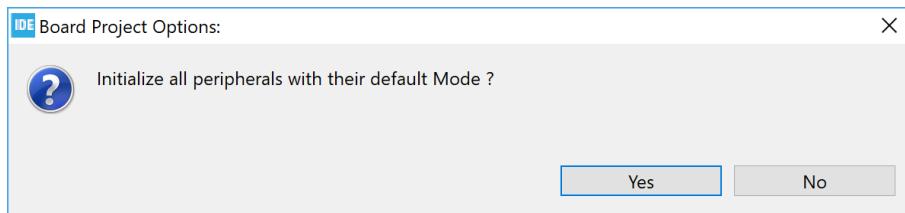
Figure 44. Firmware library package setup



In this page, it is possible to select the STM32Cube firmware package to use when creating the project. In this case, the default settings are used. Press [**Finish**] to create the project.

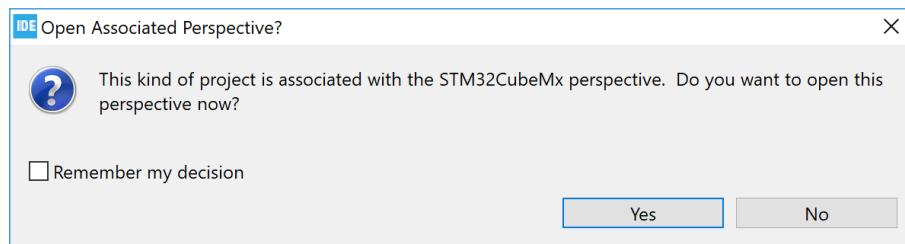
As a result, the following dialog is displayed.

Figure 45. Initialization of all peripherals



Press [**Yes**] since it is a good practice to get the software needed to initialize the peripherals. This opens the new dialog shown in Figure 46.

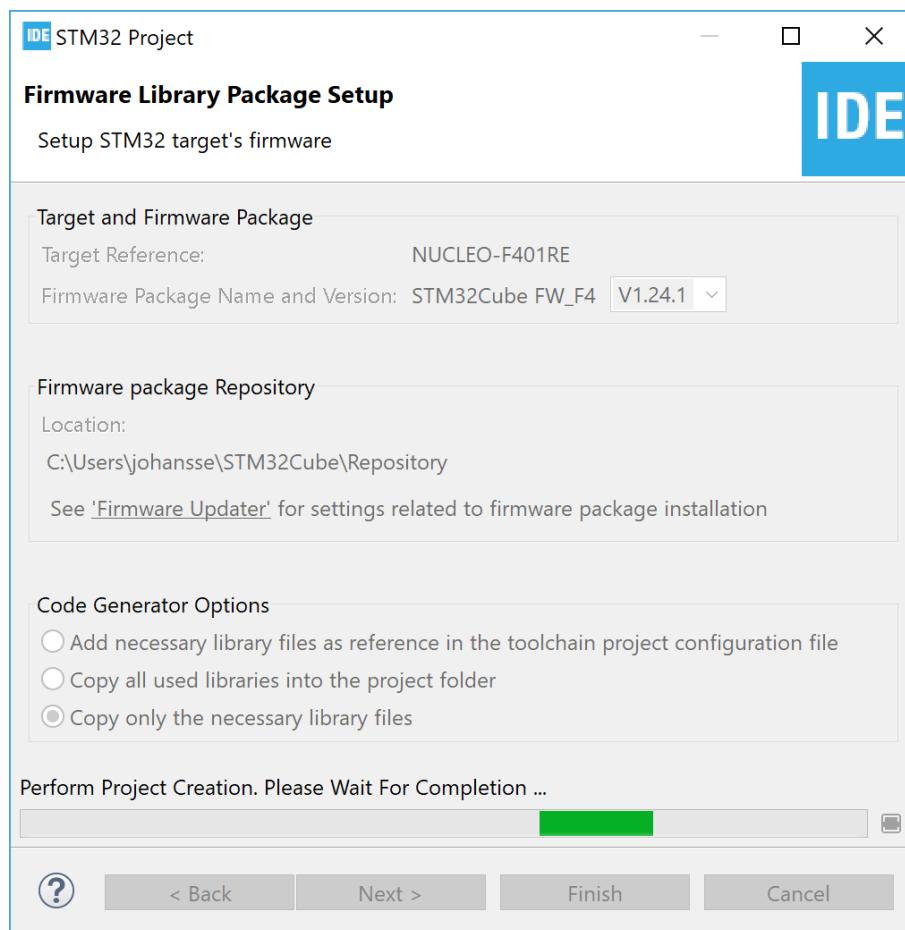
Figure 46. STM3CubeMX perspective opening



Opening the **STM3CubeMX** perspective is a good decision if there are any needs to configure the device. Enable **[Remember my decision]** if the question must not be asked the next time a new project is created. Press **[Yes]** to continue.

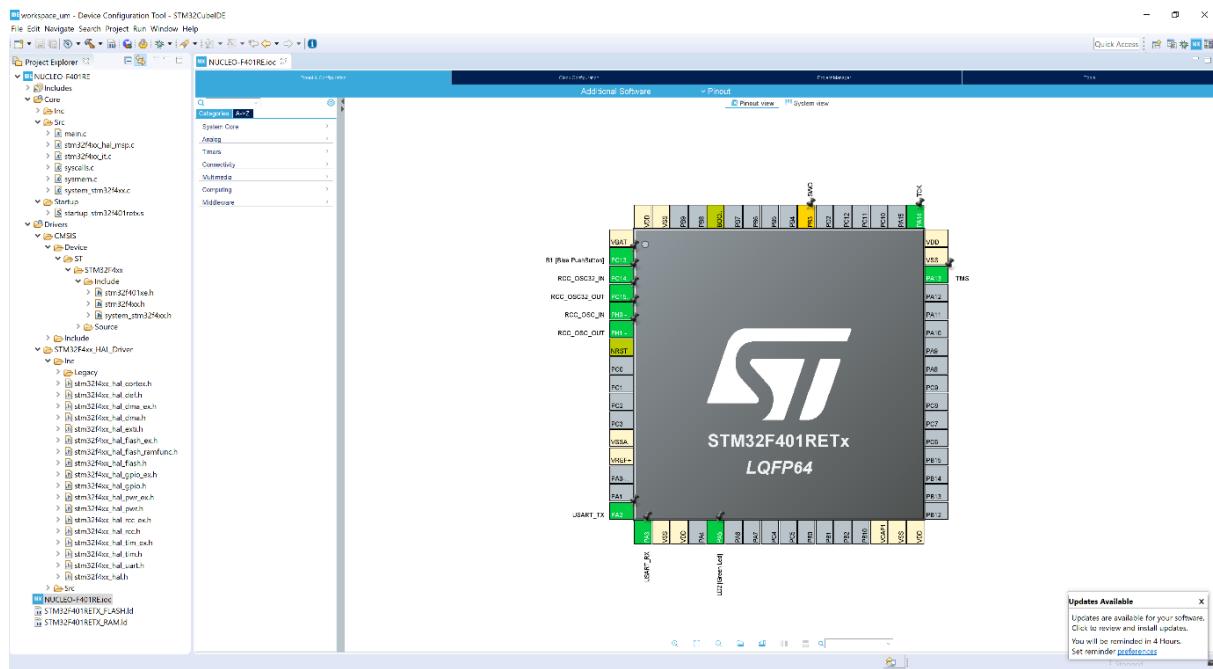
At this point, the project creation starts. The time it takes depends on the amount of files that need to be downloaded to create the project.

Figure 47. Project creation started



When the project is created, the **STM3CubeMX** perspective is opened with a window for configuring the peripherals, clock, middleware, and power consumption.

Figure 48. STM32CubeMX



The new project is listed in the *Project Explorer* view with some of the folders and files it contains.

The NUCLEO-F401RE.ioc file contains the configuration settings and is opened in the STM32CubeMX editor. This editor contains tabs for *Pinout & configuration*, *Clock configuration*, *Project manager* and *Tools*. When changes are made in the STM32CubeMX editor, the .ioc file in the tab is marked as changed. If the file is saved, a dialog opens asking “*Do you want to generate Code?*”, making it easy to generate new code in the project that supports the new device configuration. For more information on how to use the STM32CubeMX editor, refer to [ST-12].

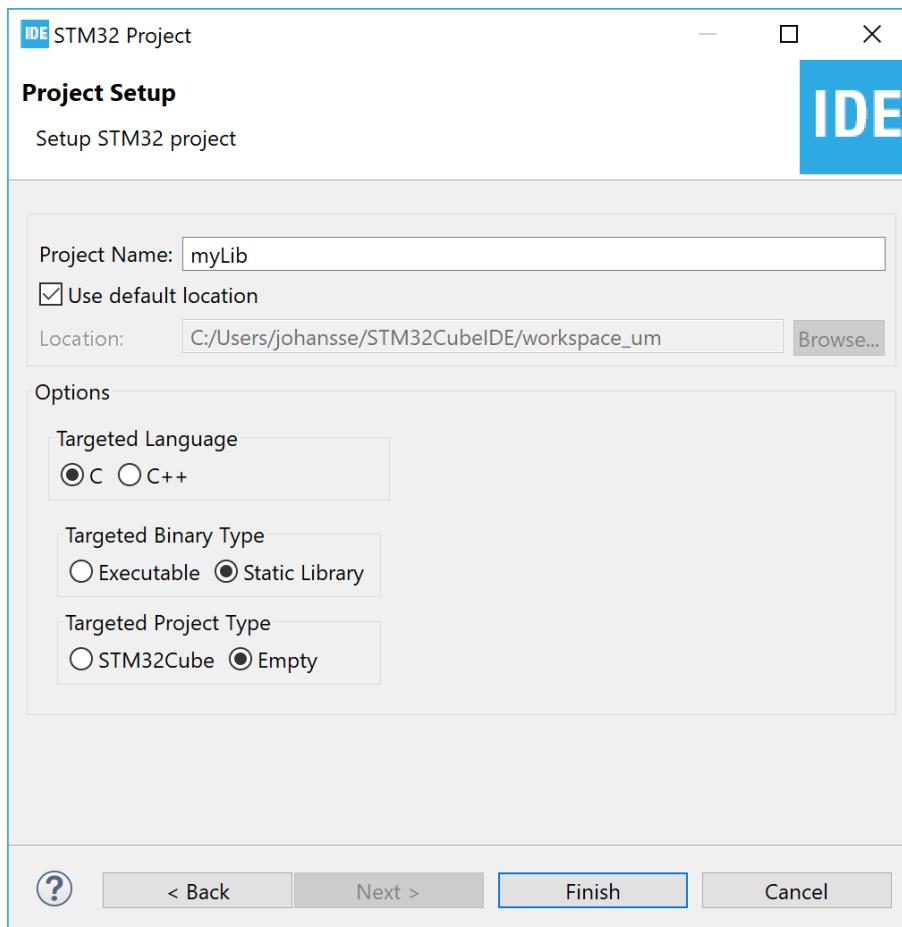
## 2.2.2 Creating a new STM32 static library project

The process to create an STM32 static library project is similar to the process presented in [Section 2.2.1 Creating a new STM32 executable project](#). Open the STM32 project wizard through [File]>[New STM32 Project] and select the device or board to create a library for. The selection lets the project wizard know how to setup the compiler options appropriately for the library. When the dialog shown in [Figure 49](#) appears, enter a project name, such as “myLib” in this example, and select [Static Library] to create a library project.

### Note:

When creating an STM32 static library project, it is not important to select the correct device exactly, but the selected device must have the same Cortex® core as the device the library is intended for, for instance Cortex®-M0+ or Cortex®-M7.

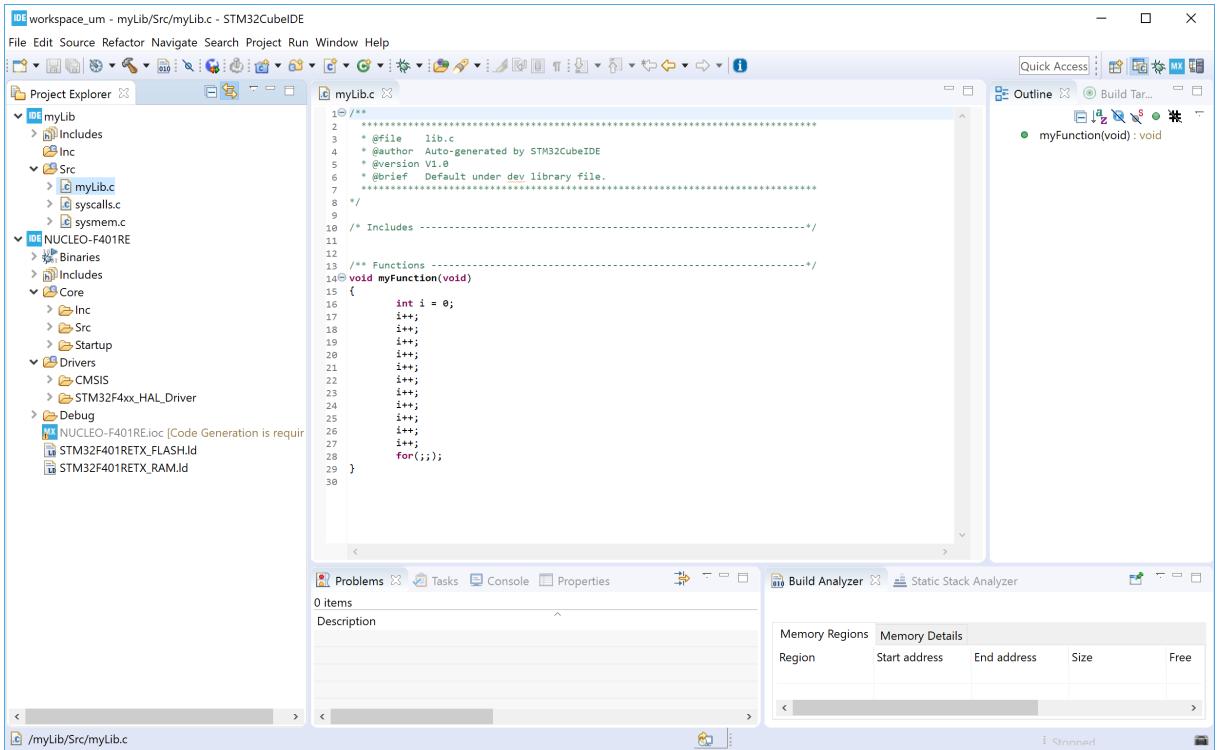
Figure 49. STM32 static library project



In Figure 49, the *Targeted Project Type* is selected to be empty. If project type [**STM32Cube**] is selected instead, the generated project contains STM32 drivers also. Press [**Finish**] to create the project.

Once the project is created, the *Project Explorer* contains the library project and the previously created NUCLEO-F401RE board project.

Figure 50. STM32 library and board project



As shown in the *Project Explorer* view in Figure 50, the myLib project only contains an *Inc* and *Src* folder. Folder *Inc* is empty by default. It is intended that header files are added to this folder. The *Src* folder contains three C files. The `<myLib.c>` file is intended to be updated with the library functions that must be included in the library. The name of the library file is the same as the project name. The two other C files are used by Newlib if needed and can be updated if required.

The name of the function in file `myLib.c` can be renamed. More functions can be added into the `myLib.c` file. Additional C files can also be added if a bigger library is created. It is good practice to create header files containing prototypes of the library functions that are callable from the applications.

#### Note:

*The library project folder does not contain any linker script. When building the library project, gcc is used as compiler for the C files and ar is used to create an archive file, which can be linked into and used by other executable projects. It is not important to select the correct device for memory settings. The device name is used to set the Cortex® core to the one intended to be used with the library. This makes the compiler generate correct instructions.*

## 2.3

### Configure the project build setting

When an STM32 project is created, it contains default C/C++ build settings for the project. There are however a lot of different options that can be used by GCC, each embedded system having its own requirements. It is therefore possible to configure the project build settings further than the default build settings.

It is also common to have different requirements on build settings during different phases of the project development; for instance during the debugging and release phases. To handle this, different build configurations for each project are supported by STM32CubeIDE. This section presents the build configurations first, and then the project build settings.

#### 2.3.1

### Project build configuration

Each build configuration allows different variants of a project and contains a specific build setting. When an STM32 project is created in STM32CubeIDE, two build configurations, *Debug* and *Release*, are created by default. The *Debug* configuration makes the project built with debug information and without any optimization. The *Release* configuration makes the project optimized for smaller code size and with no debug information. By default, the *Debug* configuration is set as the active build configuration when the project is created.

It is possible to create new build configurations for a project at any time. Such new build configuration can be based on an earlier available build configuration.

When building the project, the active build configuration is used and during build the files generated are written into a folder with the same name as the active build configuration.

Note:

*The build configuration only handles the build settings. How to configure debug settings is described later in this manual.*

### 2.3.1.1 Change the active build configuration

To change the active build configuration:

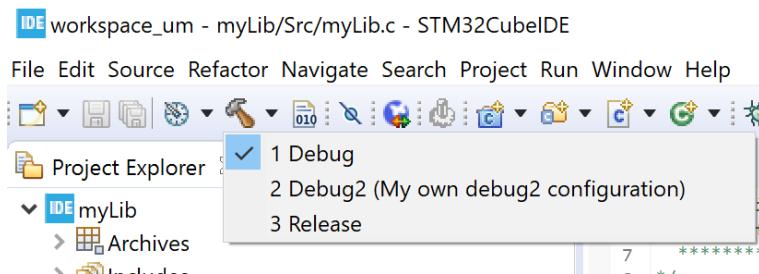
1. Select the project name in the *Project Explorer*
2. Use the toolbar in the C/C++ perspective and click on the arrow to the right of the [Build] toolbar button



3. The build configurations are listed

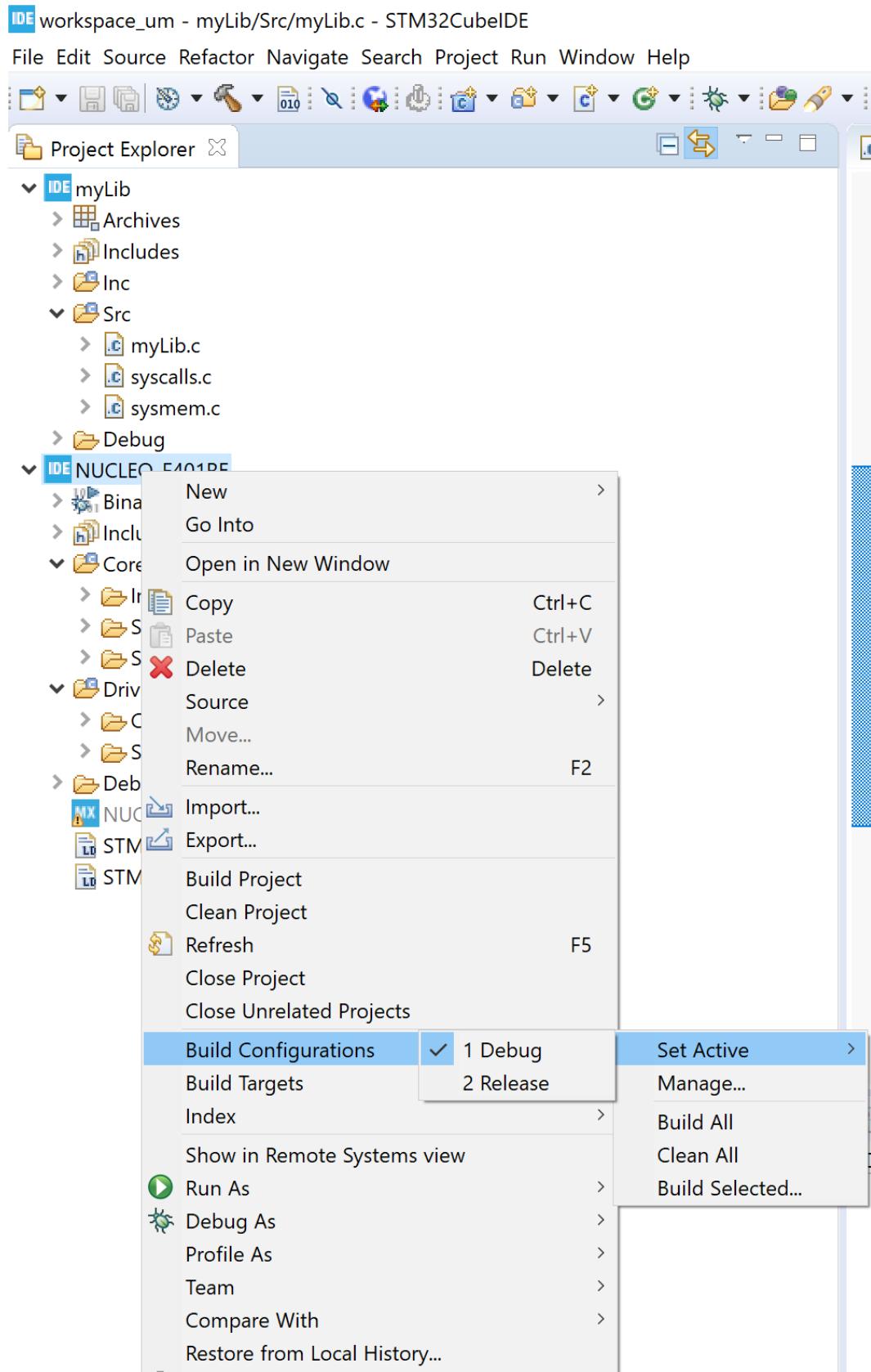
Select the build configuration to use from the list.

**Figure 51. Set the active build configuration using the toolbar**



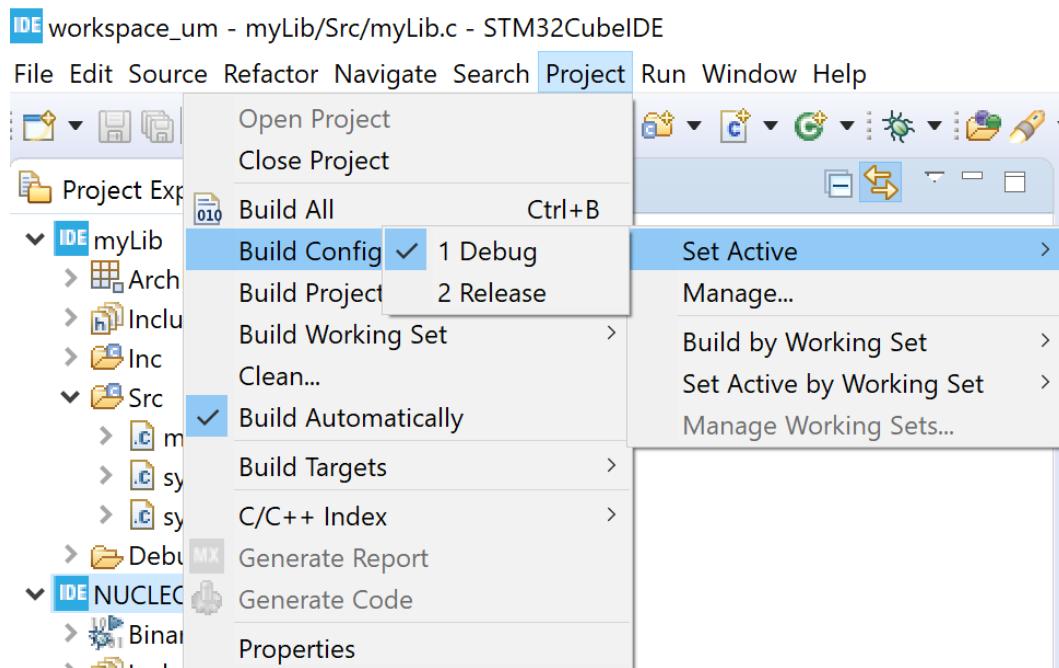
Another way to change the active build configuration is to right-click on the project name in the *Project Explorer* view, select [**Build Configurations**]>[**Set Active**], and select the preferred build configuration.

Figure 52. Set active build configuration using right-click



It is also possible to select the active build configurations using the menu [Project]>[Build Configurations]>[Set Active] and select the chosen build configuration.

Figure 53. Set active build configuration using menu

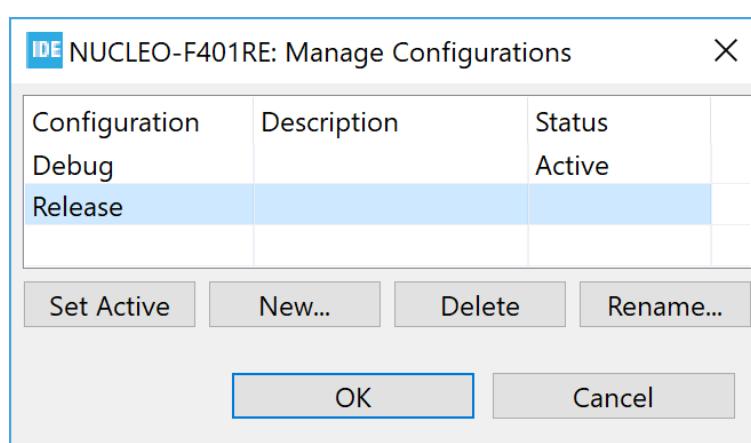


### 2.3.1.2 Create a new build configuration

To create a new build configuration:

1. Right-click on the project name in the *Project Explorer* view
  2. Either:
    - Select [Build Configurations]>[Manage...]
    - Use the menu [Project]>[Build Configurations]>[Manage...]
- Both methods open the *Manage Configurations* dialog.

Figure 54. Manage Configurations dialog

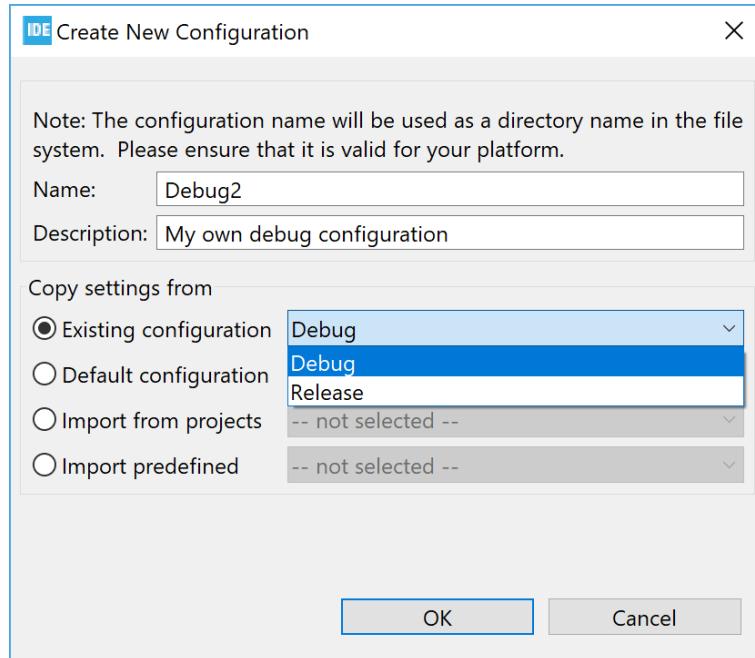


As shown in Figure 54, some buttons in the dialog are used to manage the configurations:

- [Set Active] is used to change and select another configuration to be active
- [New...] is used to create a new build configuration
- [Delete] is used to delete an existing build configuration
- [Rename...] is used to rename the build configuration

To create a new build configuration, press the [New...] button. This opens the *Create New Configuration* dialog. In this dialog, a name and description is entered. The name must be a valid directory name since it is used as the directory name when building the project with the new configuration.

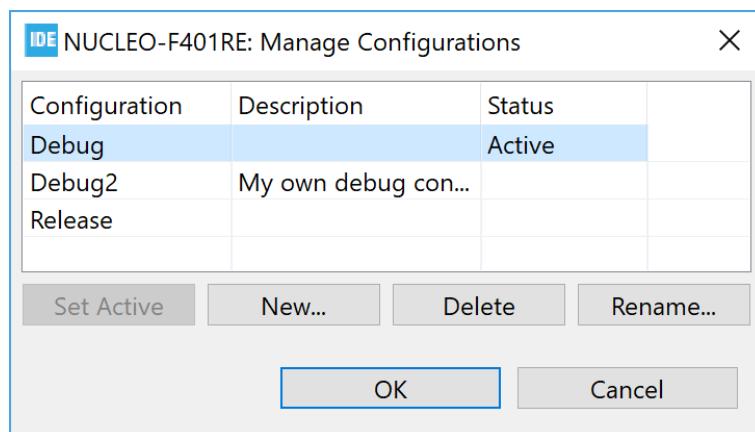
Figure 55. Create a new build configuration



As seen in Figure 55, the new build configuration is based on an existing build configuration. In the case illustrated, the new configuration is based on the existing *Debug* configuration. Press [OK] when finished with the settings.

The *Manage Configurations* dialog opens and the new debug configuration is displayed.

Figure 56. Updated *Manage Configurations* dialog



Change the active configuration to another configuration if needed and press [OK] to save and close the configurations dialog when finished managing configurations.

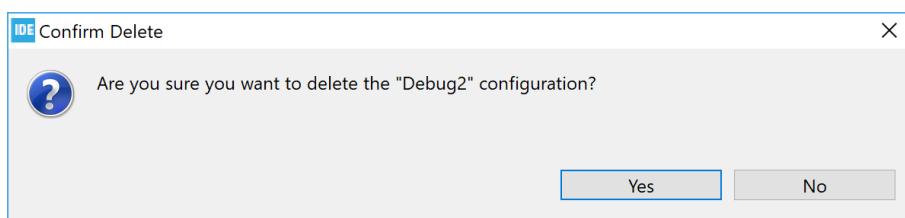
### 2.3.1.3 Delete a build configuration

To delete a build configuration:

1. Open the *Manage Configurations* dialog
2. Select the configuration to be deleted
3. Press the [Delete] button

For instance, if the *Debug2* configuration is selected and [Delete] button is pressed, the following confirmation dialog opens.

Figure 57. Configuration deletion dialog



In this case, select [No] to keep the *Debug2* configuration.

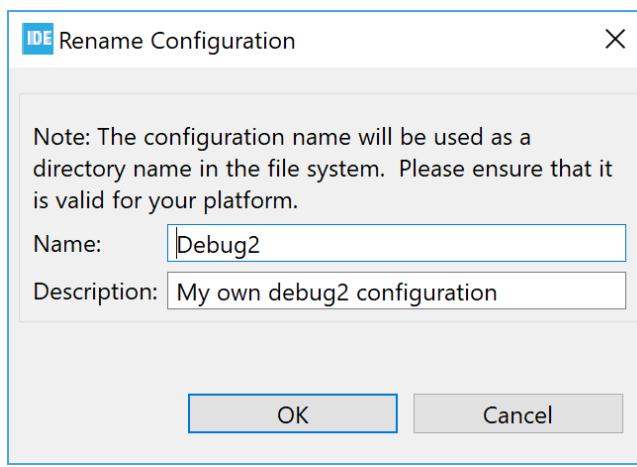
### 2.3.1.4 Rename a build configuration

To rename a build configuration:

1. Open the *Manage Configurations* dialog
2. Select the configuration to be renamed
3. Press the [Rename...] button

For instance, if the *Debug2* configuration is selected and [Rename...] button is pressed, the following confirmation dialog opens.

Figure 58. Configuration renaming dialog



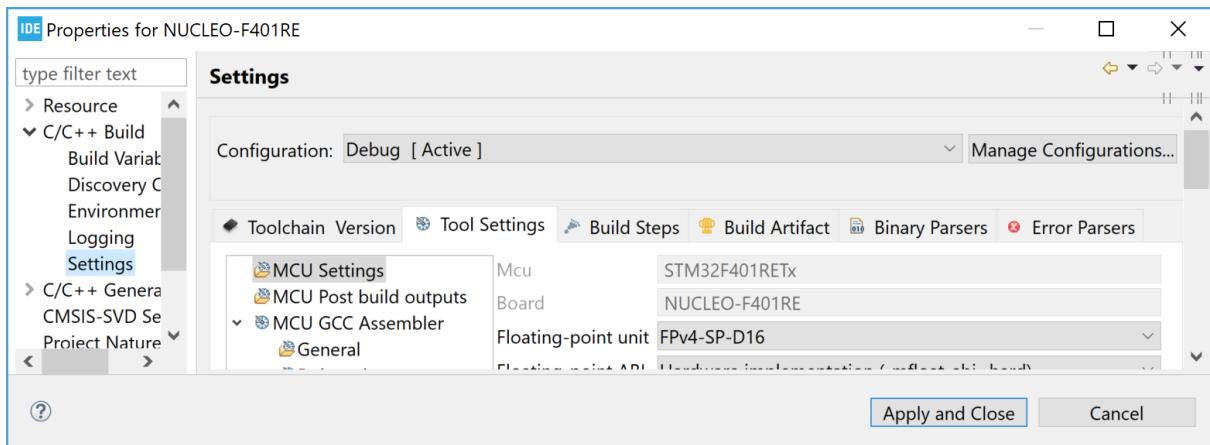
Update the name, description, or both and press [OK] to rename the *Debug2* configuration. In this case, press [Cancel] and keep the name.

### 2.3.2 Project C/C++ build settings

Each build configuration contains one project C/C++ build setting. The project C/C++ build setting is updated in project properties. To update the build setting, right-click on the project name in the *Project Explorer* view and select [Properties] or use the menu [Project]>[Properties]. Both these ways open the *Properties* window for the project.

Select [C/C++ Build]>[Settings] in the *Properties* left pane. The right part is then filled with tabs *Toolchain Version*, *Tool Settings*, *Build Steps*, *Build Artifact*, *Binary Parsers*, and *Error Parsers*. The first three tabs are the most useful ones.

Figure 59. Properties tabs

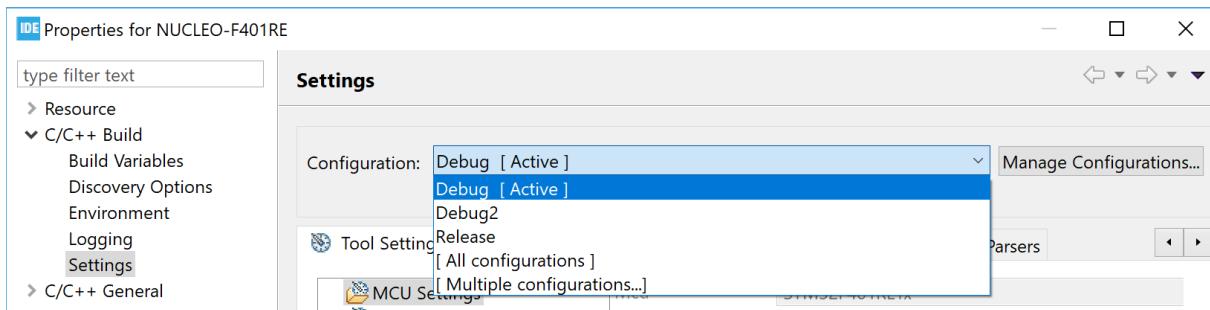


Note:

Resize the dialog window or use the top-right arrow buttons if all tabs are not visible.

The *Settings* pane contains a [**Configuration**] selection to decide if new selections are used in the active configuration only, in another configuration, in all configurations or in multiple configurations. Press [**Manage Configurations**] to open the *Manage Configurations* dialog.

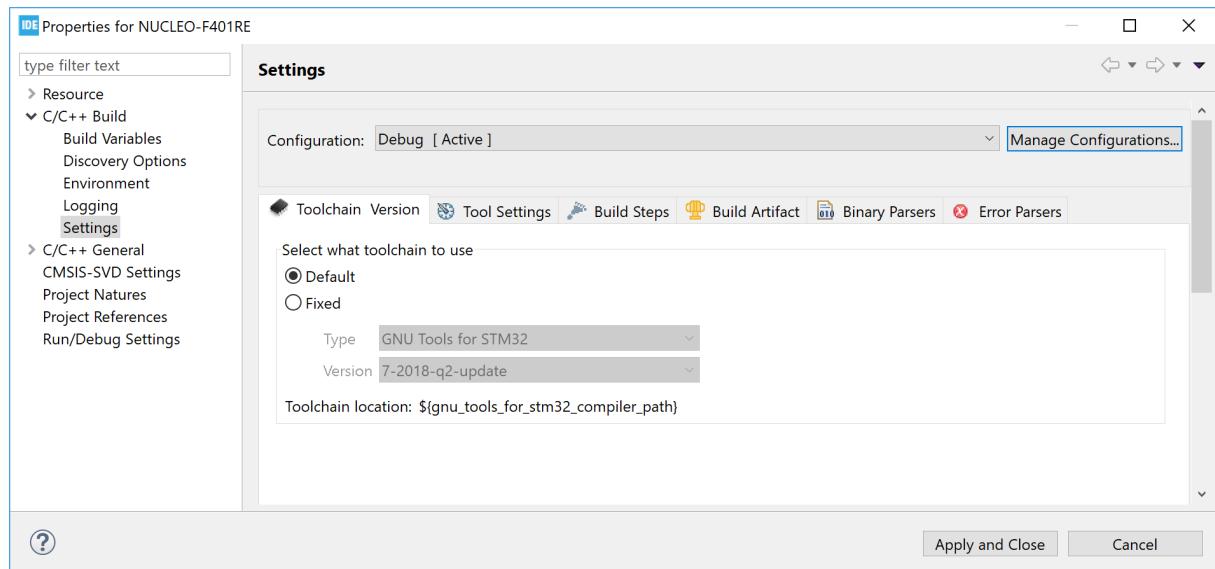
Figure 60. Properties configurations



The *Toolchain Version* tab is used to change from the default “*GNU Tools for STM32*” to the “*GNU ARM Embedded*” toolchain or when wanting to use a specific older toolchain version. It is recommended to use the latest *GNU Tools for STM32* included in *STM32CubeIDE*.

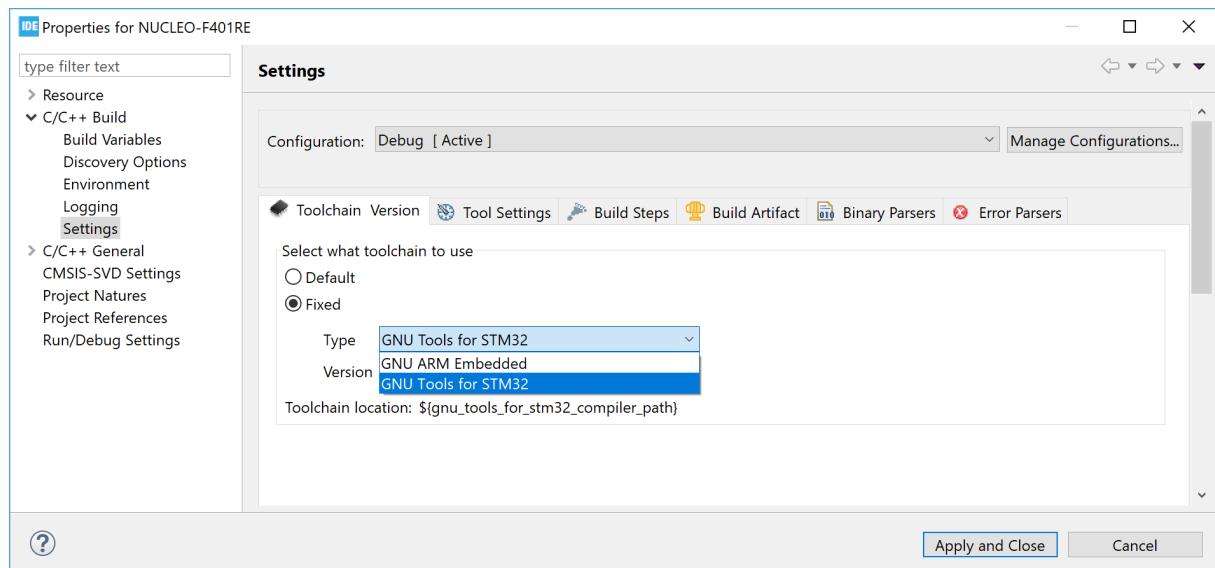
STM32CubeIDE is distributed with both the standard GNU ARM Embedded toolchain and an STM32 version with patched enhancements. Information about patches made in *GNU Tools for STM32* can be read in [EXT-12]. The document can be opened from the *Technical Documentation* page in the *Information Center*.

Figure 61. Properties toolchain version



Select [**Fixed**] to enable the selection of [**Type**] and [**Version**] for the toolchain.

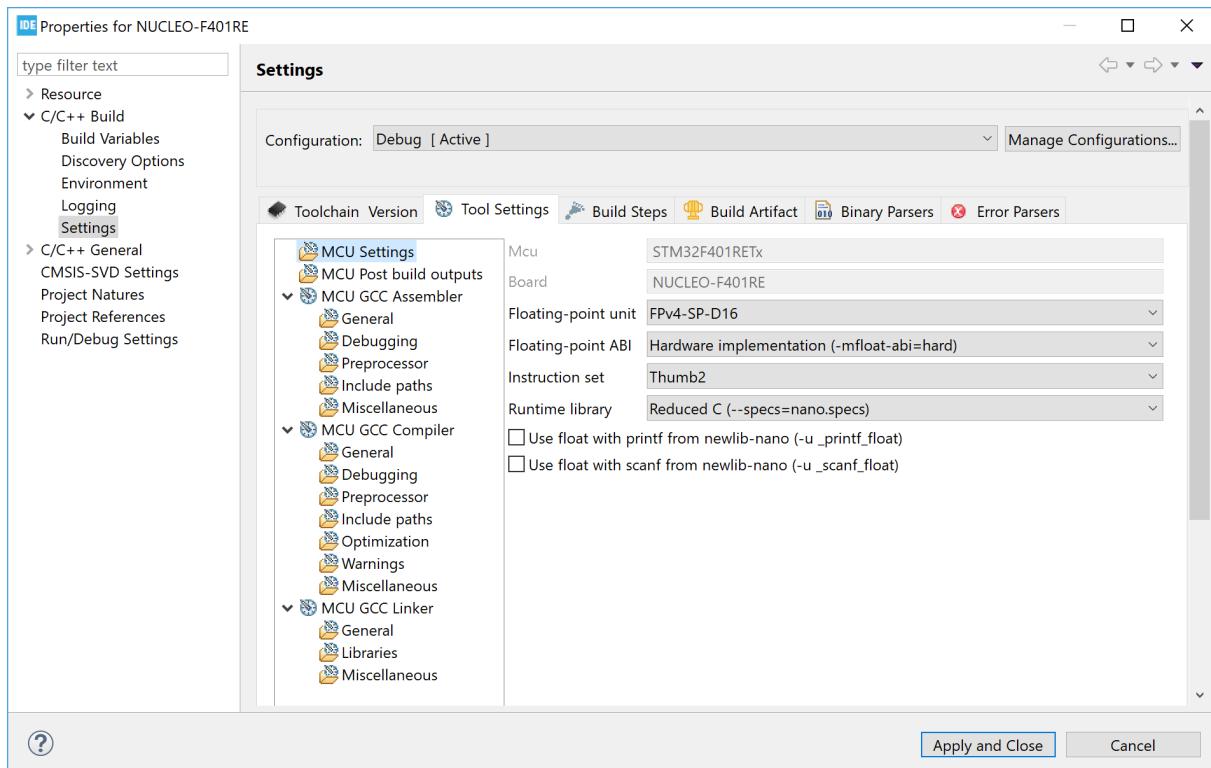
Figure 62. Properties toolchain selection



The *Tool Settings* tab is further split into *MCU Settings*, *MCU Post build outputs*, *MCU GCC Assembler*, *MCU GCC Compiler* and *MCU GCC Linker*.

MCU Settings displays the selected MCU and board for the project and proposes to select how to handle floating point, instruction set and runtime library.

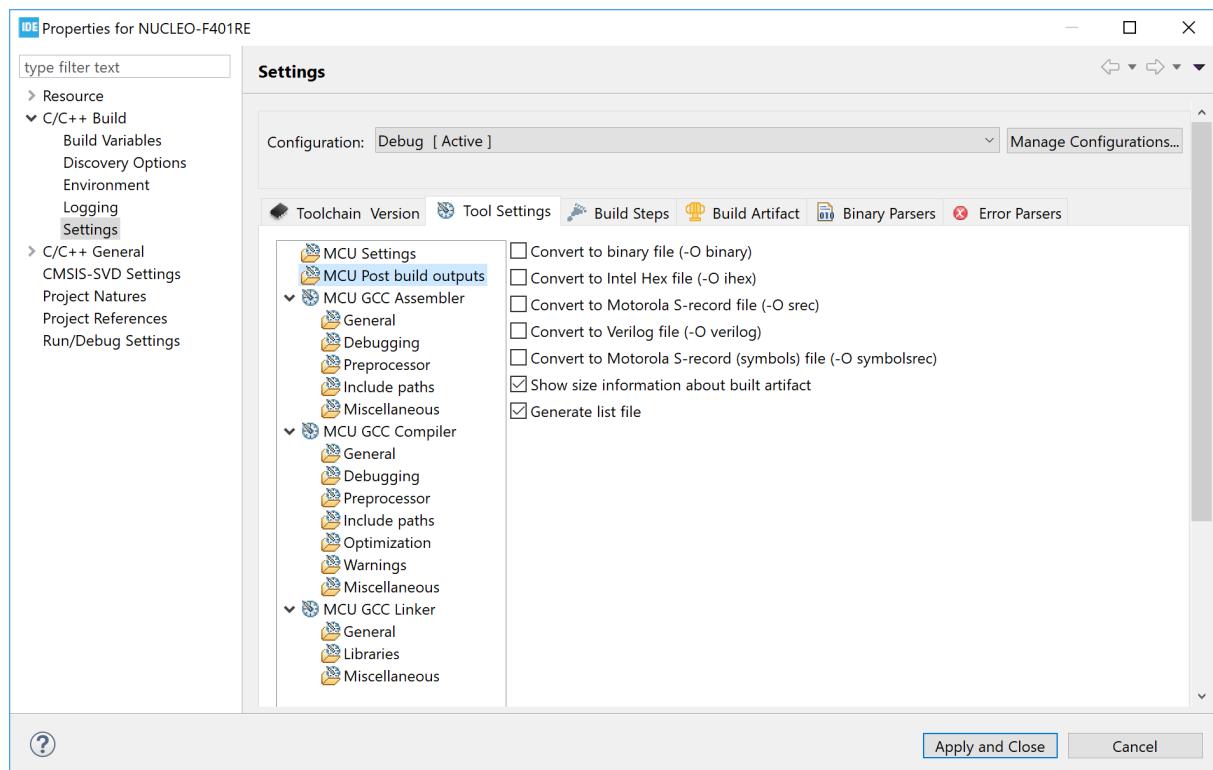
Figure 63. Properties tool MCU settings



*MCU Post build outputs* proposes to convert the `elf` file to another file format, show build size information, and generate list file. The output file can be converted to:

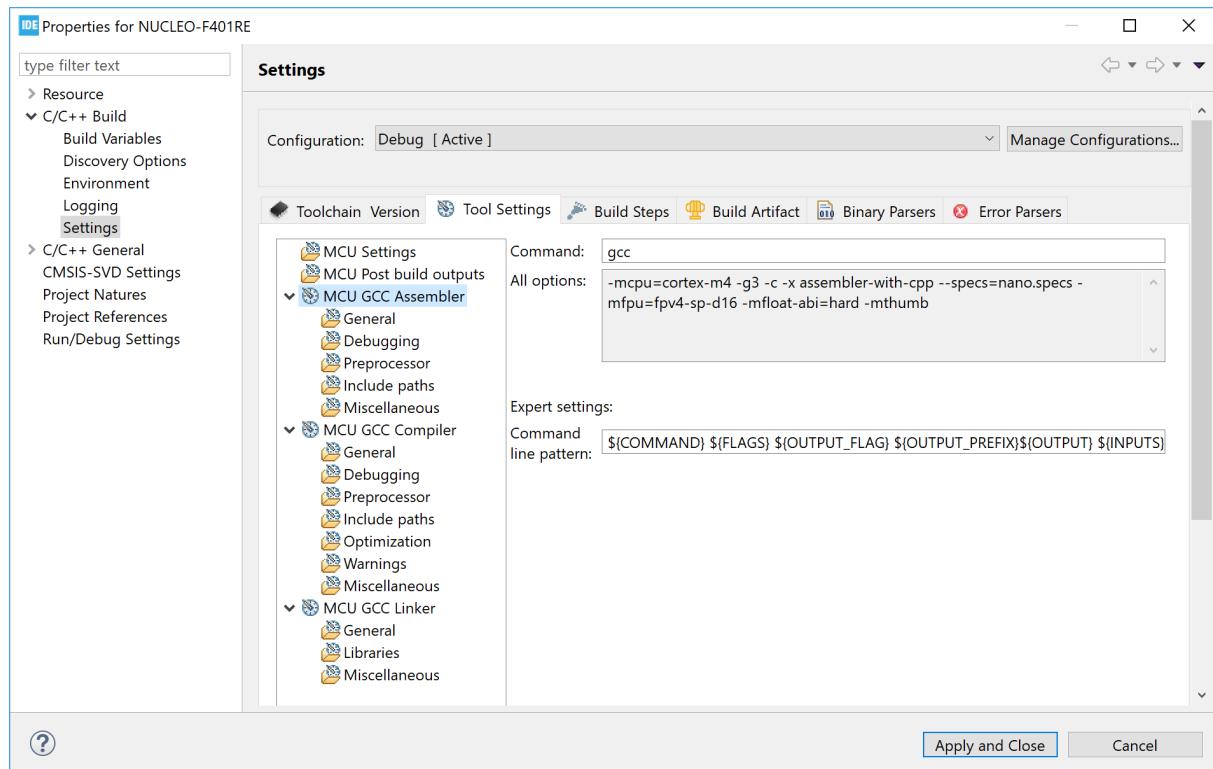
- Binary file
- Intel Hex file
- Motorola S-record file
- Motorola S-record symbols file
- Verilog file

Figure 64. Properties tool MCU post-build settings



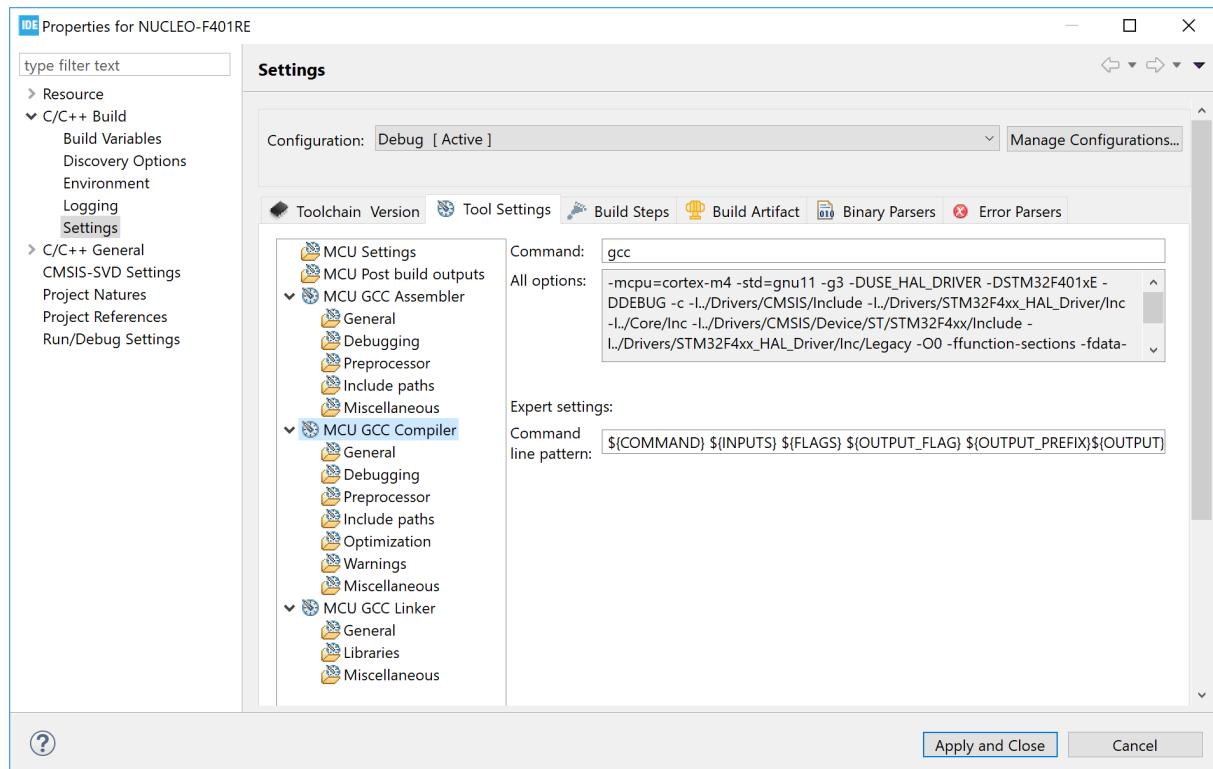
The *MCU GCC Assembler* settings contains selections for the assembler. The main node presents all the assembler command-line options that are currently enabled in the sub-node settings. The sub-nodes are used to view the current settings or change any settings for the assembler.

Figure 65. Properties tool GCC assembler settings



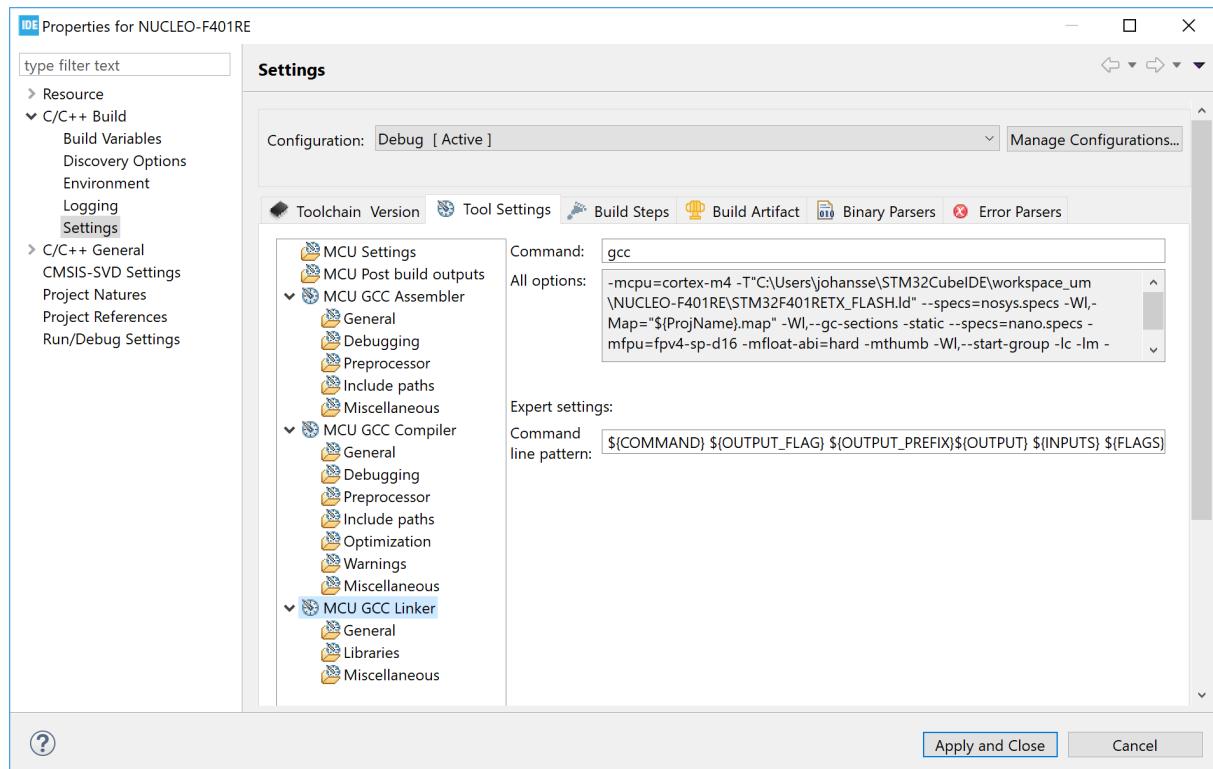
The *MCU GCC Compiler* settings contains selections for the compiler. The main node presents all the compiler command-line options that are currently enabled in the sub-node settings. The sub-nodes are used to view the current settings or change any settings for the compiler.

Figure 66. Properties tool GCC compiler settings



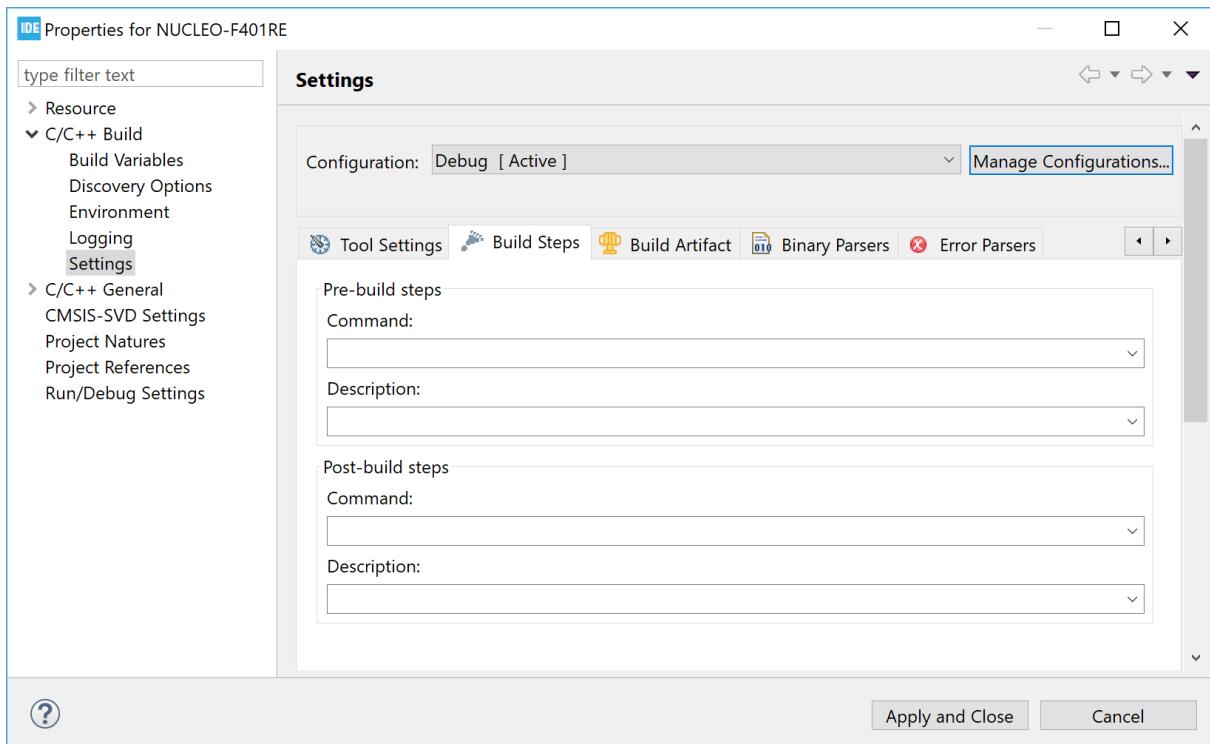
The *MCU GCC Linker* settings contains selections for the linker. The main node presents all the linker command-line options that are currently enabled in the sub-node settings. The sub-nodes are used to view the current settings or change any settings for the linker.

Figure 67. Properties tool GCC linker settings



The *Build Steps* settings contains fields used to provide pre-build and post-build steps, which run before and after building the project. Edit the fields to run any pre-build or post-build step.

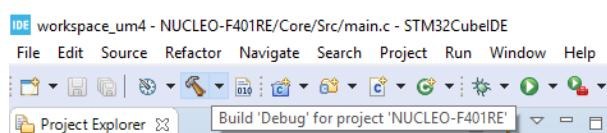
Figure 68. Properties build steps settings



## 2.4 Building the project

To start a build, select the corresponding project in the *Project Explorer* view and click on the [Build] toolbar button.

Figure 69. Project build toolbar



The build can also be started from menu [Project]>[Build Project]. The [Project] menu contains also some other usable build commands such as [Build All], [Build Project] or [Clean].

Another way to start a build is to right-click on the project in the *Project Explorer* view. This opens the context menu with the [Build] command and some other build options.

During the build, the *Console* view lists the build process. At the end, when the `elf` file is created normally, it lists size information.

Figure 70. Project build console

```
CDT Build Console [NUCLEO-F401RE]
arm-none-eabi-gcc "../Core/Src/main.c" -mcpu=cortex-m4 -std=gnu11 -g3 -DUSE_HAL_DRIVER -DSTM32F401xE -DDEBUG -c -I.
arm-none-eabi-gcc "../Core/Src/stm32f4xx_hal_msp.c" -mcpu=cortex-m4 -std=gnu11 -g3 -DUSE_HAL_DRIVER -DSTM32F401xE -I.
arm-none-eabi-gcc "../Core/Src/stm32f4xx_it.c" -mcpu=cortex-m4 -std=gnu11 -g3 -DUSE_HAL_DRIVER -DSTM32F401xE -DDEBUG
arm-none-eabi-gcc "../Core/Src/syscalls.c" -mcpu=cortex-m4 -std=gnu11 -g3 -DUSE_HAL_DRIVER -DSTM32F401xE -DDEBUG
arm-none-eabi-gcc "../Core/Src/sysmem.c" -mcpu=cortex-m4 -std=gnu11 -g3 -DUSE_HAL_DRIVER -DSTM32F401xE -DDEBUG -c
arm-none-eabi-gcc "../Core/Src/system_stm32f4xx.c" -mcpu=cortex-m4 -std=gnu11 -g3 -DUSE_HAL_DRIVER -DSTM32F401xE -DDEBUG
arm-none-eabi-gcc "../Core/Src/system_stm32f4xx.c" -mcpu=cortex-m4 -std=gnu11 -g3 -DUSE_HAL_DRIVER -DSTM32F401xE -DDEBUG
Finished building target: NUCLEO-F401RE.elf

arm-none-eabi-size NUCLEO-F401RE.elf
arm-none-eabi-objdump -h -S NUCLEO-F401RE.elf > "NUCLEO-F401RE.list"
  text    data     bss   dec   hex filename
 7308      20    1636   8964   2304 NUCLEO-F401RE.elf
Finished building: default.size.stdout

Finished building: NUCLEO-F401RE.list

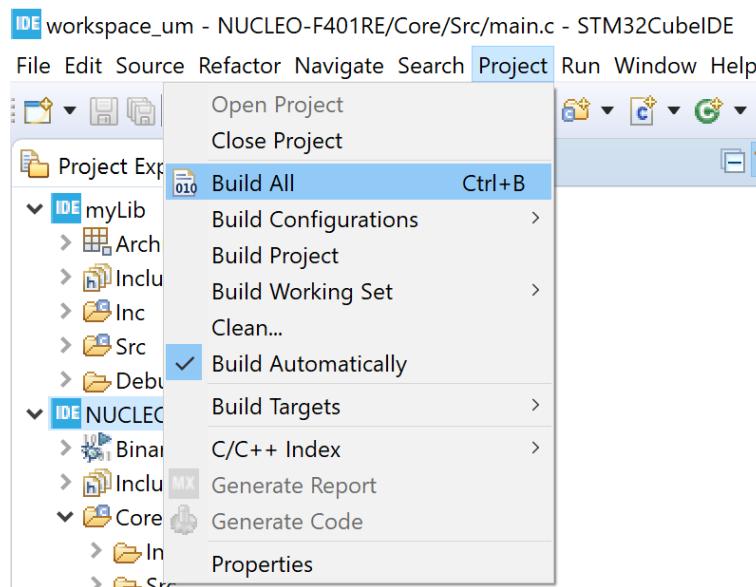
12:42:04 Build Finished. 0 errors, 0 warnings. (took 5s.932ms)
```

## 2.4.1 Building all projects

The toolbar contains the **[Build all]** button, which is used to build the active build configuration for all open projects in workspace.

It is also possible to use the menu **[Project]>[Build All]** to start a build of all projects.

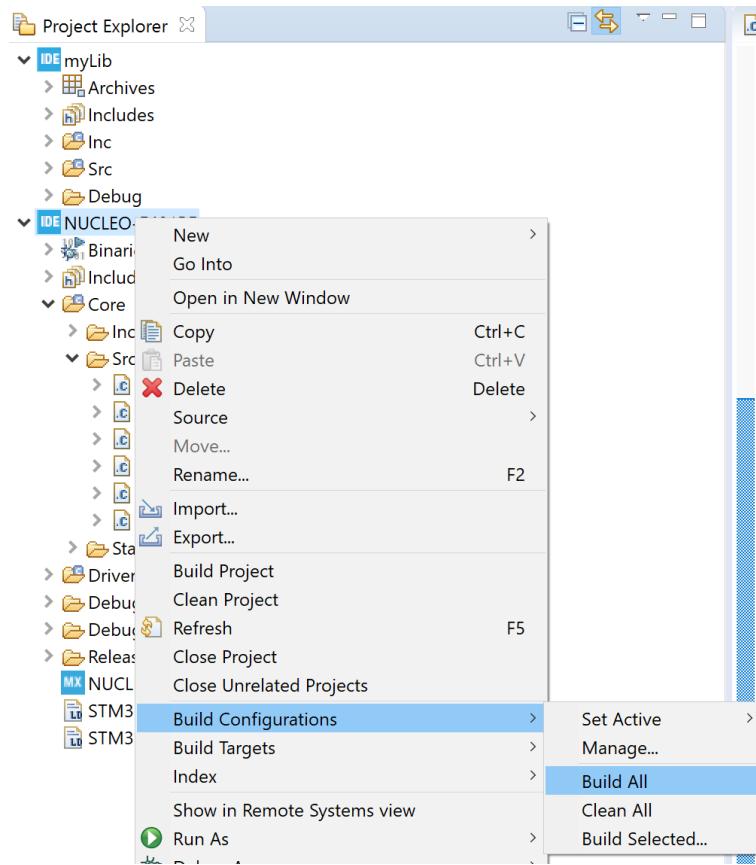
Figure 71. Project build all



## 2.4.2 Build all build configurations

To build all build configurations for a project, right-click the project and select **[Build Configurations]>[Build All]** in the context menu.

Figure 72. Project build-all configurations



### 2.4.3 Headless build

Headless build is intended to be used to build projects that must be integrated into script-controlled builds, such as nightly builds on build servers for continuous integration process methods or others. The STM32CubeIDE GUI is never displayed in this case, and the user is not requested any manual interaction with STM32CubeIDE.

STM32CubeIDE includes a `headless-build` command file to run headless builds. For instance, when using Windows®, it is located in the STM32CubeIDE installation folder, `C:\ST\STM32CubeIDE_1.0.2\STM32CubeIDE`. The `headless-build.bat` file is intended to be run from a command prompt.

**Note:**

*Before running any headless build, make sure that the workspace is not opened by STM32CubeIDE. If there is an STM32CubeIDE running already using the workspace, it is not possible for the headless-build process to open and build the project.*

To run headless build in Windows®, use the following procedure:

1. Open a command prompt

2. Setup the path environment to include the path to the STM32CubeIDE installation folder, `C:\ST\STM32CubeIDE_1.0.2\STM32CubeIDE` with the command `PATH=C:\ST\STM32CubeIDE_1.0.2\STM32CubeIDE;%PATH%`

The headless-build command file takes some parameters, such as `-help` to get some help. Figure 73 shows the result of command `headless-build.bat -help` in the command prompt.

Figure 73. Headless build

A screenshot of a Windows Command Prompt window titled "Command Prompt". The window shows the following text:  
c:\ST>headless-build.bat -help  
To perform headless build or clean of your project in a workspace.  
Example : "headless-build.bat -project myproj -workspace C:/myworkspace -build -console"  
ECHO is off.  
Options :  
-project [Project\_Name[/Config\_Name] | all]  
-workspace [Path\To\Workspace] (required)  
-build To build project  
-clean To clean project  
-console To display console  
c:\ST>

3. If a clean build is needed with a log file, using workspace `C:\Users\john\STM32CubeIDE\workspace` with project NUCLEO-F401RE, start the headless build with the command `headless-build.bat -project NUCLEO-F401RE -workspace C:\Users\john\STM32CubeIDE\workspace -clean -build -console >headless_build.log`

When the headless build is finished, the `headless_build.log` file contains all the build output.

#### 2.4.4

#### Temporary assembly file and preprocessed C code

Save the temporary assembly file by adding the `-save-temp`s flag to the compiler:

1. In the menu, select **[Project]>[Properties]**
2. Select **[C/C++ build]>[Settings]**
3. Open the *Tool Settings* tab
4. Add `-save-temp`s in the **[C Compiler]>[Miscellaneous]** settings
5. Rebuild the project

The assembler file is located in the build output directory with name `filename.s`.

The file `filename.i` containing the preprocessed C code is generated also. It shows the code after the preprocessor but before the compilation. It is advise to examine the content of this file in case of problems with defines.

#### 2.4.5

#### Build logging

To enable or disable project build logging, right-click on the project in the *Project Explorer* view and select **[Properties]**. Then, select **[C/C++ Build]>[Logging]**. The log file location and name are also specified.

To enable a global build log for all projects in a workspace, select **[Window]**, **[Preferences]**, and open **[C/C++, Build, Logging]>[Enable global build logging]**.

#### 2.4.6

#### Parallel build and build behaviour

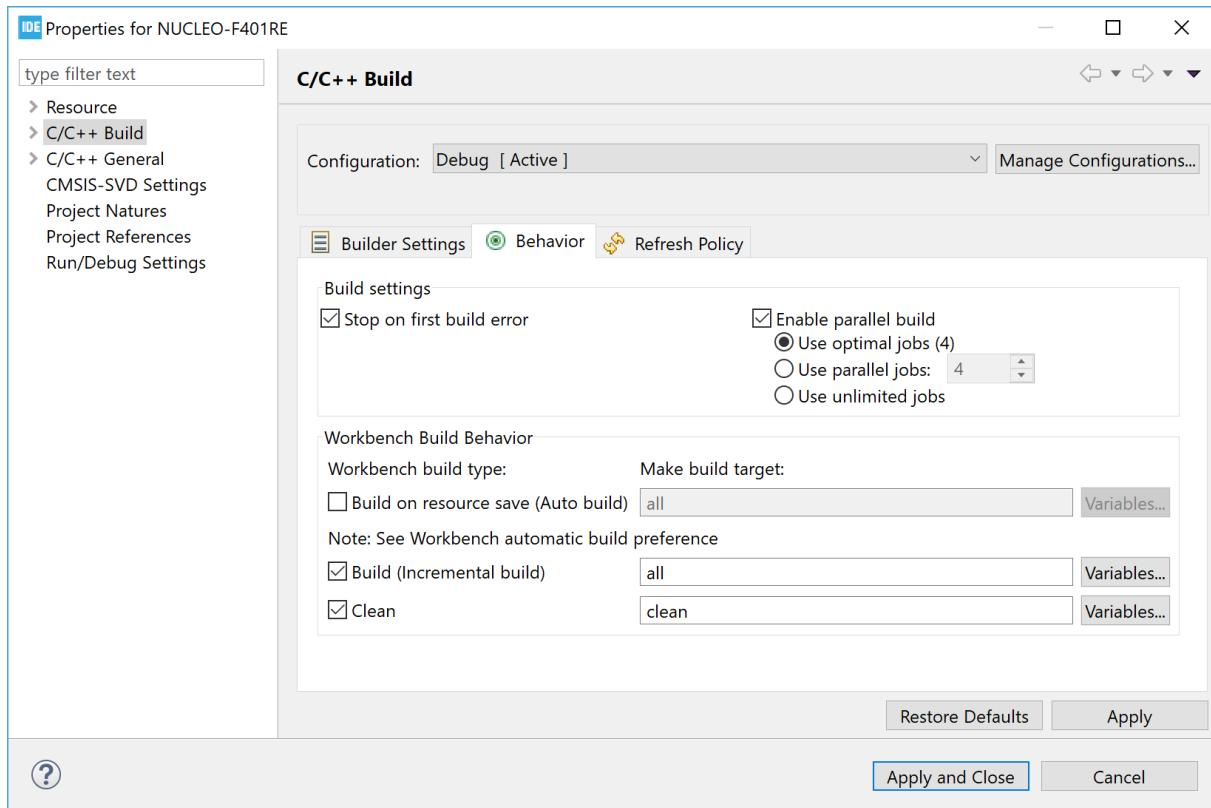
Parallel build occurs when more than one thread is used at the same time to compile and build the code. Most often, it reduces build time significantly. The optimal number of threads to use is usually equal to the number of CPU cores of the computer. Parallel build can be enabled and disabled.

To configure parallel build:

1. Right-click on the project in the *Project Explorer* view
2. Select menu **[Project]>[Properties]**
3. Select **[C/C++ Build]** in the *Properties* panel
4. Open the *Behavior* tab and configure **[Enable parallel build]**

The *Behavior* tab also contains build settings on how to behave on errors, build on resource save, incremental build, and clean.

Figure 74. Parallel build



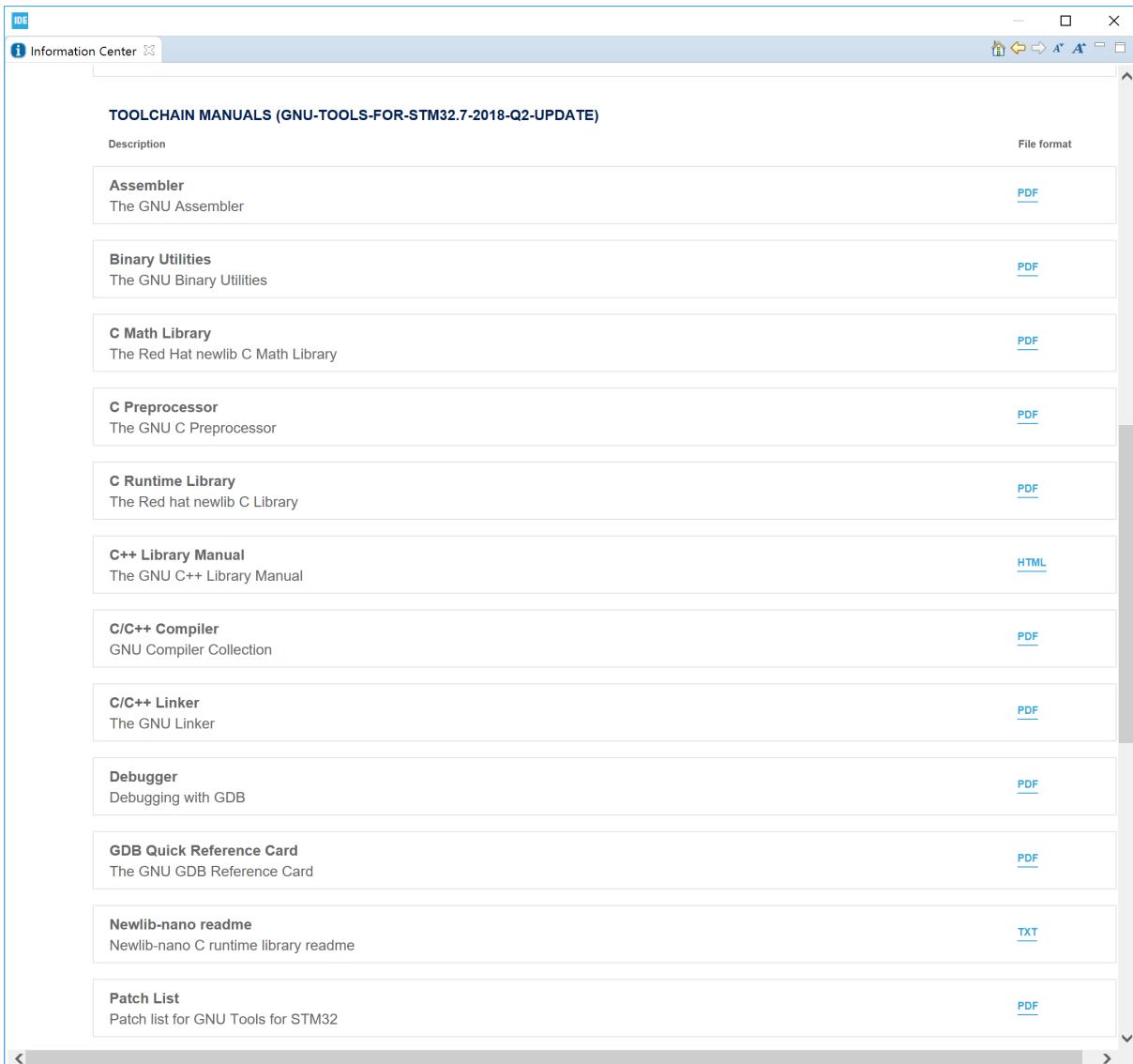
## 2.5

## Linking the project

This section contains basic information about the linker and linker script files. Detailed information about the linker can be found in the *GNU Linker* manual ([EXT-05]), which is accessed from the *Information Center*. Click on the

[Information Center] toolbar button and open the *Information Center* view. Open the linker documentation using the [C/C++ Linker The GNU Linker PDF] link.

Figure 75. Linker documentation



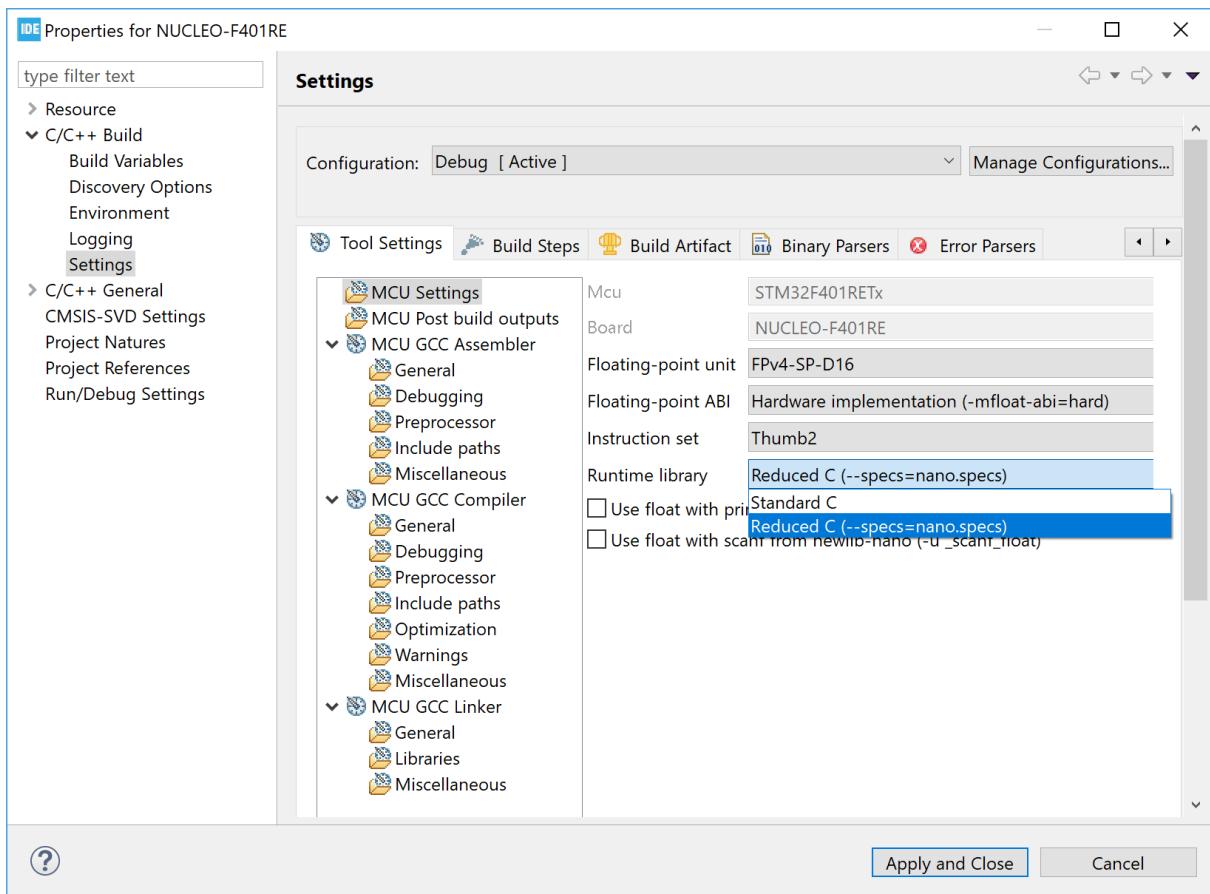
## 2.5.1 Run-time library

The toolchains included in STM32CubeIDE contain two prebuilt run-time C libraries based on newlib. One is the *standard C* newlib library and the other is the *reduced C* newlib-nano. Use newlib-nano to achieve smaller code size. For information about the differences between newlib-nano and the standard newlib, refer to the newlib-nano readme file ([ST-09]), accessible from the *Information Center*.

To select the desired run-time library for use in the project.

1. Right-click on the project in the *Project Explorer* view
2. Select menu **[Project]>[Properties]**
3. Select **[C/C++ Build]>[Settings]** in the *Properties* panel
4. Open the *Tool Settings* tab, select **[MCU Settings]** and configure the **[Runtime library]** setting

Figure 76. Linker run-time library



When `newlib-nano` is used while floating-point numbers must be handled by `scanf/printf`, additional options are required. The reason is that `newlib-nano` and `newlib` handle floating-point numbers differently. In `newlib-nano`, formatted floating-point number inputs and outputs are implemented as weak symbols. Therefore, the symbols must be pulled by specifying explicitly if `%f` is used with `scanf/printf` using the `-u` option:

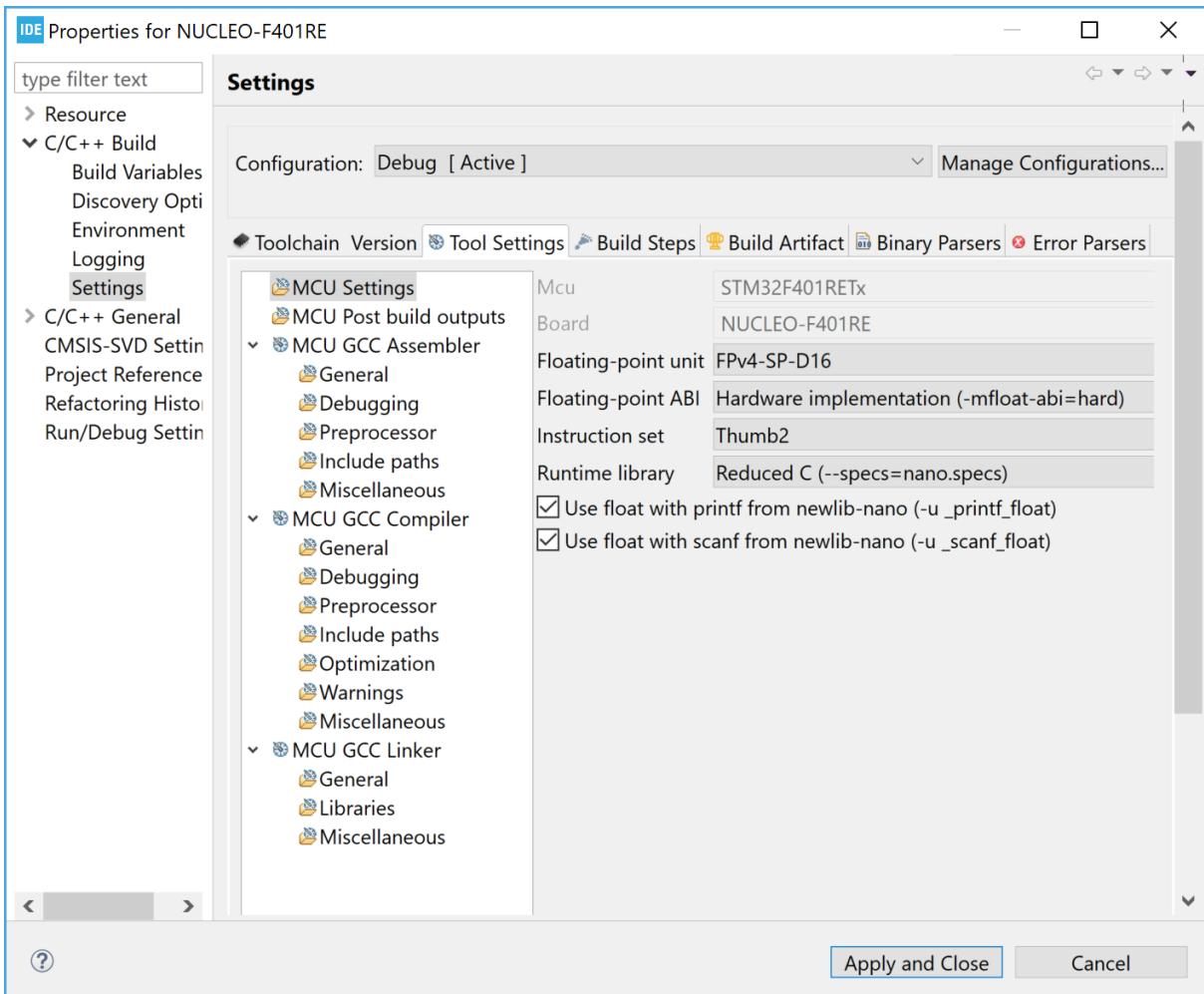
- `-u _scanf_float`
- `-u _printf_float`

For example, to enable output float with `printf`, the command line is as follows:

```
$ arm-none-eabi-gcc --specs=nano.specs -u _printf_float $(OTHER_LINK_OPTIONS)
```

The options can be enabled using the [Use float ...] checkboxes in [MCU Settings] in the Tool Settings tab.

Figure 77. Linker newlib-nano library and floating-point numbers



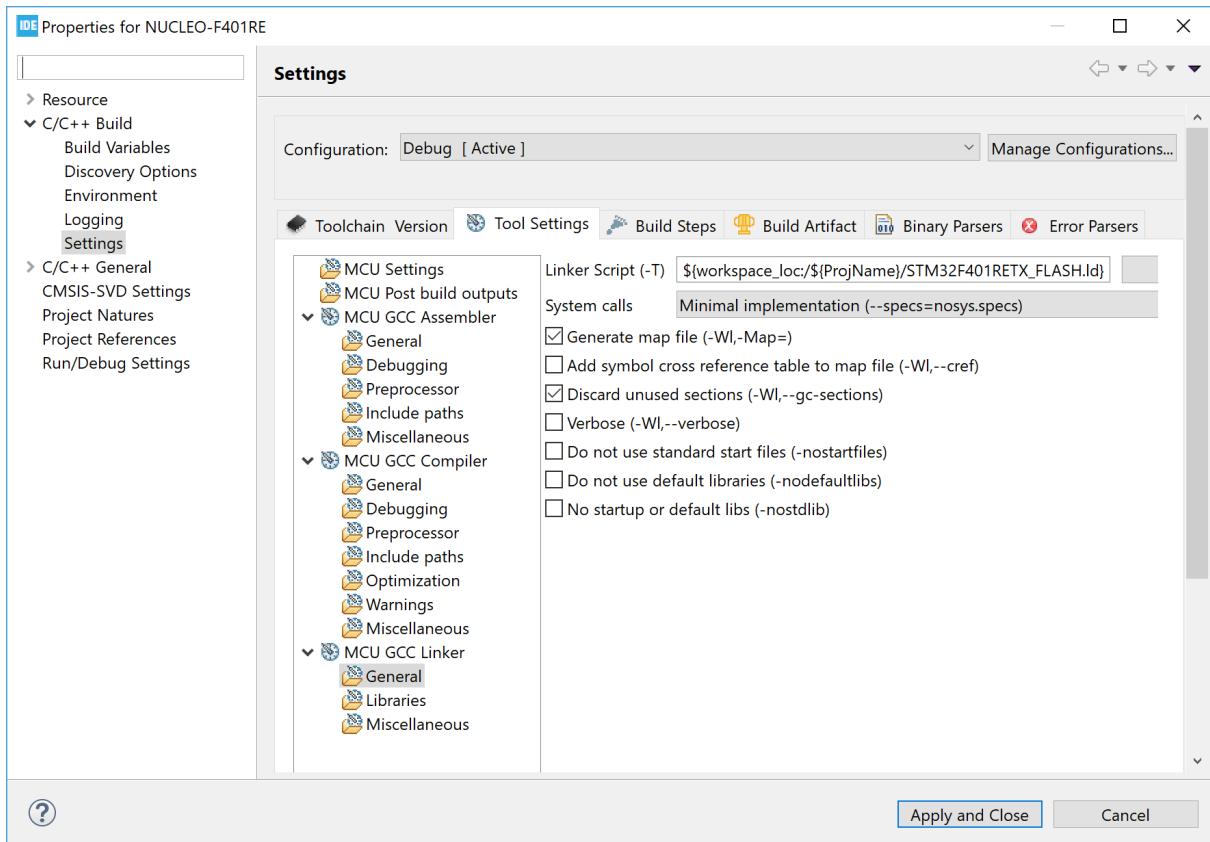
## 2.5.2 Discard unused sections

Linker optimization is the process where the linker removes unused code and data sections, dead code, from the output binary. Run-time and middleware libraries typically include many functions that are not used by all applications, thus wasting valuable memory unless removed from the output binary.

When using the project wizard to create new projects, the default configuration is that the linker discards unused sections. To check or change the setting about unused sections, open at any time the build settings for the project:

1. Right-click the project in the *Project Explorer* view and select [**Properties**]
2. In the dialog, select [**C/C++ Build**]>[**Settings**]
3. Select the *Tool Settings* tab in the panel
4. Select [**MCU GCC Linker**]>[**General**]
5. Configure [**Discard unused sections (-Wl,--gc-sections)**] according to the project requirements
6. Rebuild the project

Figure 78. Linker discard unused sections



### 2.5.3

#### Page size allocation for malloc

When the *GNU Tools for STM32* toolchain is used with the standard C `newlib` library, the page size setting for `malloc` can be changed. The `newlib` default page size is 4096 bytes. If a `sysconf()` function is implemented in the user project, this user function is called by `_malloc_r()`.

The following example shows how to implement a `sysconf()` function with a 128-byte page size. Add a similar function if there is a need for the application to use a smaller page size than the default 4096 bytes.

```
/**  
***** File : sysconf.c  
*****  
**/  
  
/* Includes */  
#include <errno.h>  
#include <unistd.h>  
  
/* Variables */  
extern int errno;  
  
long sysconf(int name)  
{  
    if (name==_SC_PAGESIZE)  
    {  
        return 128;  
    }  
    else  
    {  
        errno=EINVAL;  
        return -1;  
    }  
}
```

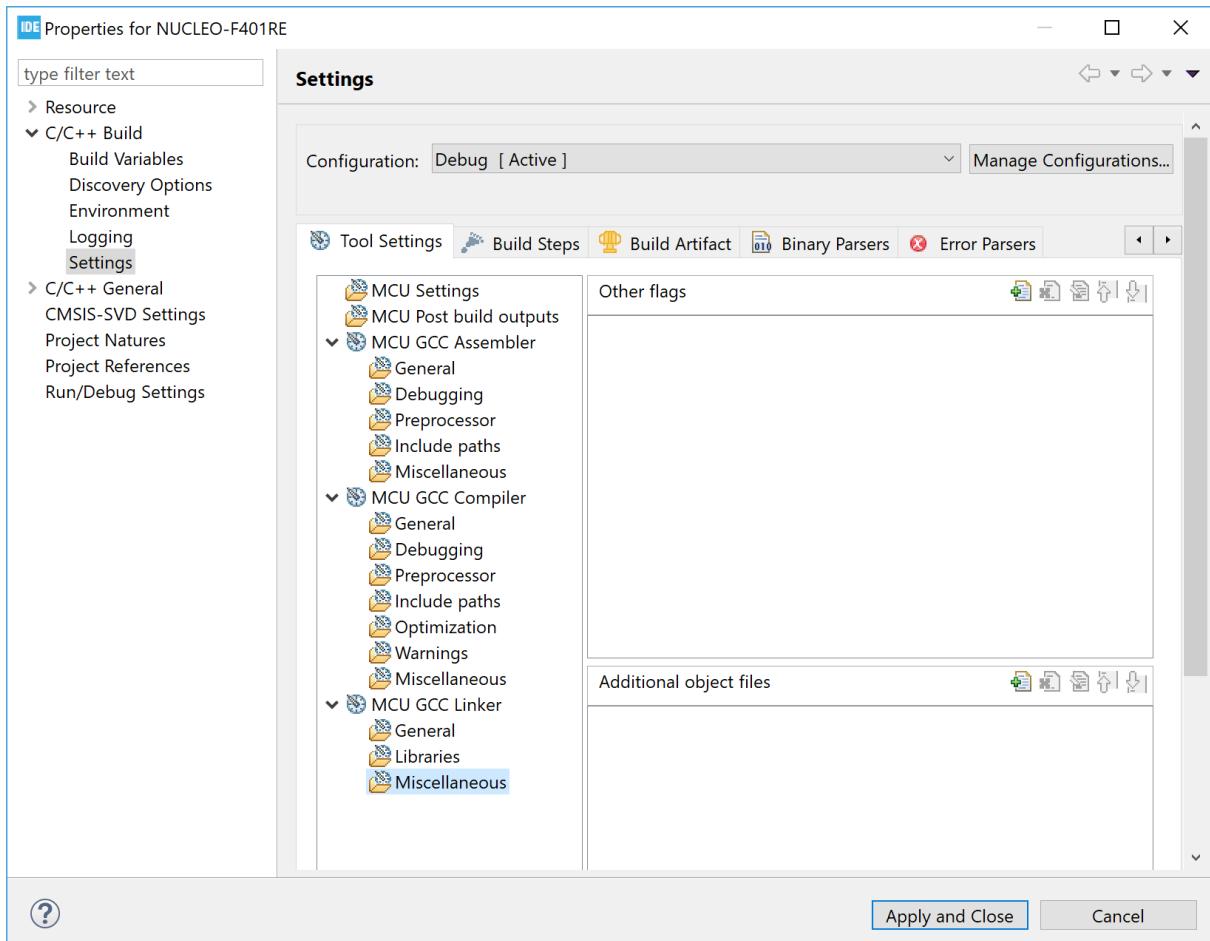
**Note:** : If the “GNU ARM Embedded” toolchain is used, it does not call any `sysconf()` function implemented in the application but always uses the default `sysconf()` function in `newlib`. Also, no call to `sysconf()` is made if the “GNU Tools for STM32” toolchain is used with the reduced C `newlib-nano` library.

## 2.5.4 Include additional object files

STM32CubeIDE makes it easy to include additional object files that must be linked to a project. They can be files from other projects, precompiled libraries where no source code is available, or object files created with other compilers.

1. Right-click the project in the *Project Explorer* view and select [**Properties**]
2. In the dialog, select [**C/C++ Build**]>[**Settings**]
3. Select the *Tool Settings* tab in the panel
4. Select [**MCU GCC Linker**]>[**Miscellaneous**]
5. Use the [**Add...**] icon to add additional object files in several possible ways:
  - Enter the filenames in the *Add file path* dialog
  - Use the [**Workspace...**] or [**File system...**] buttons to locate the files

Figure 79. Linker include additional object files



## 2.5.5 Treat linker warnings and errors

The GNU linker is normally silent for warnings. One example of such silent warning is seen if the startup code containing the normal `Reset_Handler` function is missing in the project. The GNU linker in normal silent mode creates an `elf` file and only report a warning output in the `Console` window about the missing `Reset_Handler`.

### Example of warning message:

```
arm-none-eabi-gcc -o "NUCLEO-F401RE.elf" @"objects.list" -mcpu=cortex-m4 -  
T"C:\Users\johansse\STM32CubeIDE\workspace_um\NUCLEO-F401RE\STM32F401RETX_FLASH.ld"  
--specs=nosys.specs -Wl,-Map="NUCLEO-F401RE.map" -Wl,--gc-sections -static -  
mfpu=fpv4-sp-d16 -mfloating-abi=hard -mthumb -Wl,--start-group -lc -lm -Wl,--end-group  
c:\st\stm32cubeide_1.1.0.19w37\stm32cubeide\plugins  
\com.st.stm32cube.ide.mcu.externaltools.gnu-tools-for-stm32.7-2018-q2-  
update.win32_1.0.0.201904181610\tools\arm-none-eabi\bin\ld.exe: warning: cannot  
find entry symbol Reset_Handler; defaulting to 0000000080000000  
Finished building target: NUCLEO-F401RE.elf
```

In this case, a new `elf` file is created but, if the warning is not detected, it will not work to debug the project because the program does not contain the `Reset_Handler` function. It is possible to configure the linker to treat warnings as errors by adding the `--fatal-warnings` option.

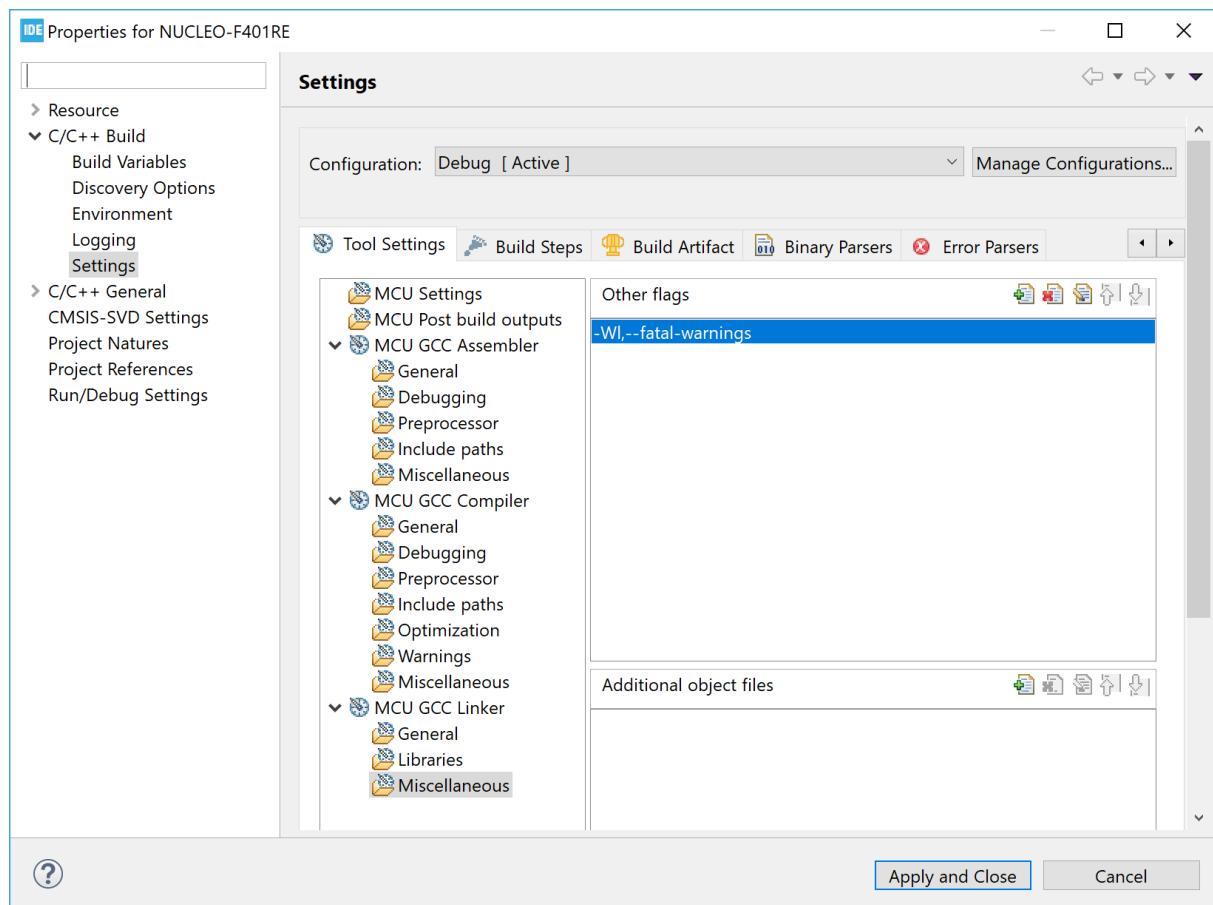
When the `--fatal-warnings` option is used, the linker does not generate the `elf` file but displays an error in the console log:

```
c:\st\stm32cubeide_1.1.0.19w37\stm32cubeide\plugins
\com.st.stm32cube.ide.mcu.externaltools.gnu-tools-for-stm32.7-2018-q2-
update.win32_1.0.0.201904181610\tools\arm-none-eabi\bin\ld.exe: warning: cannot
find entry symbol Reset_Handler; defaulting to 0000000080000000
collect2.exe: error: ld returned 1 exit status
make: *** [makefile:40: NUCLEO-F401RE.elf] Error 1
"make -j4 all" terminated with exit code 2. Build might be incomplete.
11:26:30 Build Failed. 1 errors, 6 warnings. (took 7s.193ms)
```

To use the `-Wl,--fatal-warnings` option:

1. Right-click the project in the *Project Explorer* view and select [**Properties**]
2. In the dialog, select [**C/C++ Build**]>[**Settings**]
3. Select the *Tool Settings* tab in the panel
4. Select [**MCU GCC Linker**]>[**Miscellaneous**]
5. Add `-Wl,--fatal-warnings` to the [**Other flags**] field.

**Figure 80. Linker fatal warnings**



## 2.5.6

### Linker script

The linker script file (`.ld`) defines the files to include and where things end up in memory. Some important parts of the linker script file are described in the next sections. For detailed information about the linker, read the C/C++ linker *GNU Linker manual* ([ST-05]). This manual is available in the documentation section of the *Information Center*. Consider sections 3.6 and 3.7 especially.

#### 2.5.6.1

##### **The `ENTRY` command defines the start of the program**

The first instruction to execute in a program is defined with the `ENTRY` command.

Example:

```
/* Entry Point */
ENTRY(Reset_Handler)
```

The `ENTRY` information is used by GDB so that the program counter (PC) is set to the value of the `ENTRY` address when a program is loaded. In the example, the program starts to execute from `Reset_Handler` when a step or `continue` command is given to GDB after a load.

#### Note:

*The start of the program can be overridden if the GDB script contains a monitor reset command after the load command. Then the code starts to run from reset.*

#### 2.5.6.2

##### **Stack location**

The stack location is normally used by the startup file using the `_estack` symbol. The startup code normally initializes the stack pointer with the address given in the linker script. For Cortex®-M based devices, the stack address is also set at the first address in the interrupt vector table.

Example:

```
/* Highest address of the user mode stack */
_estack = ORIGIN(RAM) + LENGTH(RAM);      /* end of "RAM" Ram type memory */
```

#### 2.5.6.3

##### **Define heap and stack minimum sizes**

It is common to define in the linker script the heap and stack minimum sizes to be used by the system.

Example:

```
Min_Heap_Size = 0x200;      /* required amount of heap  */
_Min_Stack_Size = 0x400;     /* required amount of stack */
```

The values defined here are normally used later in the linker script to make it possible for the linker to test if the heap and stack fit in the memory. The linker can then issue an error if there is not enough memory available.

#### 2.5.6.4

##### **Specify memory regions**

The memory regions are specified with names `ORIGIN` and `LENGTH`. It is common also to have an attribute list specifying the usage of a particular memory region, such as `(rx)` with “`r`” standing for read-only section and “`x`” for executable section. It is not requested to specify any attribute.

Example:

```
/* Memories definition */
MEMORY
{
    RAM      (xrw)      : ORIGIN = 0x20000000,      LENGTH = 96K
    FLASH    (rx)       : ORIGIN = 0x8000000,      LENGTH = 512K
}
```

### 2.5.6.5

#### **Specify output sections (.text and .rodata)**

The output sections define where the sections such as '.text', '.data' or others are located in the memory. The example below tells the linker to put all sections such as .text, .rodata and others in the Flash memory region. The glue sections mentioned in the example are used by GCC if there are some mixed code in the program. For instance, the glue code is used if some Arm® code makes a call to thumb code or vice versa.

Example:

```
/* Sections */
SECTIONS
{
    /* The startup code into "FLASH" Rom type memory */
    .isr_vector :
    {
        . = ALIGN(4);
        KEEP(*(.isr_vector)) /* Startup code */
        . = ALIGN(4);
    } >FLASH

    /* The program code and other data into "FLASH" Rom type memory */
    .text :
    {
        . = ALIGN(4);
        *(.text)           /* .text sections (code) */
        *(.text*)          /* .text* sections (code) */
        *(.glue_7)         /* glue arm to thumb code */
        *(.glue_7t)        /* glue thumb to arm code */
        *(.eh_frame)

        KEEP (*(.init))
        KEEP (*(.fini))

        . = ALIGN(4);
        _etext = .;        /* define a global symbol at end of code */
    } >FLASH
```

### 2.5.6.6

#### **Specify initialized data (.data)**

Initialized data values require extra handling as the initialization values must be placed in the Flash memory and the startup code must be able to initialize the RAM variables with correct values. The example below creates symbols \_sidata, \_sdata and \_edata. The startup code can then use these symbols to copy the values from Flash memory to RAM during program start.

Example:

```
/* Used by the startup to initialize data */
_sidata = LOADADDR(.data);

/* Initialized data sections into "RAM" Ram type memory */
.data :
{
    . = ALIGN(4);
    _sdata = .;           /* create a global symbol at data start */
    *(.data)              /* .data sections */
    *(.data*)             /* .data* sections */

    . = ALIGN(4);
    _edata = .;           /* define a global symbol at data end */
}

} >RAM AT> FLASH
```

### 2.5.6.7 Specify uninitialized data (.bss)

Uninitialized data values must be reset to 0 by the startup code: the linker script file must identify the locations of these variables. The example below creates symbols `_sbss` and `_ebss`. The startup code can then use these symbols to set the values of the uninitialized variables to 0.

Example:

```
/* Uninitialized data section into "RAM" Ram type memory */
. = ALIGN(4);
.bss :
{
    /* This is used by the startup in order to initialize the .bss section */
    _sbss = .;           /* define a global symbol at bss start */
    __bss_start__ = _sbss;
    *(.bss)
    *(.bss*)
    *(COMMON)

    . = ALIGN(4);
    _ebss = .;           /* define a global symbol at bss end */
    __bss_end__ = _ebss;
} >RAM
```

### 2.5.6.8 Check if user heap and stack fit in the RAM

One section of the code is normally dedicated to linker checks about the fact that the needed heap and stack fit into the RAM together with all other data.

Example:

```
/* User_heap_stack section, used to check that there is enough "RAM" Ram type memory left
*/
._user_heap_stack :
{
    . = ALIGN(8);
    PROVIDE ( end = . );
    PROVIDE ( __end = . );
    . = . + __Min_Heap_Size;
    . = . + __Min_Stack_Size;
    . = ALIGN(8);
} >RAM
```

### 2.5.6.9 Linker map and list files

When building a project generated with STM32CubeIDE, a map and a list file are created in the debug or release build output folders. These files contain detailed information on the final locations of code and data in the program.

The Build Analyzer view can be used to analyse the size and location of a program in detail. Read more about this in [Section 7 Build Analyzer](#).

## 2.5.7 Modify the linker script

This section presents common use cases requiring to edit the linker script. Editing and managing the script allows for more exact placements of the code and data.

### 2.5.7.1 Place code in a new memory region

Many devices have more than one memory region. It is possible to use the linker script to specifically place code in different areas. The example below shows how to update a linker script to support code to be placed in a new memory region named `IP_CODE`.

Example:

```
Original MEMORY AREA

/* Memories definition */
MEMORY
{
    RAM      (xrw)      : ORIGIN = 0x20000000,      LENGTH = 96K
    FLASH     (rx)       : ORIGIN = 0x8000000,      LENGTH = 512K
}

Add IP_CODE into MEMORY AREA

/* Memories definition */
MEMORY
{
    RAM      (xrw)      : ORIGIN = 0x20000000,      LENGTH = 96K
    FLASH     (rx)       : ORIGIN = 0x8000000,      LENGTH = 256K
    IP_CODE   (rx)       : ORIGIN = 0x8040000,      LENGTH = 256K
}
```

Place the following code a bit further down in the script, between the `.data { ... }` and the `.bss { ... }` section in the linker script file:

Example:

```
.ip_code :
{
    *(.IP_Code*);
} > IP_CODE
```

This tells the linker to place all sections named `.IP_Code*` into the `IP_CODE` memory region, which is specified to start at target memory address `0x804 0000`.

In the C code, tell the compiler which functions must go to this section by adding `__attribute__((section(".IP_Code")))` before the function declaration.

Example:

```
__attribute__((section(".IP_Code")))
int myIP_read()
{
    // Add code here...
    return 1;
}
```

The `myIP_read()` function is now placed in the `IP_CODE` memory region by the linker.

## 2.5.7.2

### Place code in RAM

To place code in the RAM, some modifications of the linker script and startup code are needed. The example below describes the changes to be applied when the internal RAM is split into a few sections and the code is placed and executed in one of the internal RAM sections.

Define a new memory region in the `MEMORY {}` region in the linker script:

```
Original MEMORY AREA

/* Memories definition */
MEMORY
{
    RAM      (xrw)      : ORIGIN = 0x20000000,      LENGTH = 96K
    FLASH     (rx)       : ORIGIN = 0x8000000,      LENGTH = 512K
}

Split RAM into memory areas RAM1, RAM_CODE, RAM

/* Memories definition */
MEMORY
{
    RAM1      (xrw)      : ORIGIN = 0x20000000,      LENGTH = 16K
    RAM_CODE   (xrw)      : ORIGIN = 0x20004000,      LENGTH = 16K
    RAM      (xrw)      : ORIGIN = 0x20008000,      LENGTH = 64K
    FLASH     (rx)       : ORIGIN = 0x8000000,      LENGTH = 512K
}
```

Define an output section for the code in the linker script. This must be placed with a Load Memory Address (LMA) belonging to the Flash memory, and a Virtual Memory Address (VMA) in RAM:

```
/* load code used by the startup code to initialize the ram code */
_siram_code = LOADADDR(.RAM_CODE);
.RAM_CODE :
{
    . = ALIGN(4);
    _sram_code = .; /* create a global symbol at ram_code start */
    *(.RAM_Code)      /* .RAM_Code sections */
    *(.RAM_Code*)     /* .RAM_Code* sections */
    . = ALIGN(4);
    _eram_code = .; /* define a global symbol at ram_code end */
} >RAM_CODE AT> FLASH
```

The RAM code area must be initialized and code copied from the Flash memory to the RAM code area. The startup code can access the location information symbols `_siram_code`, `_sram_code` and `_eram_code`.

Add load address symbols for `RAM_CODE` into the startup file:

```
/* Load address for RAM_CODE */
.word _siram_code;
.word _sram_code;
.word _eram_code;
```

Add a piece of code into the startup code to copy the RAM code from the Flash memory (LMA) to the RAM (VMA):

```
Reset_Handler:
    ldr    sp, =_estack           /* set stack pointer */

/* Copy the ram code from flash to RAM */
    movs   r1, #0
    b     LoopRamCodeInit

RamCodeInit:
    ldr    r3, =_siram_code
    ldr    r3, [r3, r1]
    str    r3, [r0, r1]
    adds   r1, r1, #4

LoopRamCodeInit:
    ldr    r0, =_sram_code
    ldr    r3, =_eram_code
    adds   r2, r0, r1
    cmp    r2, r3
    bcc   RamCodeInit

/* Copy the data segment initializers from flash to SRAM */
    movs   r1, #0
    b     LoopCopyDataInit

CopyDataInit:
```

In the C code, instruct the compiler about which functions must go to this section by adding `__attribute__((section(".RAM_Code")))` before the functions declarations:

```
__attribute__((section(".RAM_Code"))) int myRAM_read()
{
    // Add code here...
    return 2;
}
```

#### 2.5.7.3

#### Place variables at specific addresses

It is possible to place variables at specific addresses in the memory. To achieve this, the linker script must be modified. The example presented in this section places constant variables handling a product `VERSION_NUMBER`, `CRC_NUMBER`, and `BUILD_ID` in memory.

The first step is to create a new memory region in the linker script:

```
Original MEMORY AREA

/* Memories definition */
MEMORY
{
    RAM      (xrw)      : ORIGIN = 0x20000000,      LENGTH = 96K
    FLASH     (rx)       : ORIGIN = 0x80000000,      LENGTH = 512K
}

Add a new 2K FLASH_V memory region at end of flash
/* Memories definition */
MEMORY
{
    RAM      (xrw)      : ORIGIN = 0x20000000,      LENGTH = 96K
    FLASH     (rx)       : ORIGIN = 0x80000000,      LENGTH = 512K-2K
    FLASH_V  (rx)       : ORIGIN = 0x807F800,        LENGTH = 2K
}
```

At this point, the memory section must be added:

```
Place the following a bit further down in the script, between the .data { ... } and the .bss
{ ... } section

.flash_v :
{
*(.flash_v*);
} > FLASH_V
```

This instructs the linker to place all sections named `flash_v*` into the `flash_v` output section in the `FLASH_V` memory region, which is specified to start at target memory address `0x807 F800`.

A section can be called almost anything except some predefined names such as “`data`”.

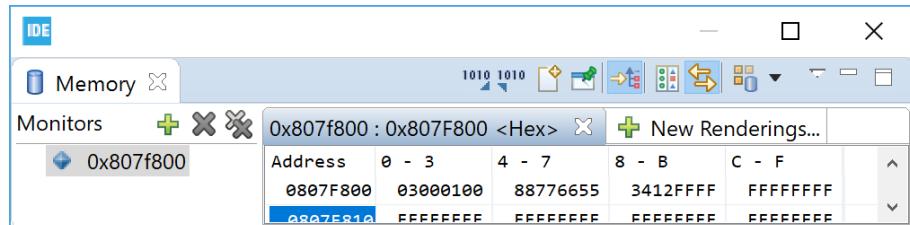
Now, the variables that must be located into the `FLASH_V` memory must be defined with attributes in the C files:

```
__attribute__((section(".flash_v.VERSION"))) const uint32_t VERSION_NUMBER=0x00010003;
__attribute__((section(".flash_v.CRC"))) const uint32_t CRC_NUMBER=0x55667788;
__attribute__((section(".flash_v.BUILD_ID"))) const uint16_t BUILD_ID=0x1234;
```

When debugging this example and examining the memory, it can be observed that:

- Address `0x807 f800` contains `VERSION_NUMBER`
- Address `0x807 f804` contains `CRC_NUMBER`
- Address `0x807 f808` contains `BUILD_ID`

Figure 81. Linker memory output



If the inserted data order in the Flash memory is important, map the order of the variables in the linker script. This makes it possible to define the variables in any file. The linker outputs the variables in the defined order independently on how the files are linked. As a result, if the `CRC_NUMBER` is calculated in some way after the linker has built the file, the `CRC_NUMBER` can be inserted into the Flash memory file by another tool:

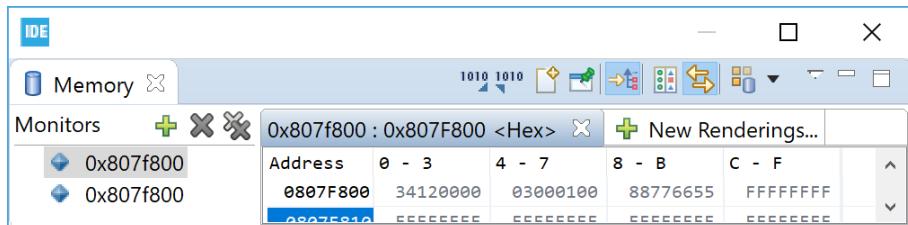
```
Decide the order in the linker script by adding the specially named sections in order
BUILD_ID, VERSION_NUMBER, CRC_NUMBER, and others(*) .

.flash_v :
{
    *(.flash_v.BUILD_ID);
    *(.flash_v.VERSION*);
    *(.flash_v.CRC*);
    *(.flash_v*);
} > FLASH_V
```

When debugging this example and examining the memory, it can be observed that:

- Address 0x807 f800 contains `BUILD_ID`
- Address 0x807 f804 contains `VERSION_NUMBER`
- Address 0x807 f808 contains `CRC_NUMBER`

Figure 82. Linker memory output specified order



#### 2.5.7.4

#### Linking in a block of binary data

It is possible to link in a block of binary data into the linked file. The example below describes how to include a ... /readme.txt file.

Example:

```
File: readme.txt
Revision: Version 2
Product news: This release ...
```

One way to include this in the project is to make a reference in a C file to include it using the `incbin` directive and the allocatable ("a") option on the section:

```
asm(".section .binary_data,\"a\";" 
".incbin \"/..../readme.txt\";" 
);
```

The new section `binary_data` is then added into the linker script with instructions that the section must be put in the Flash memory. The `KEEP()` keyword can be used to surround an input section so that the linker garbage collector does not eliminate the section even if not called:

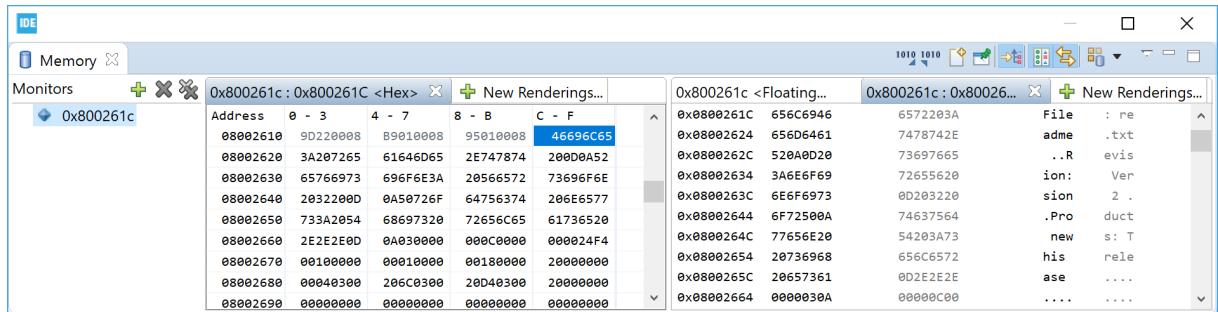
```
.binary_data :  
{  
    _binary_data_start = .;  
    KEEP(*(.binary_data));  
    _binary_data_end = .;  
} > FLASH
```

This block can then be accessed from the C code:

```
extern int _binary_data_start;  
int main(void)  
{  
    /* USER CODE BEGIN 1 */  
    int *bin_area = &_binary_data_start;
```

The binary data, in this case the `readme` file, can be observed in the *Memory* view when the project is debugged.

Figure 83. Linker memory displaying file `readme`



## 2.5.7.5

### Locate uninitialized data in memory (NOLOAD)

There is sometimes a need to have variables located into the Flash, or some other non-volatile memory, which must not be initialized at startup. In such cases, it is possible to create a specific MEMORY AREA in the linker script (`FLASH_D`) and use the `NOLOAD` directive in the section using the area.

Example:

```
The MEMORY AREA can be defined like this  
  
/* Memories definition */  
MEMORY  
{  
    RAM      (xrw)      : ORIGIN = 0x20000000,      LENGTH = 96K  
    FLASH    (rx)       : ORIGIN = 0x80000000,      LENGTH = 512K-4K  
    FLASH_D (rx)       : ORIGIN = 0x807F000,        LENGTH = 2K  
    FLASH_V (rx)       : ORIGIN = 0x807F800,        LENGTH = 2K  
}
```

Add a section for `FLASH_D` using the `NOLOAD` directive. This can be done using the following code a bit further down in the linker script:

```
Place the following a bit further down in the script

.flash_d (NOLOAD) :
{
    *(.flash_d*);
} > FLASH_D
```

Finally, data can be used somewhere in the program by adding a section attribute when declaring the variables that must be located in the `FLASH_D` memory.

```
__attribute__((section(".flash_d"))) uint32_t Distance;
__attribute__((section(".flash_d"))) uint32_t Seconds;
```

## 2.5.8 Include libraries

To include a library into a project:

1. Right-click the project where the library must be included in the *Project Explorer* view and select **[Properties]**
2. In the dialog, select **[C/C++ Build]>[Settings]**
3. Select the *Tool Settings* tab in the panel
4. Select **[C Linker]>[Libraries]**
5. Add the library name to the **[Libraries]** field.

Make sure the libray name is added and not the path. According to the GCC convention, the library name is its filename without the “`lib`” prefix and “`.a`” extension.

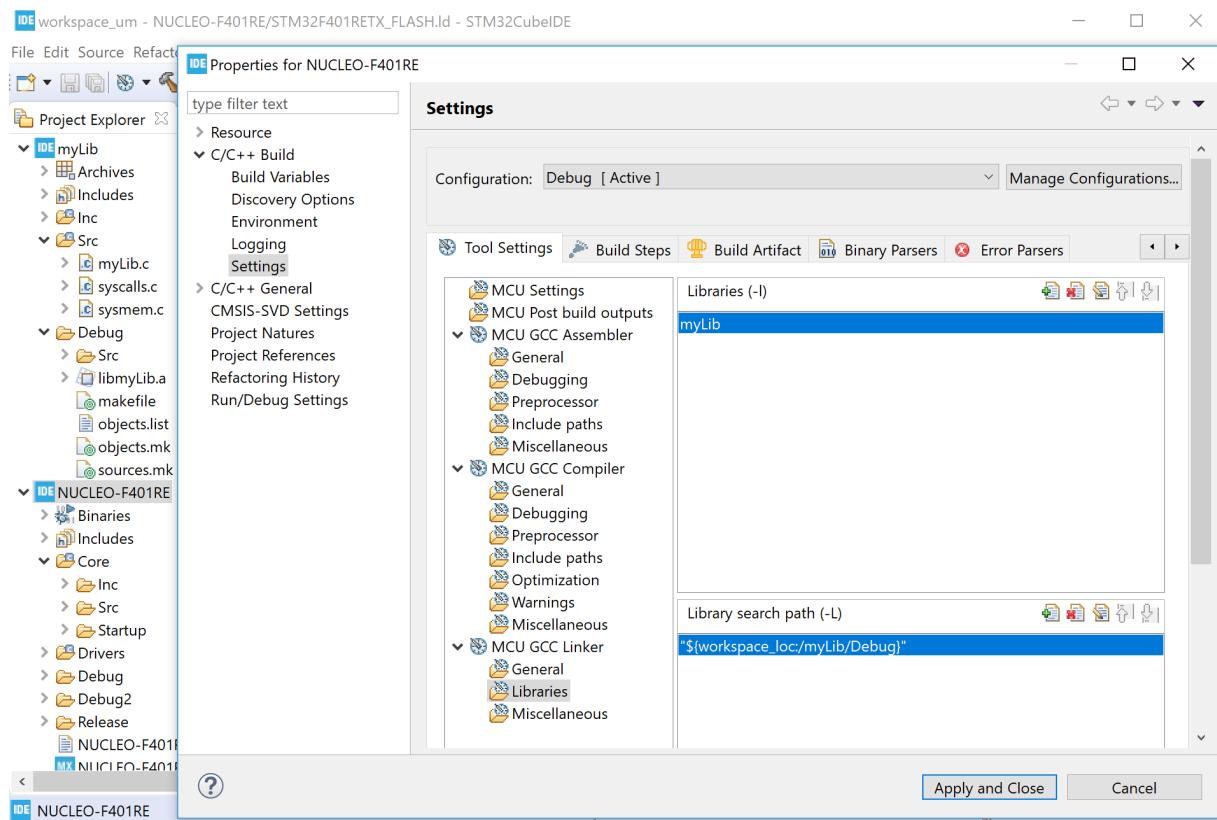
Example: for a library file named `libmyLib.a`, add the library name `myLib`.

If by any chance the library name do not comply with the GCC convention, the full library name can be entered, preceded by a colon “`:`”.

Example: for a library file named `STemWin524b_CM4_GCC.a`, add the library name `:STemWin524b_CM4_GCC.a`.

6. In the **[Library Paths]** list, set the library location path. Do not include the name of the library in the path.  
Example:  `${workspace_loc:/myLib/Debug}` is the path to the archive file of the library project `myLib` residing in the same workspace as the application project.

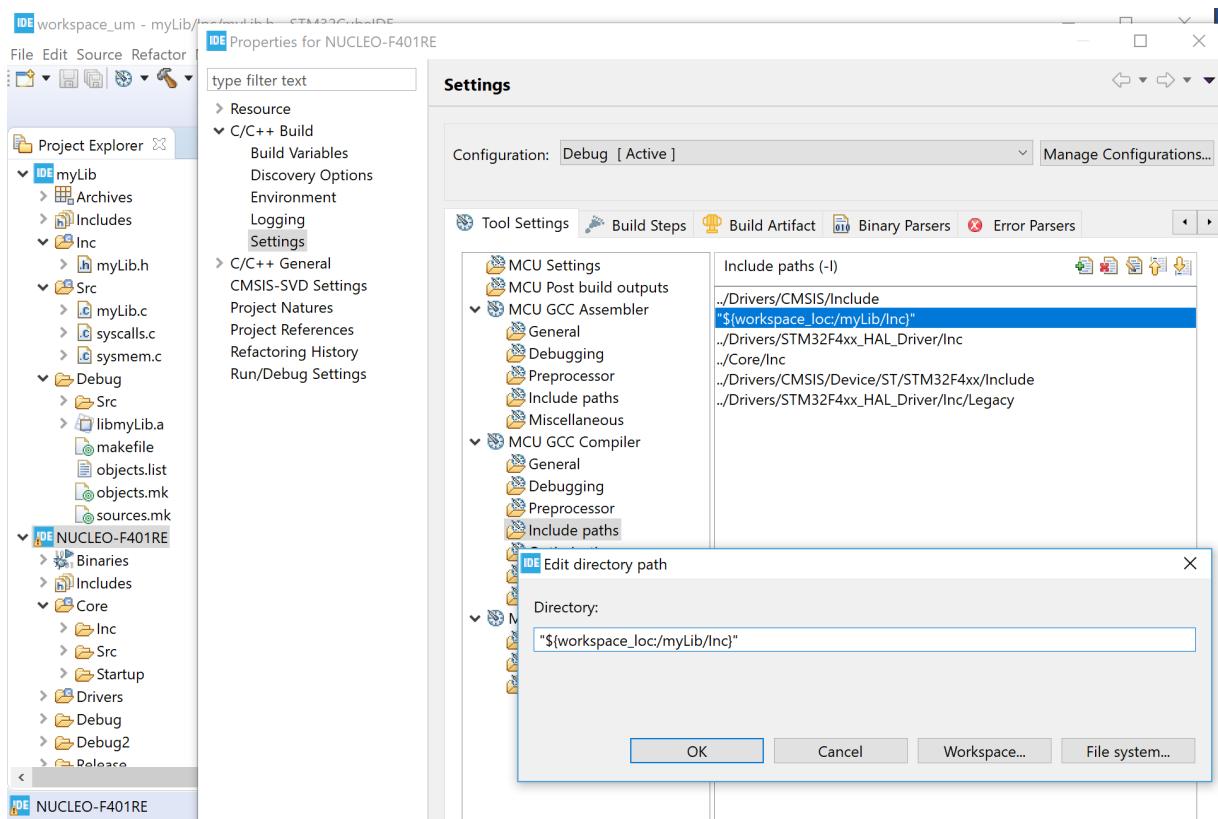
Figure 84. Include a library



The source folders for the header files must also be added to the [Include paths] field:

1. Select [Project]>[Properties]>[Tool Settings]>[C Compiler]>[Directories]
2. press the [Add...] button and add the paths to the source folders for the header files in the library

Figure 85. Add library header files to the include paths

**Note:**

Libraries added by include paths are considered as static libraries because they are provided by external parties. The header files are not rescanned as the content must not have changed for external header files. If external libraries must be treated as normal source folders, the folders must also be added as source folders to the project.

Refer to [Section 2.5.9 Referring to projects](#) for more information if a project is referring to another project, a library or a normal project.

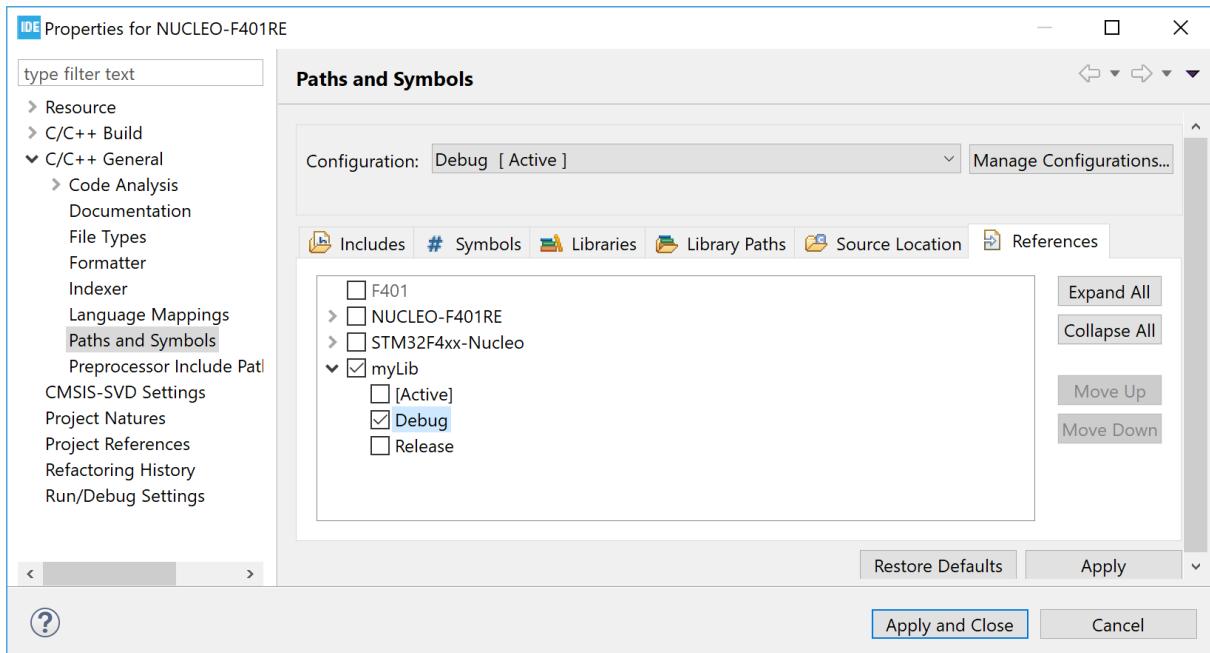
## 2.5.9 Referring to projects

Whenever a project is using code from another project, both projects must be referring to each other.

For a project to refer to a specific build of another project:

1. Select instead **[Project]>[Properties]**
2. Select **[C/C++ General]>[Paths and Symbols]**
3. Open the *References* tab
4. select the **[Configuration]** that the current project is referring to

Figure 86. Set project references



**Note:** When multiple projects are used as references, use the [**Move Up**] and [**Move Down**] buttons to setup the priorities.

There are many advantages to set project references correctly:

- The projects involved are not rebuilt more than necessary.
- The indexer is able to find functions from the library and open them. To use this possibility, press the **Ctrl** key and, in the editor, click the library function where it is used to open the library source file in the editor.
- It is possible to create the call hierarchy for the functions in the library. To find the call hierarchy, mark the function name and press **Ctrl+Alt+H** to display the call hierarchy in the *Call Hierarchyview*.

If a library project is added as a reference, all the correct settings in the *Paths and Symbols* property page for the library is set. The tool settings that depend on this property page are adjusted also.

This is the recommended method of adding libraries developed locally. For more information about adding libraries, refer to [Section 2.5.8 Include libraries](#).

Another way to have projects referring to each other is as follows:

1. Select [**Project**]>[**Properties**]
2. Select [**Project References**]
3. Select and mark the project for reference

With this method, however, it is not possible to refer to different build configurations and libraries are not set up automatically.

## 2.6

### I/O redirection

The C run-time library contains many functions, including some to handle I/Os. The I/O-related run-time functions include `printf()`, `fopen()`, `fclose()`, and many others. It is common practice to redirect the I/O from these functions to the actual embedded platform. For instance, the `printf()` output can be redirected to an LCD display or serial cable while file operations like `fopen()` and `fclose()` can be redirected to a Flash memory file system middleware.

#### 2.6.1

##### `printf()` redirection

There are several ways to perform `printf()` redirection, such as using UART or SWV/ITM. Another solution is the Real-Time Transfer technology (RTT) provided by SEGGER.

The three techniques compare as follows:

- The UART output is maybe the most commonly used method, where the output from the embedded system is sent for instance to a terminal using RS-232. It requires some CPU overhead and medium bandwidth.
- The Instrumentation Trace Macrocell (ITM) output is efficient but requires that the Arm® CoreSight™ debugger technology with Serial Wire Viewer (SWV) is supported by the device. This is normally the case for Cortex®-M3, Cortex®-M4, and Cortex®-M7 based devices. However, the SWV signals must be available and connected to the board also. It requires low CPU overhead but limited bandwidth. ITM output is explained in [Section 4 Debug with Serial Wire Viewer tracing \(SWV\)](#).
- The RTT solution is described by SEGGER on their website. RTT is a fast solution but requires SEGGER J-LINK debug probe.

To enable I/O redirection with UART or ITM output, the file `syscalls.c` must be included and built into the project. When `printf()` is used, it calls the `_write()` function, which is implemented in `syscalls.c`.

The `syscalls.c` file is normally created and included in the project when creating a new STM32CubeIDE project. The `_write()` function in this file must be modified to enable `printf()` redirection by modifying the call to `__io_putchar()`. The way to modify `_write()` depends on the hardware and library implementation.

The example below shows how to update `syscalls.c` so that `printf` ouput is redirected to ITM with an STM32F4 Series device. This is done by adding some header files to access `ITM_SendChar()` and make a call to `ITM_SendChar()`.

```
Original _write() function

__attribute__((weak)) int _write(int file, char *ptr, int len)
{
    int DataIdx;

    for (DataIdx = 0; DataIdx < len; DataIdx++)
    {
        __io_putchar(*ptr++);
    }
    return len;
}

Modified with added header files calling ITM_SendChar(*ptr++);

#include "stm32f4xx.h"
#include "core_cm4.h"

__attribute__((weak)) int _write(int file, char *ptr, int len)
{
    int DataIdx;

    for (DataIdx = 0; DataIdx < len; DataIdx++)
    {
        //__io_putchar(*ptr++);
        ITM_SendChar(*ptr++);
    }
    return len;
}
```

It can be noticed that the `_write` function in `syscalls.c` contains a weak attribute. This means that the `_write` function can be implemented in any C file used by the project.

For instance, the new `_write()` function can be added directly into `main.c`. Omit the weak attribute in that case, as shown in the example below.

```
int _write(int file, char *ptr, int len)
{
    int DataIdx;

    for (DataIdx = 0; DataIdx < len; DataIdx++)
    {
        //__io_putchar(*ptr++);
        ITM_SendChar(*ptr++);
    }
    return len;
}
```

## 2.7

## Position-independent code

This section is of interest to users working on applications where the final address location is not defined in the system. This occurs for instance when using a bootloader: the system designer must be able to define the final location of the application. In such case, position-independent code (PIC) can be used. The `-fPIE` compiler option enables the compiler/linker to generate position-independent executable.

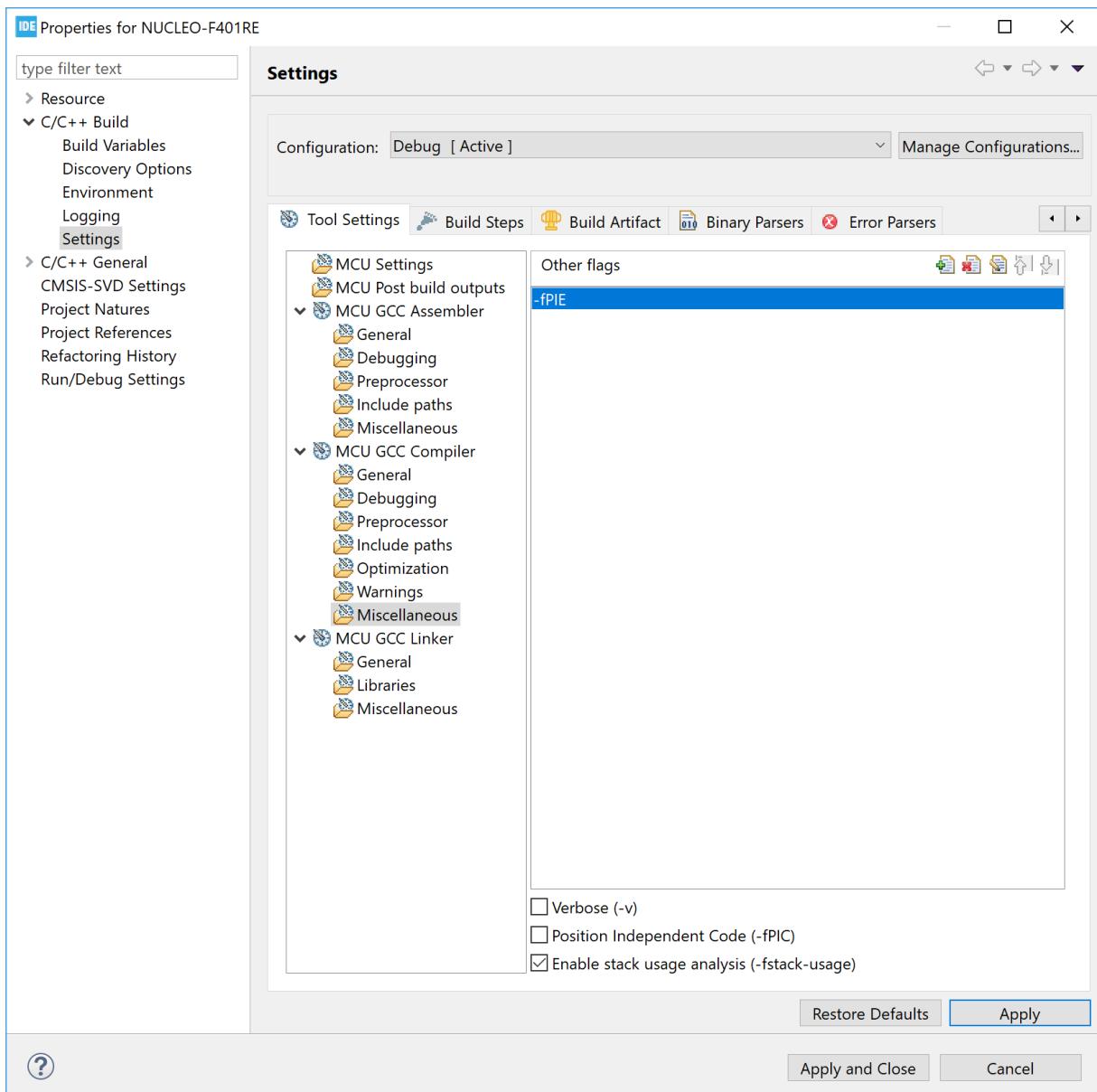
Compiling with option `-fPIE` generates position-independent executable so that if the application is linked for address `0x800 0000` but placed at `0x800 1000`, it still runs. The few things to know about PIC are listed further in this section.

### 2.7.1

#### Adding the `-fPIE` option

To add the `-fPIE` option into the tool settings:

1. Right-click the project in the *Project Explorer* view and select [**Properties**]
2. In the dialog, select [**C/C++ Build**]>[**Settings**]
3. Select the *Tool Settings* tab in the panel
4. Select [**MCU GCC Compiler**]>[**Miscellaneous**]
5. Add `-fPIE` to the [**Other flags**] field.

Figure 87. Position independent code, `-fPIE`

## 2.7.2 Run-time library

The C run-time library is compiled without using the `-fPIE` option. So any call to the library must be avoided when generating position-independent executable. The startup code normally has a call to `__libc_init_array`. This call must be removed as in the example below:

```
/* Call static constructors */
/*     bl __libc_init_array */
```

## 2.7.3 Stack pointer configuration

Make sure that the stack pointer is set up correctly. The stack pointer must be set in the `Reset_Handler` in the startup file as shown in the example below. It must not be assumed that the stack pointer is set by a reset reading it from the vector table.

```
Reset_Handler:
    ldr    sp, =_estack           /* set stack pointer */
```

## 2.7.4

### Interrupt vector table

The vectors in the vector table must be updated if the program is loaded to an offset address. If a program needs to add the offset to each vector in the table, it can copy the interrupt vector table to the RAM and add the offset to this vector table.

The vector base register must also be changed so that it points to the new located vector table as shown in the example below:

```
/* Set Vector Base Address */
SCB->VTOR=RAM_VectorTable;
```

## 2.7.5

### Global offset table

The global offset table (GOT) is a table of addresses normally stored in the data section when building and using the `-fPIE` option. It is used by the executed program to find, during run-time, addresses of global variables, unknown at compile time. If no global variable location change is needed, the variables can be located at same place as located when linking the program. Then the GOT table can be placed in the `.text` section in the Flash memory area instead.

The example below shows how to update the linker script with the `.got*` section. In this case the `GOT_START` and `GOT_END` symbols are added also so that the tools are able to know the GOT location and size.

```
/* The program code and other data into "ROM" Rom type memory */
.text :
{
    . = ALIGN(4);
    *(.text)           /* .text sections (code) */
    *(.text*)          /* .text* sections (code) */
    GOT_START = .;
    *(.got*)
    GOT_END = .;
    *(.glue_7)         /* glue arm to thumb code */
    *(.glue_7t)        /* glue thumb to arm code */
    *(.eh_frame)

    KEEP (*(.init))
    KEEP (*(.fini))

    . = ALIGN(4);
    _etext = .;        /* define a global symbols at end of code */
} >ROM
```

## 2.7.6

### Interrupt vector table and symbols

When debugging the code with an offset, both the load offset and the new symbol address must be specified. The symbol address to provide is the `.text` section address. The linker script can be updated by defining `.isr_vector` to be located into `.text`. This avoids the issue of finding the location of `.text`.

```
Remove the following

_isr_vector :
{
    . = ALIGN(4);
    KEEP(*(.isr_vector)) /* Startup code */
    . = ALIGN(4);
} >FLASH

Add KEEP(*(.isr_vector)) instead to first location of .text
/* The program code and other data into "FLASH" Rom type memory */
.text :
{
    . = ALIGN(4);
    KEEP(*(.isr_vector)) /* Startup code */
    *(.text)           /* .text sections (code) */
    *(.text*)          /* .text* sections (code) */
    GOT_START = .;
    *(.got*)
    GOT_END = .;
    *(.glue_7)
    *(.glue_7t)
    *(.eh_frame)

    KEEP (*(.init))
    KEEP (*(.fini))

    . = ALIGN(4);
    _etext = .;        /* define a global symbols at end of code */
} >FLASH
```

## 2.7.7

### Debugging position-independent code

When debugging position-independent code located at an offset, the download offset and new symbol address must be set.

Figure 88. Debugging position independent code

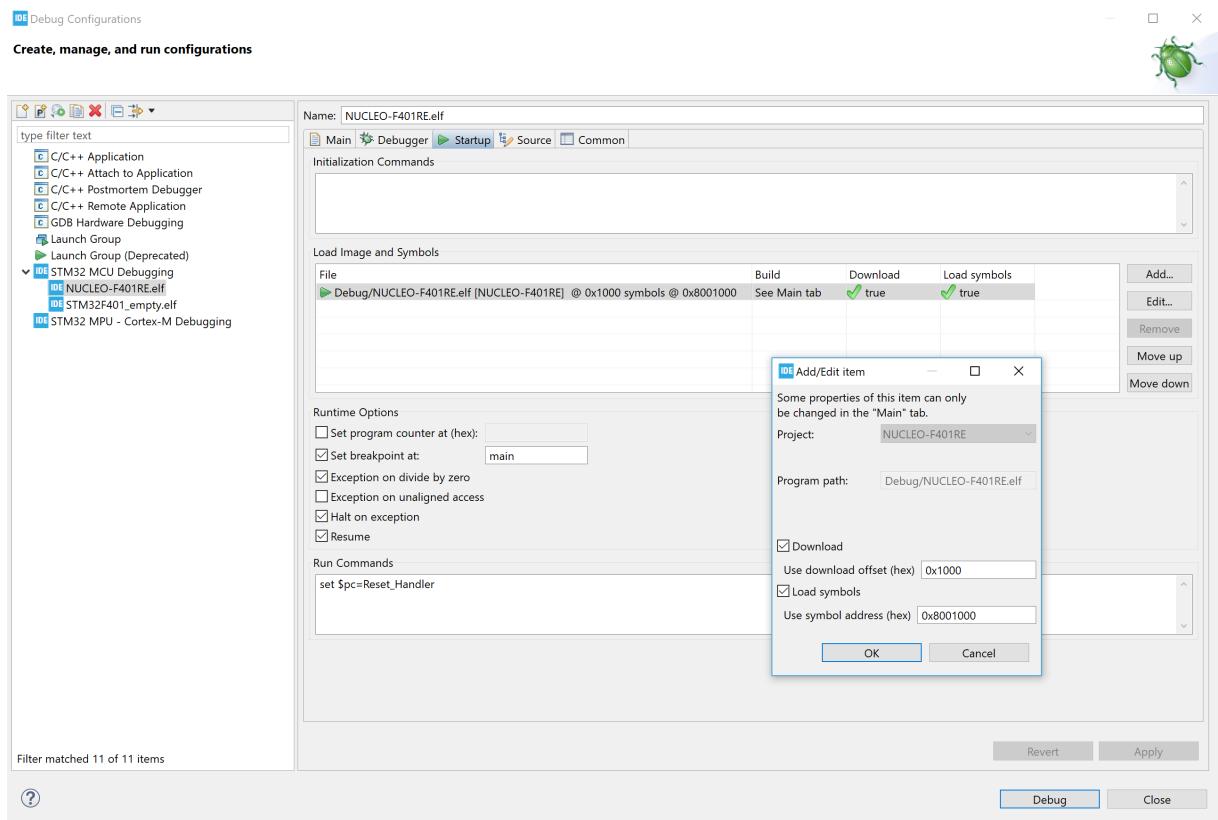


Figure 88 illustrates an example where the download offset is 0x1000 and the symbol address is 0x800 1000. It is possible to set the symbol address to 0x800 1000 in this case because the `.isr_vector` is added into the `.text` section as described in [Section 2.7.6 Interrupt vector table and symbols](#).

If instead the `.isr_vector` is located in another section outside `.text`, the start address of the `.text` section must be used with the offset added. For instance, if the map file states that `.text` starts at 0x0000 0000 0800 0194, the symbol address in this case must be set to 0x800 1194.

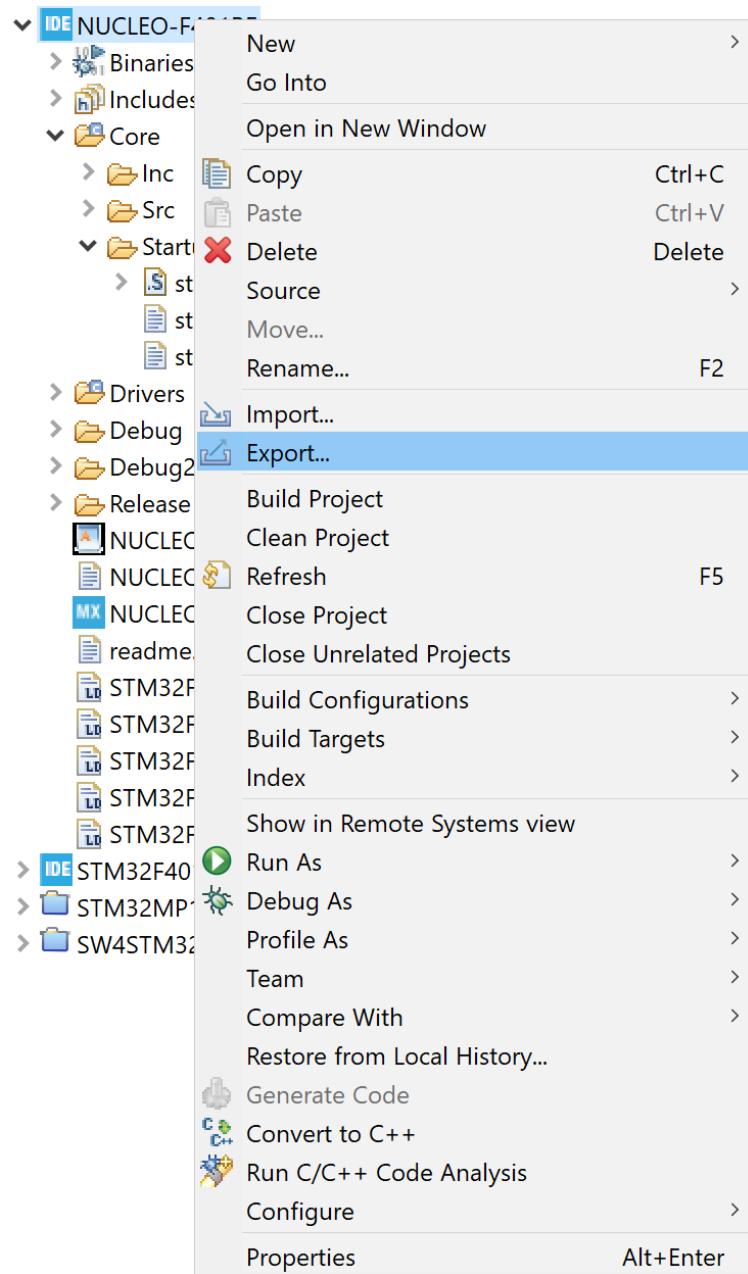
Figure 88 shows that the breakpoint is set at `main` and that the program counter (`$pc`) is set to the `Reset_Handler` symbol into [Run Commands]. This symbol contains the correct address to the `Reset_Handler` because gdb uses the base symbol address 0x800 1000. If `$pc` is not setup during this debug configuration, the [Resume] checkbox must be disabled to make the program stop after load. In this case, the program counter must be set manually in the *Registers* view before starting the program.

## 2.8 Exporting projects

A project can be exported in many different ways. This section shows how to export a project as a compressed zip file.

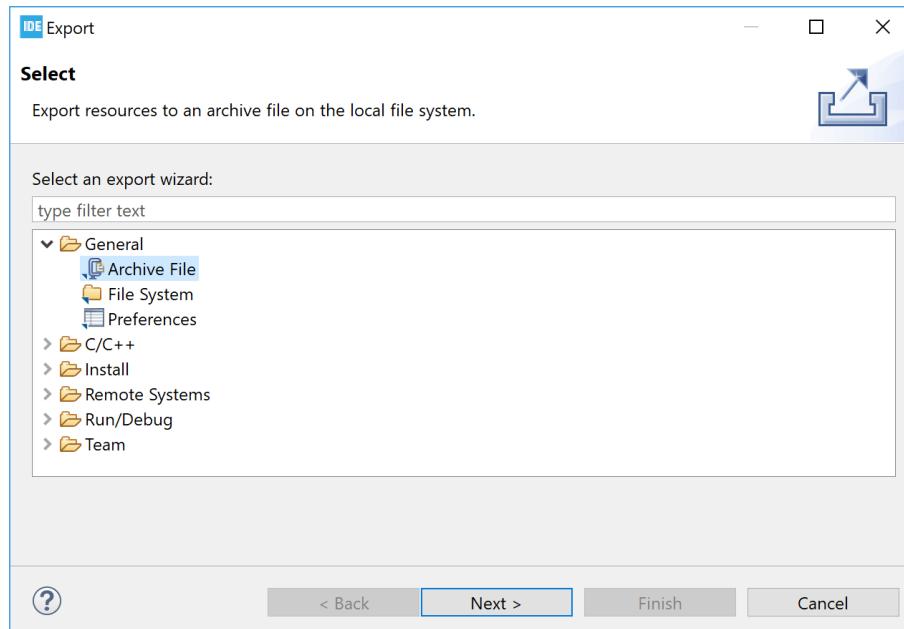
Right-click the project in the *Project Explorer* view and select [**Export...**].

**Figure 89. Export project**



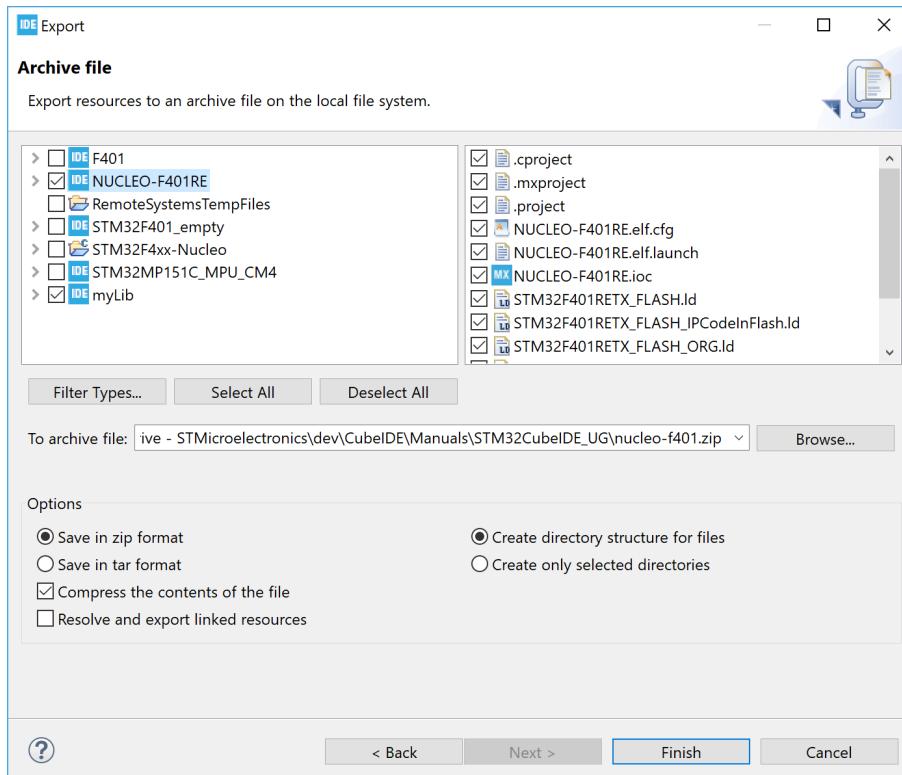
The *Export* dialog opens. Select [**General**]>[**Archive File**] and press [**Next >**].

Figure 90. Export dialog



The *Export* dialog is updated. Select the project to be exported. It is possible to exclude some project files from the export. In the example in Figure 91, all project and library files are included. A file name must be entered into the [To archive file] field, possibly browsing to a folder location for the file with the [Browse...] button. In the example, the default options values are kept unchanged. Press [Finish] to export the project and create the zip file.

Figure 91. Export archive



## 2.9

## Importing existing projects

This chapter describes different ways to import existing projects into an STM32CubeIDE workspace. The standard Eclipse® importer is capable of importing Eclipse® projects. This is used to import projects created with STM32CubeIDE. The project importer is also extended to support the import of ac6 System Workbench for STM32 projects and Atollic® TrueSTUDIO® projects. Such projects are converted during the import phase to STM32CubeIDE projects.

### 2.9.1

### Importing an STM32CubeIDE project

A project can be imported in many different ways. This section shows how to import a project that was exported as a compressed zip file.

- One way to open the *Import* dialog is to use the menu [File]>[Import...]
- Another way is to right-click the *Project Explorer* view and select [Import...]

Figure 92. Import project

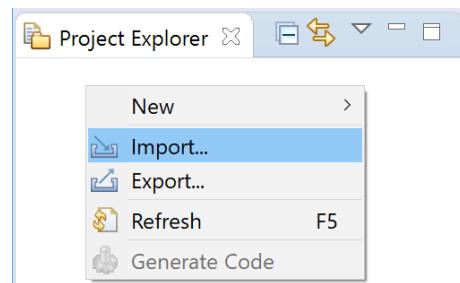


Figure 93. Import dialog

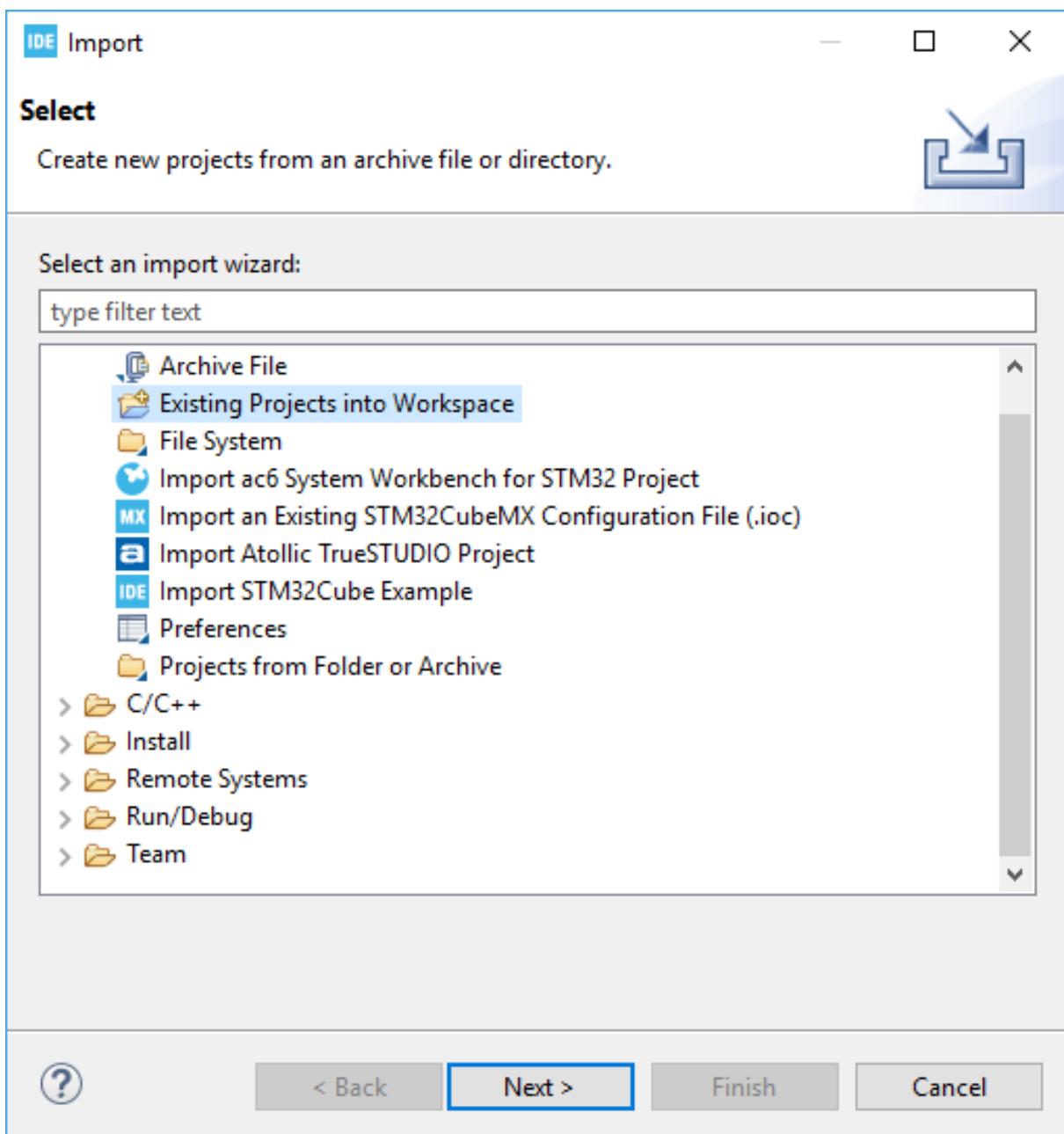
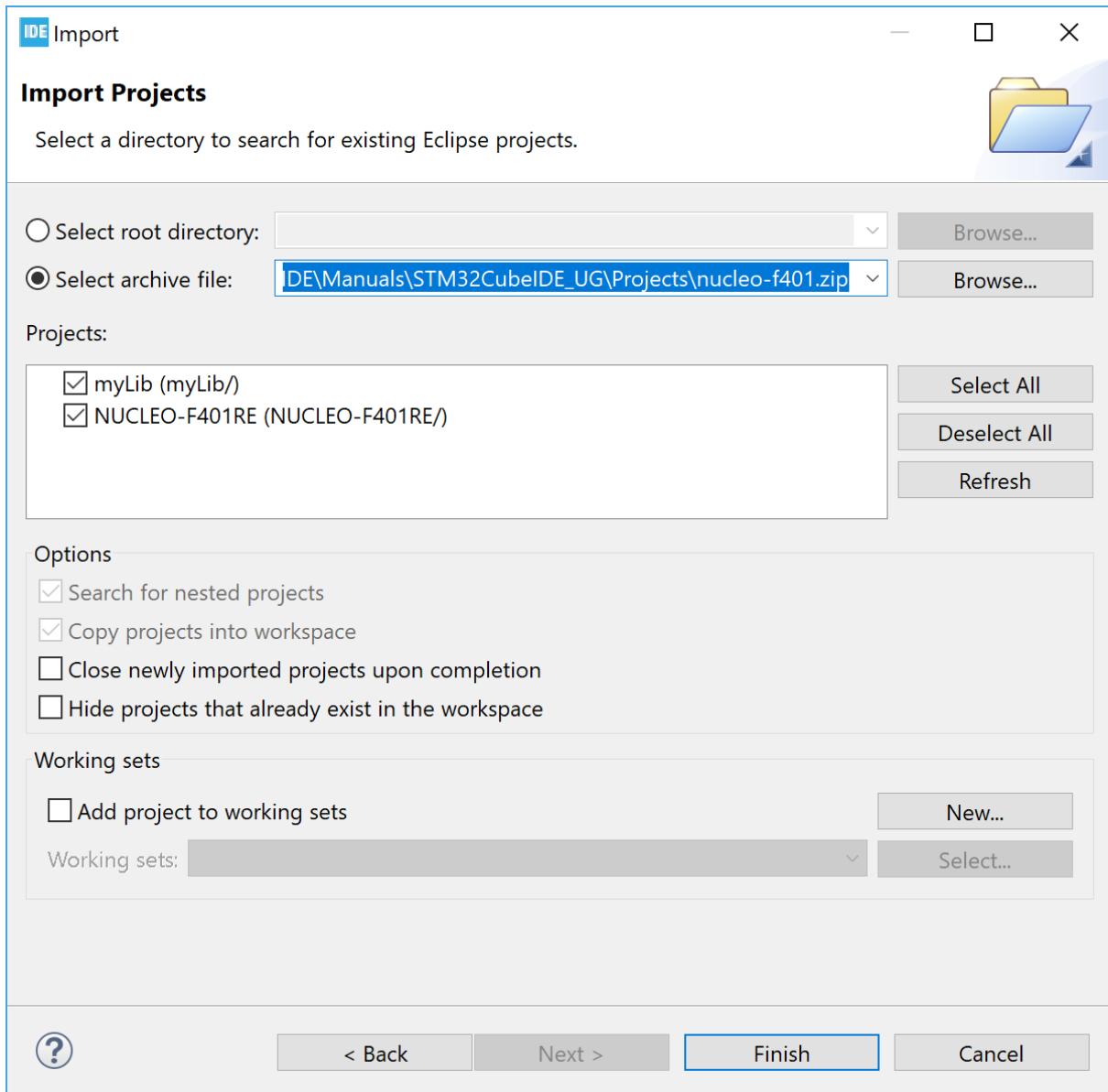


Figure 94. Import projects



## 2.9.2

### Importing System Workbench and TrueSTUDIO® projects

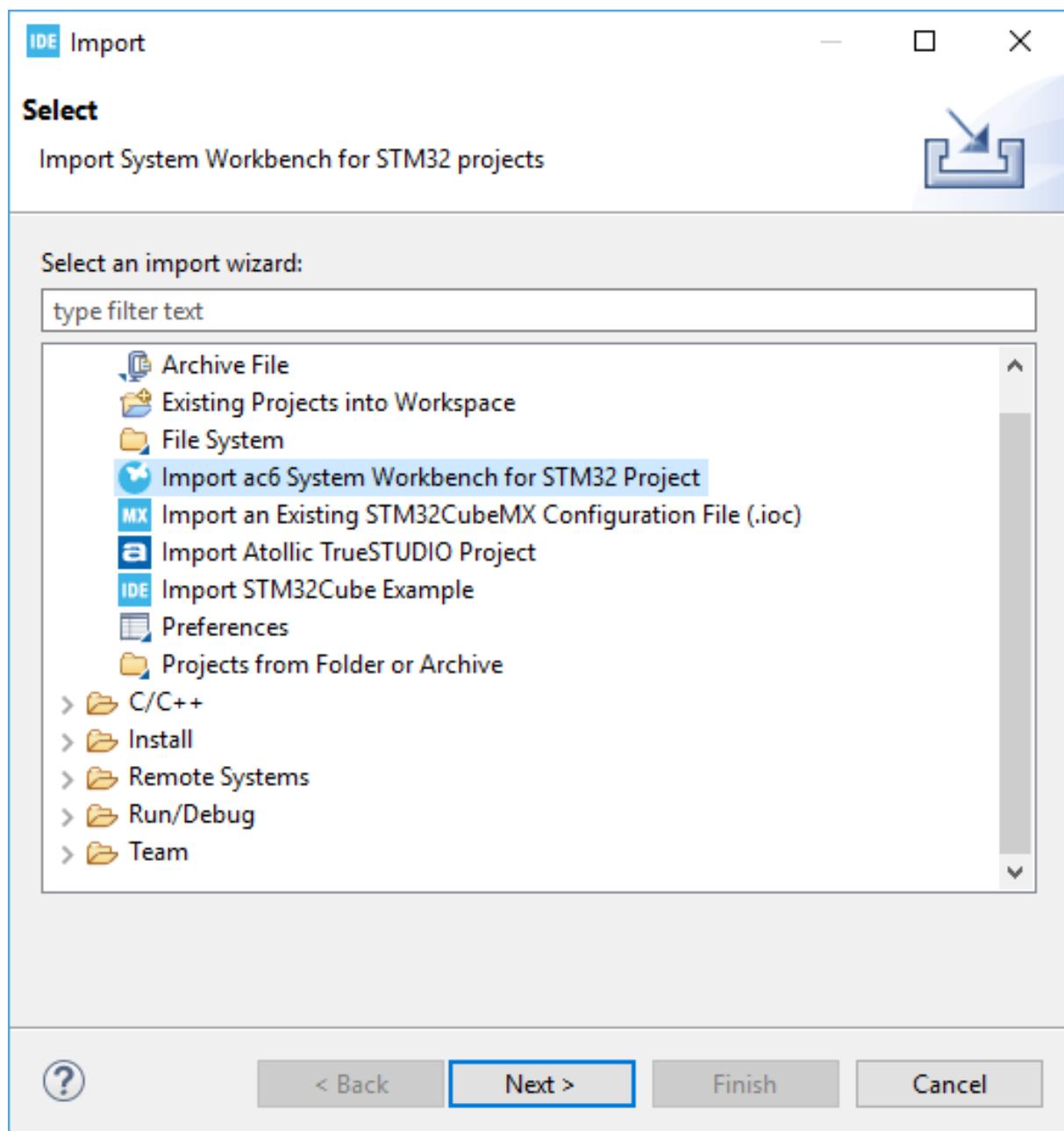
To import an ac6 System Workbench for STM32 project or an Atollic® TrueSTUDIO® project into STM32CubeIDE, it is advised to work on a project copy:

1. Create a copy of the project, either as a copy of the project folder or an export of the project in a zip file
2. Use the copied project for the import into STM32CubeIDE

The way to import the copied project is to open the *Import* dialog by means of the menu [File]>[Import...] or by right-clicking the *Project Explorer* view.

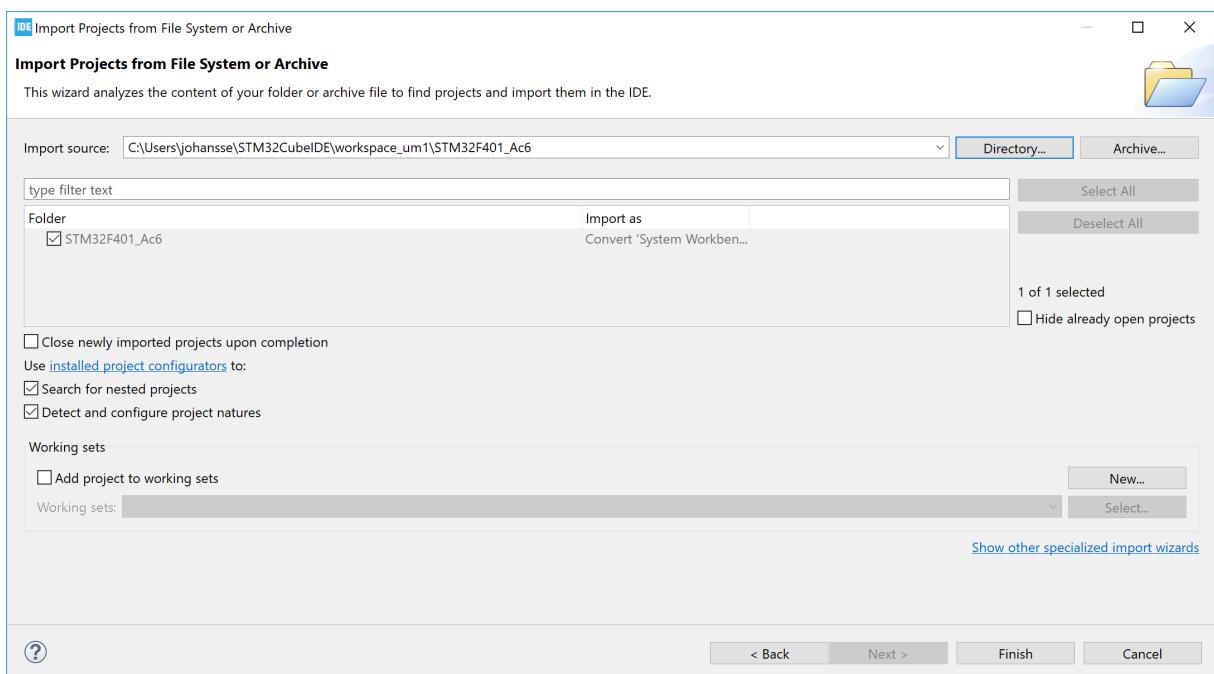
Select [Import ac6 System Workbench for STM32 project] or [Import Atollic TrueSTUDIO project] depending on the original tool used to create the project and press [Next >].

Figure 95. Import System Workbench projects (1 of 3)



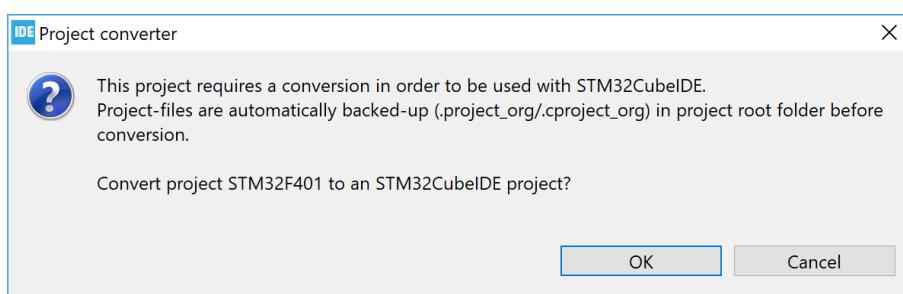
In this example, the ac6 project is copied into the STM32CubeIDE workspace, hence the [Directory...] button is used and project STM32F401\_Ac6 is selected. The import wizard detects that this is a System Workbench project.

Figure 96. Import System Workbench projects (2 of 3)



Press [Finish] to open the *Project converter* dialog.

Figure 97. Import System Workbench projects (3 of 3)



Press [OK] to convert the project to an STM32CubeIDE project.

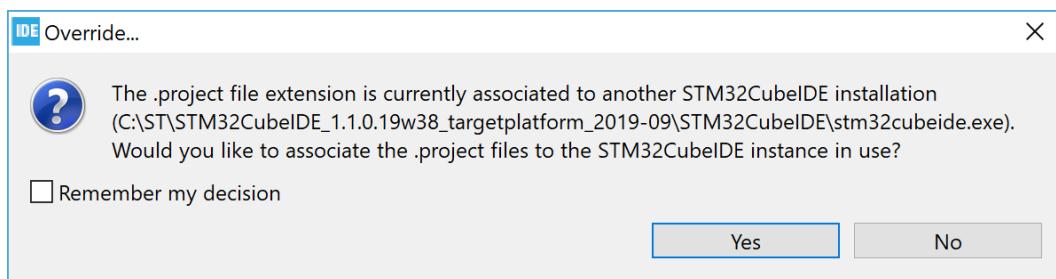
There are two migration guides explaining how to migrate from ac6 System Workbench for STM32 ([[ST-06](#)]) and Atollic® TrueSTUDIO® to STM32CubeIDE ([\[ST-05\]](#)). These guides can be opened from the *Technical Documentation* page in the *Information Center*.

### 2.9.3

#### Importing using project files association

When STM32CubeIDE is started, a pop-up window asks if .cproject and .project files must be associated to the program.

Figure 98. Import using project files association



If the association is selected, double-clicking on a .project file in the personal computer file browser triggers the project import by STM32CubeIDE into the current workspace. The project converter investigates the project, which is imported directly if made for STM32CubeIDE. If the project comes from another tool, the project converter tries to identify if it is a known project format and, in such case, converts the project to an STM32CubeIDE project as described in [Section 2.9.2 Importing System Workbench and TrueSTUDIO projects](#).

### 2.9.4

#### Prevent “GCC not found in path” error

When importing old projects, an error in the *Problems* view can state “Program “gcc” not found in PATH”. The error is caused by the project use of a deprecated discovery method setting. The error can be removed by updating the *Window Preferences* and *Project Properties* settings.

1. Open [Window]>[Preferences]. In the *Preferences* dialog, select [C/C++]>[Property Pages Settings] and enable checkbox [Display “Discovery Options” page].
2. Open [Project Properties]>[C/C++ Build]>[Discovery Options] and disable checkbox [Automate discovery of paths and symbols].

## 3 Debugging

### 3.1 Introduction to debugging

STM32CubeIDE includes a powerful graphical debugger based on the GDB command-line debugger. It also bundles GDB servers for the ST-LINK and SEGGER J-Link JTAG probes.

The GDB server is a program that connects GDB on the PC to a target system. The STM32CubeIDE debug session can autostart a local GDB server or connect to a remote GDB server.

The remote GDB server can be running on the same PC, or on a PC that is accessible via the network and specified with *Host name* or *IP address* and a *Port number*. When connecting to a remote GDB server, this GDB server must be started first before a debug session is started in STM32CubeIDE.

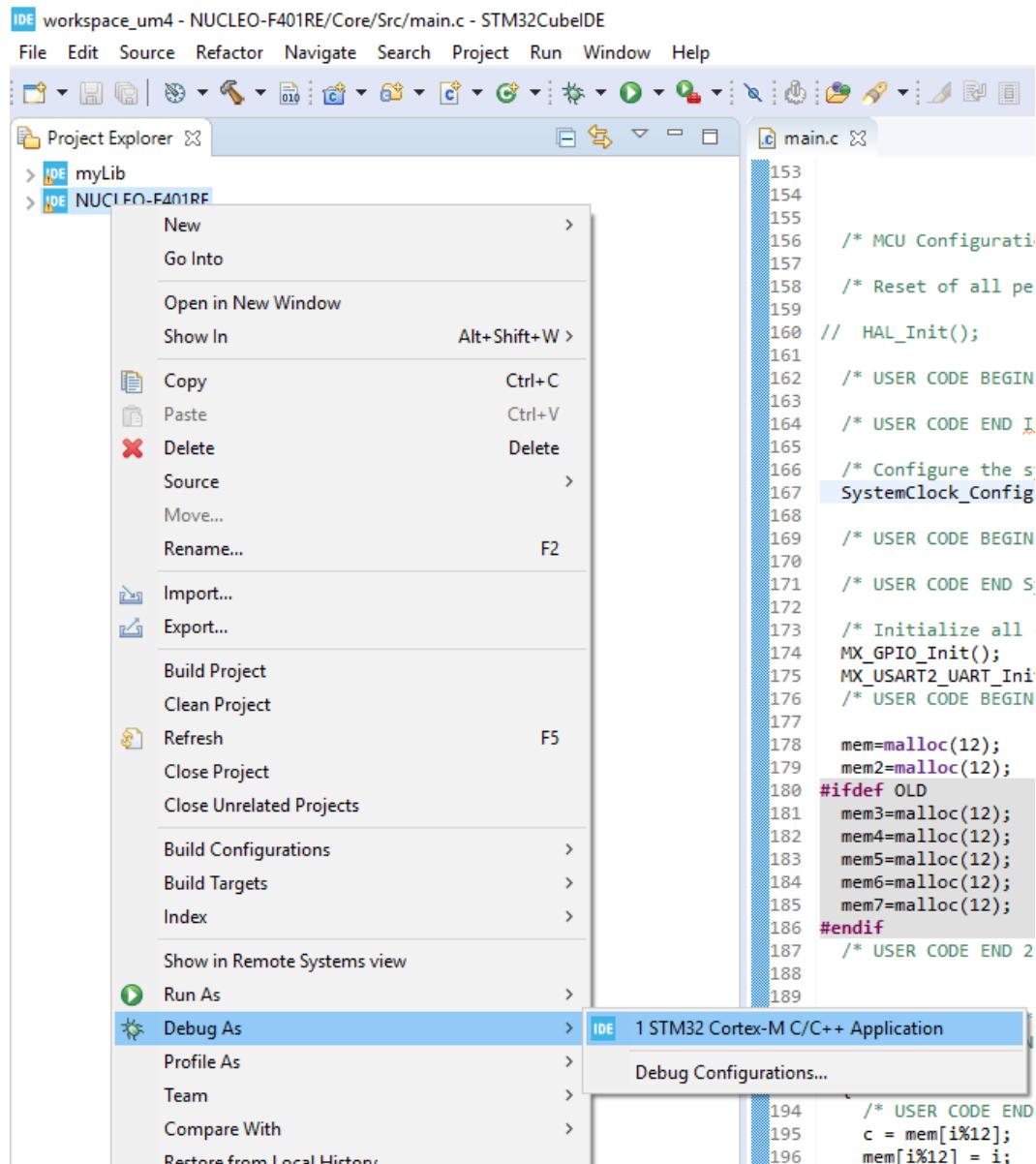
When autostart local debugging is selected, STM32CubeIDE automatically starts and stops the GDB server as required during debugging, thus integrating the GDB server seamlessly.

**Note:** *It is recommended to use compiler optimization level -O0 when building a project that must be debugged. Debugging with optimization level -Og may work but higher optimization level is hard to debug because of compiler code optimization.*

### 3.2 Debug configurations

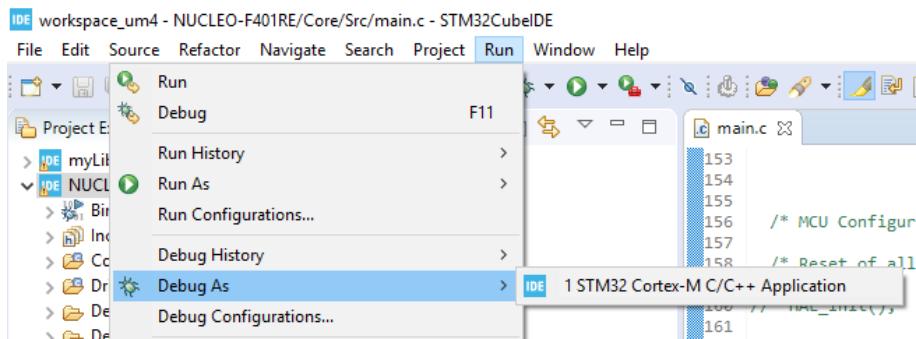
A debug configuration for the project is needed before a debug session can be started. To create the first debug configuration for the project, right click on the project name in the *Project Explorer* view and select [**Debug As**]>[STM32 Cortex-M C/C++ Application].

Figure 99. Debug as STM32 MCU



Another way to create a new debug configuration is to select the project name in the *Project Explorer* view and use the menu [Run]>[Debug As]>[STM32 Cortex-M C/C++ Application].

Figure 100. Debug as STM32 MCU menu



A third way to create a new debug configuration is to select project name in the *Project Explorer* view and press [F11].

All three different ways open the *Debug Configuration* dialog.

### 3.2.1 Debug configuration

The *Debug Configuration* dialog contains the following tabs:

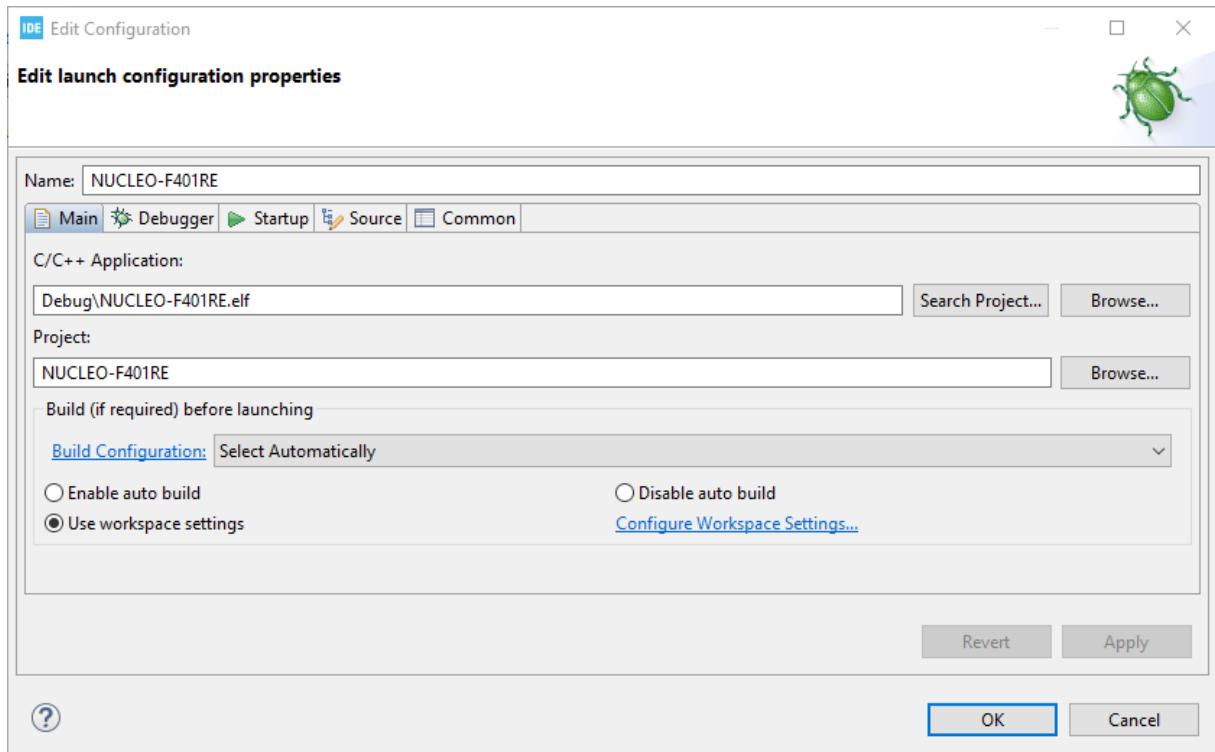
- Main
- Debugger
- Startup
- Source
- Common

The *Debugger* and *Startup* tabs must be updated when creating a new debug configuration while the others do not require update.

### 3.2.2 Main tab

The *Main* tab contains the configuration of the C/C++ application to debug. Usually, when creating a debug configuration using the sequence described earlier in this chapter, there is no need to make any change in the *Main* tab. Make sure the correct `elf` file and project are selected.

Figure 101. Debug configuration main tab

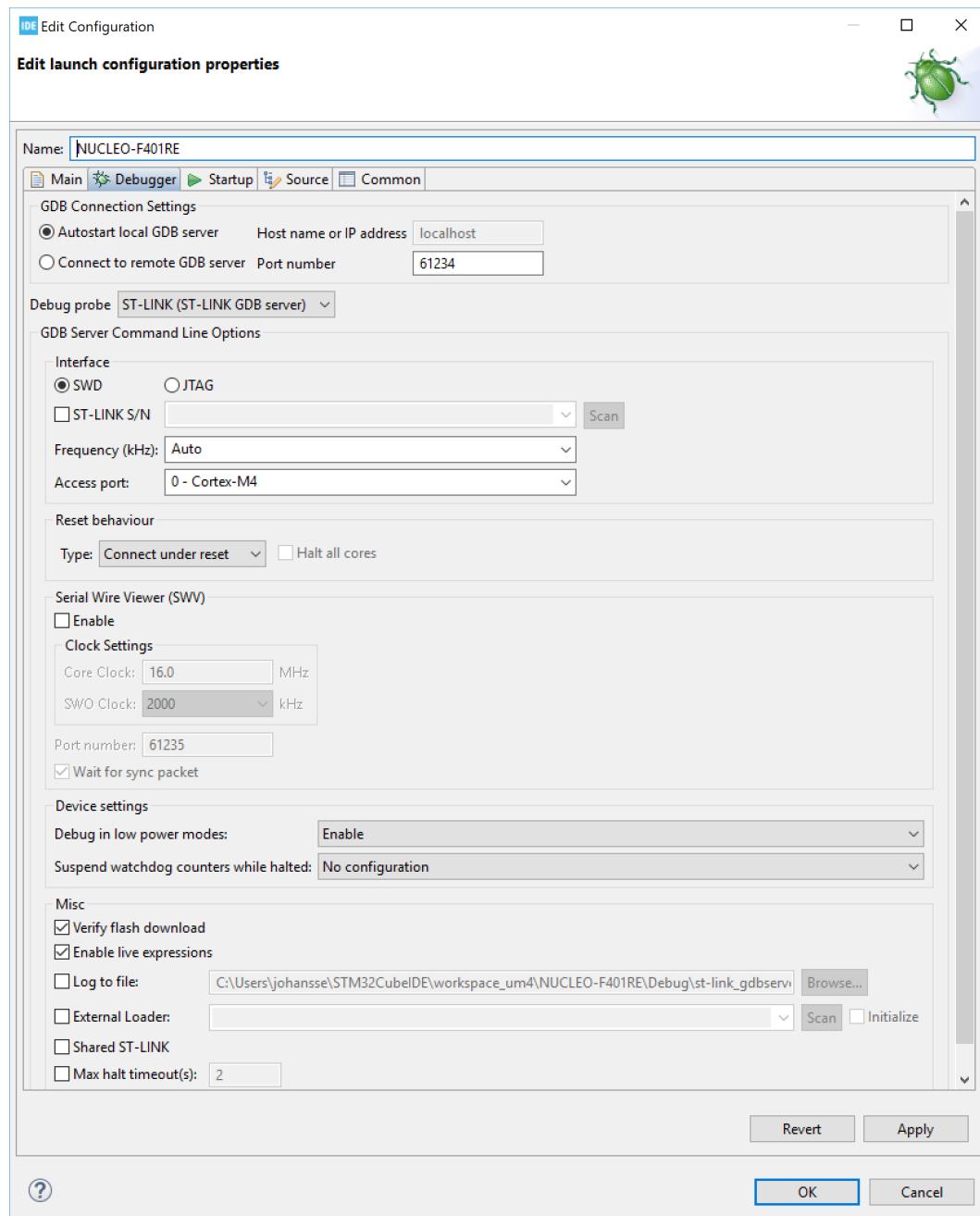


Note: It is possible in the Main tab to define if a build must be made before the debug session is started.

### 3.2.3 Debugger tab

The Debugger tab configures how to start the GDB server and connect to it. It also defines which GDB server must be used if [Autostart local GDB server] is selected.

Figure 102. Debug configuration debugger tab



The [Port number] edit field contains the default value used by the GDB server selected in field [Debug probe]. Field [Host name or IP address] must be set when [Connect to remote GDB server] is selected.

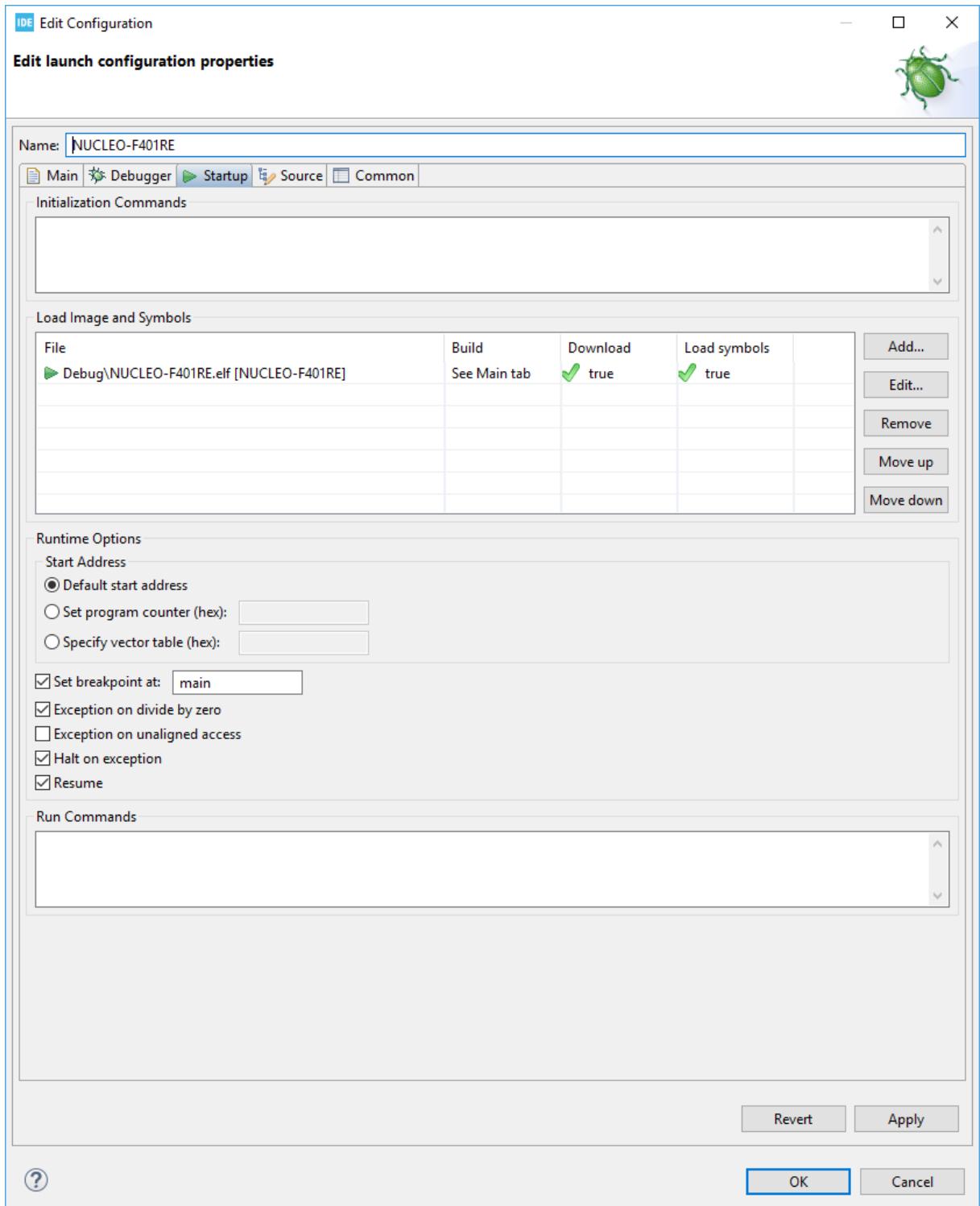
Field [Debug probe] selects the probe and GDB server to be used for debugging. When using an ST-LINK debug probe, ST-LINK GDB server or OpenOCD can be used. When using a SEGGER J-LINK probe, use the SEGGER J-LINK GDB server.

The [GDB Server Command Line options] selections are updated as a function of the [Debug probe] selected. Detailed information about these settings are available in [Section 3.4 Debug using different GDB servers](#) and sub-sections.

### 3.2.4 Startup tab

The *Startup* tab configures how to start a debug session.

Figure 103. Debug configuration startup tab



The [Initialization Commands] edit field can be updated with for instance GDB server monitor commands if there is any special need to send some commands to the GDB server before load commands are sent. For instance, when using ST-LINK GDB server a `monitor flash mass_erase` command can be entered here if a Flash memory erase is needed before load.

The [Load Image and Symbols] list box must contain the file(s) to debug. This list is associated with the following command buttons:

- [Add...]: Add new lines for files for download and/or load symbols
- [Edit...]: Edit the selected line
- [Remove]: Remove the selected line from the list
- [Move up]: Move the selected line upwards
- [Move down]: Move selected line downwards

The [Runtime Options] section contains checkboxes to set the start address and breakpoint, and enable exception handling and resume.

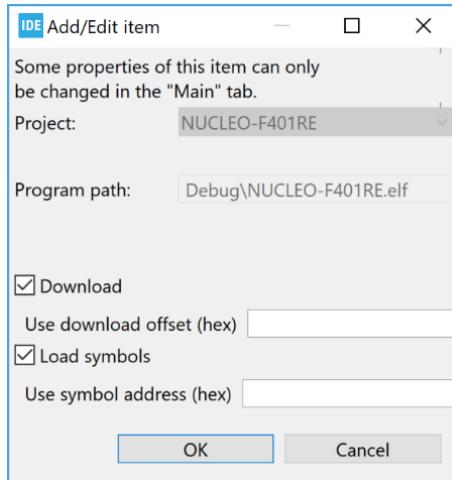
The start address can be selected as:

- [Default start address]: \$pc is set to the start address found in the last loaded .elf file
- [Set program counter (hex)]: \$pc is set to the hex value specified in the edit field
- [Specify vector table (hex)]: \$pc is updated with the value found in memory using specified address + offset of 4. This is similar to how \$pc is set by a reset using vector table in a Cortex®-M device

When the [Resume] selection is enabled, a `continue` command is issued to GDB after load to start the program. Usually, in this case, the program breaks at `main` if a breakpoint at `main` is set. Otherwise, when the [Resume] selection is disabled, the program stays at the `ENTRY` location specified in the linker script, normally the `Reset_Handler` function. A step may be needed in this case to display the `Reset_Handler` function in the editor.

When a line in the listbox is selected and [Edit...] is pressed, the following dialog appears for selecting if the file must be downloaded and if symbols must be loaded.

Figure 104. Add/Edit item



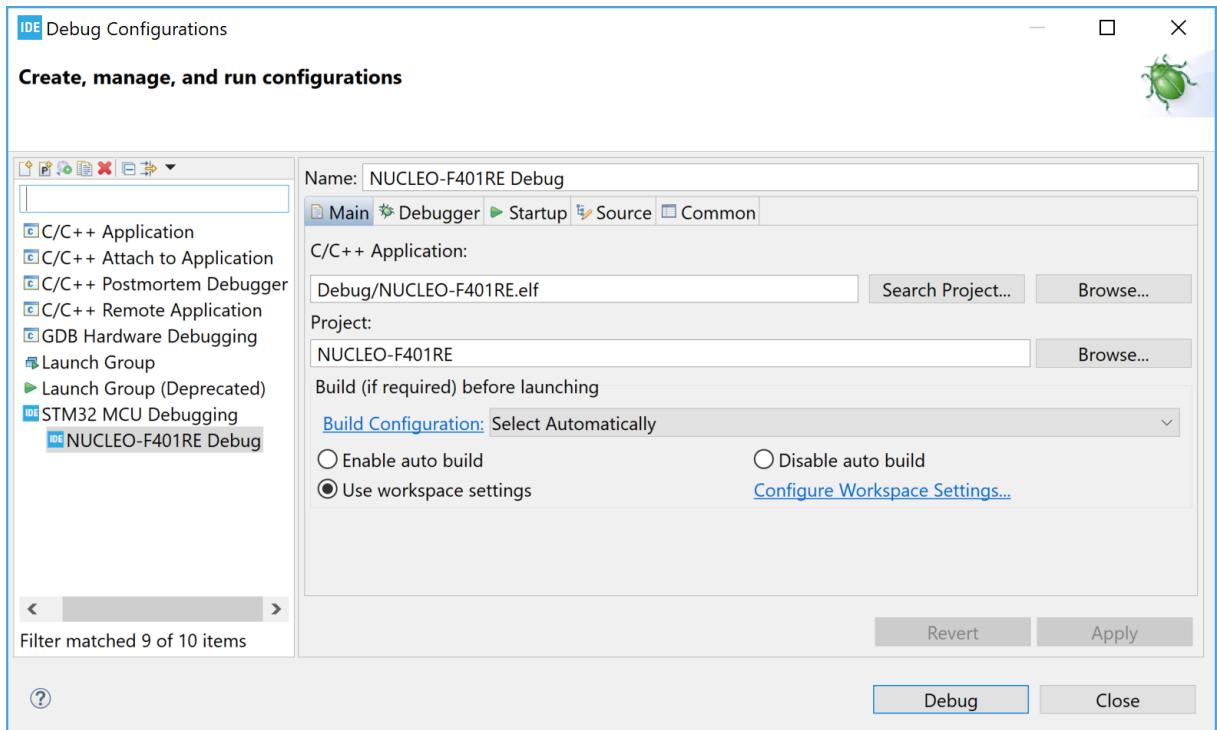
### 3.3

## Manage debug configurations

Each project can have several debug configurations. It is easy to create a copy of an existing debug configuration and update it with some changes. For instance, one configuration may contain Flash memory loading of new programs while another does not load any program.

When opening debug configurations from the menu [Run]>[Debug Configurations...], the *Debug Configurations* dialog opens. This dialog contains a navigation window on the left side with a toolbar, and the debug configuration on the right side with the tabs and fields described in [Section 3.2 Debug configurations](#).

Figure 105. Manage debug configurations



The [Name] field on top of the right pane can be edited using a name for the debug configuration which reflects the configuration. This name then appears in the navigation window under the [STM32 MCU Debugging] node to the left when pressing [Apply].

The toolbar left of the navigation window contains icons to manage configurations, for instance to duplicate or delete a selected configuration.

Figure 106. Manage debug configurations toolbar



These icons are used for the following purpose, from left to right:

- Create new launch configuration
- New launch of configuration prototype
- Export launch configuration
- Duplicate currently selected launch configuration
- Delete selected launch configuration(s)
- Collapse all expanded launch configurations
- Filter launch configurations

### 3.4

## Debug using different GDB servers

STM32CubeIDE includes the following GDB servers:

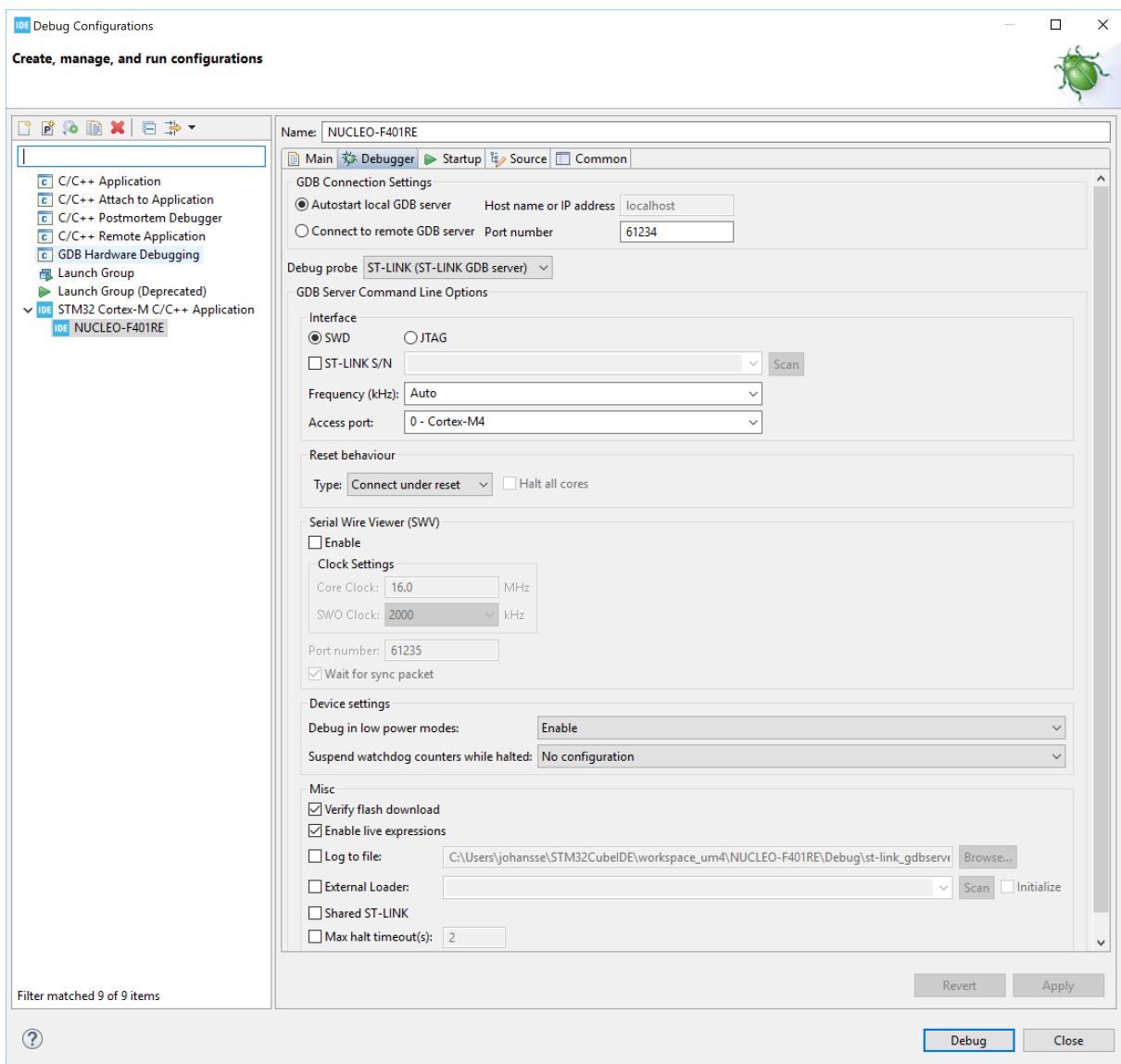
- ST-LINK GDB server (supports normal debug, live expressions and SWV)
- OpenOCD GDB server (supports normal debug)
- SEGGER J-LINK GDB server (supports normal debug, live expressions and SWV)

Different command-line options are used when starting these GDB servers. Therefore the *Debugger* tab in the Debug Configurations dialog displays different settings depending on the GDB server selected. This section describes the individual settings for each server.

### 3.4.1 Debug using the ST-LINK GDB server

Usually, when the ST-LINK GDB server is used for debugging, there is no need to update the [GDB Server Command Line Options] in the Debugger tab. In some cases, the default configuration must be updated, for instance if SWV is intended to be used or if several STM32 boards are connected to the PC.

Figure 107. ST-LINK GDB server debugger tab



Select [**SWD**] or [**JTAG**] in [**Interface**] to define how the ST-LINK probe must connect with the microcontroller. The SWD interface is usually the preferred choice. It must be selected if SWV is to be used.

When [**ST-LINK S/N**] is enabled, the serial number of the ST-LINK probe to be used must be entered in the edit field. The [**Scan**] button can be used to scan and list all detected ST-LINK devices connected to the PC. After a scan, the S/N of these ST-LINK devices are listed in the list box from which the desired ST-LINK can be selected. When [**Use specific ST-LINK S/N**] is enabled, the ST-LINK GDB server is started and connects only to the ST-LINK with the selected S/N.

The [**Frequency (kHz)**] selection defines the communication speed between the ST-LINK and STM32 device. When [**Auto**] is selected, the maximum speed provided by ST-LINK is used. Reduce the frequency in case of hardware limitations.

The [**Access port**] selection is used only when debugging a multi-core STM32 device. In such case, the ST-LINK is connected to the device and the ST-LINK GDB server must be informed of the core to debug.

The [**Reset behaviour**] contains selections for [**Type**] and [**Halt all cores**].

The [**Type**] can be set as follows:

- [**Connect under reset**] (default)
- [**Software system reset**]
- [**None**] (for attach to a running target where the program is downloaded into the device already. There must not be any file program command in the *Startup* tab.)

Note:

*The selected reset behaviour is overridden if the debug configuration includes Flash programming, in which case the ST-LINK GDB server uses the STM32CubeProgrammer (STM32CubeProg) command-line program STM32\_Programmer\_CLI to program the Flash memory. This program is always started by the ST-LINK GDB server with mode=UR reset=hwRst so that a device reset is done when loading a new program, disregarding the selection of the [None] option. This ensures that device programming is made correctly.*

[**Halt all cores**] can be used only when debugging multi-core devices.

The [**Serial Wire Viewer (SWV)**] selections can only be used when the [**SWD**] interface is selected. When [**SWV**] is enabled, it is required to configure the [**Clock Settings**]. The [**Core Clock**] must be set to the speed of the device and [**SWO clock**] to the desired speed of the SWO clock. The SWV [**Port number**] must be set to the port to be used for the communication of SWV data. The SWV port cannot be set equal to the GDB connection [**Port number**].

Enabling [**Wait for sync packet**] ensures that a larger part of the received SWV data packages are correct (complete), but may also lead to an increased number of packages being lost. This is especially true if the data load (number of packages) is high.

[**Device settings**] contains selections for [**Debug in low power modes**] and [**Suspend watchdog counters while halted**]. These can be defined as:

- [**No configuration**]
- [**Enable**]
- [**Disable**]

The [**Misc**] selections contains:

- [**Verify flash download**]
- [**Enable live expressions**] (To be able to use the *Live Expressions* view during debugging, the live expression mechanism must be enabled during startup. It is enabled by default.)
- [**Log to file**] (Enable in case of debugging problems. It starts the ST-LINK GDB server with a higher log level and saves the log into a file.)
- [**External Loader**] (Enable if loading must be made to non-internal STM32 Flash memory). A [**Scan**] button is available to access STM32CubeProgrammer external Flash loader files.  
When [**External Loader**] is enabled, there is also an [**Initialize**] selection. When it is enabled, the `Init()` function in STM32CubeProgrammer is called after reset. It can be used to configure the device for external memory access. Usually, initialization must be done by the debugged application.)
- [**Shared ST-LINK**] (Shared ST-LINK must be enabled if other programs must be able to connect to the same ST-LINK during a debug session.). Refer to [Section 3.6.2 Shared ST-LINK](#) for details.

A detailed description of the ST-LINK GDB server is available in the GDB server manual ([\[ST-07\]](#)), which is available from the *Information Center*.

Note:

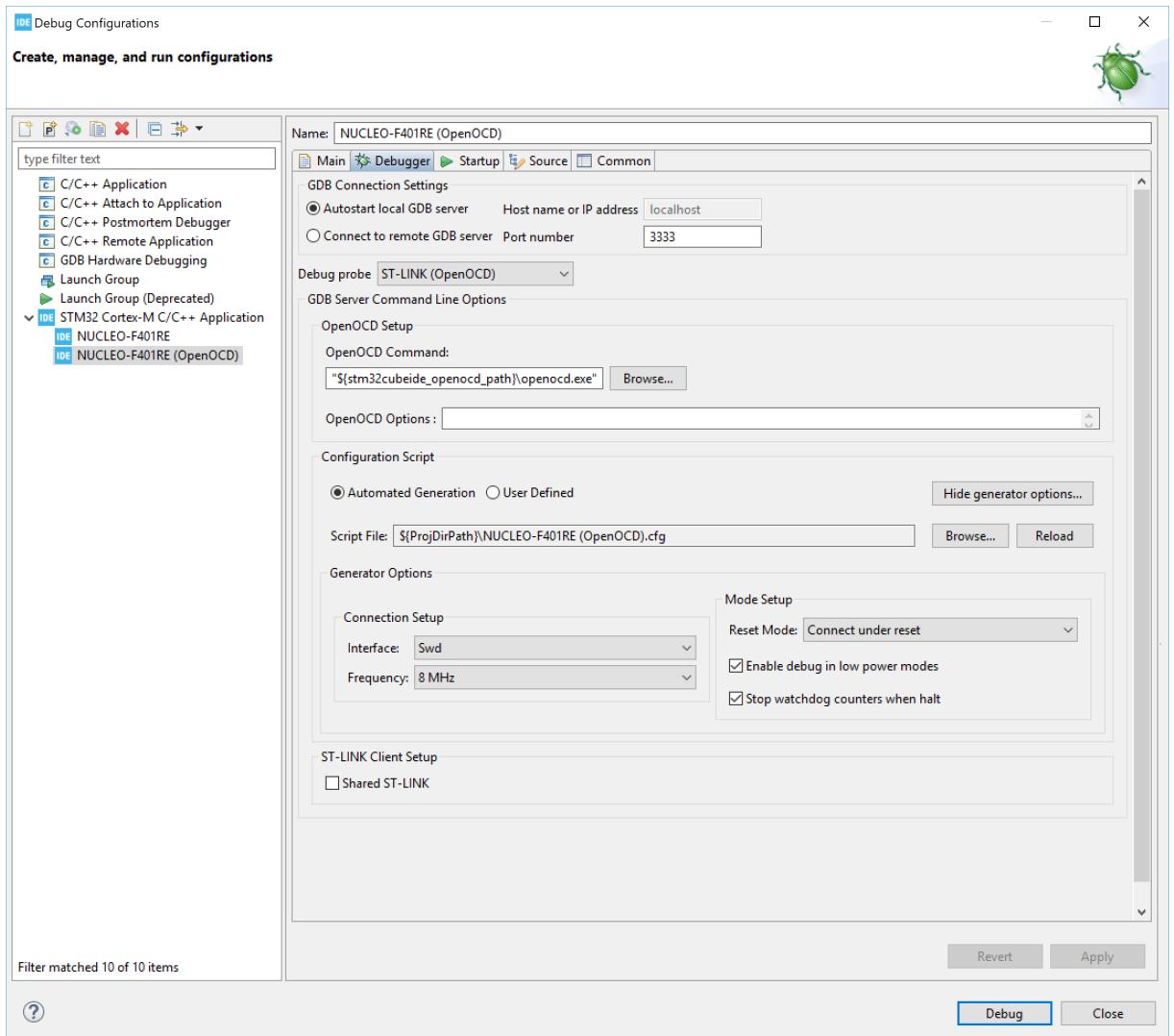
*STM32\_Programmer\_CLI is used by the ST-LINK GDB server to program the STM32 or external Flash memory. In this case, such external Flash memory programming is automatically done using the external loader.*

### 3.4.2 Debug using OpenOCD and ST-LINK

When OpenOCD is used, the [**GDB Server Command Line Options**] in the *Debugger* tab contains a generator options toggle field, which alternates between [**Show generator options...**] and [**Hide generator options...**].

When the field is set to [**Hide generator options...**], the dialog displays additional [**GDB Server Command Line Options**] as shown in [Figure 108](#).

Figure 108. OpenOCD debugger tab



The [OpenOCD Command] edit field contains the `openocd.exe` file to be used when debugging. The [Browse] button can be used to select another version of OpenOCD.

The [OpenOCD Options] edit field can be used to add additional command-line parameters to be used when starting OpenOCD.

The [Configuration Script] selections can be [Automated Generation] or [User Defined]. When [Automated Generation] is selected, an `openocd.cfg` file is created automatically based on the selections made in the Debugger tab. When [User Defined] is selected, the file must be specified in the [Script File] edit field.

The [Interface] selection [Swd] or [Jtag] selects how the ST-LINK probe must connect with the microcontroller. [Swd] is usually the preferred choice.

The Frequency selection configures the communication speed between the ST-LINK and STM32 device.

The [Reset Mode] selection contains:

- [Connect under reset]
- [Hardware reset]
- [Software system reset]
- [Core reset]
- [None]

[Enable debug in low power modes] enables debug also with the STM32 device in low-power mode.

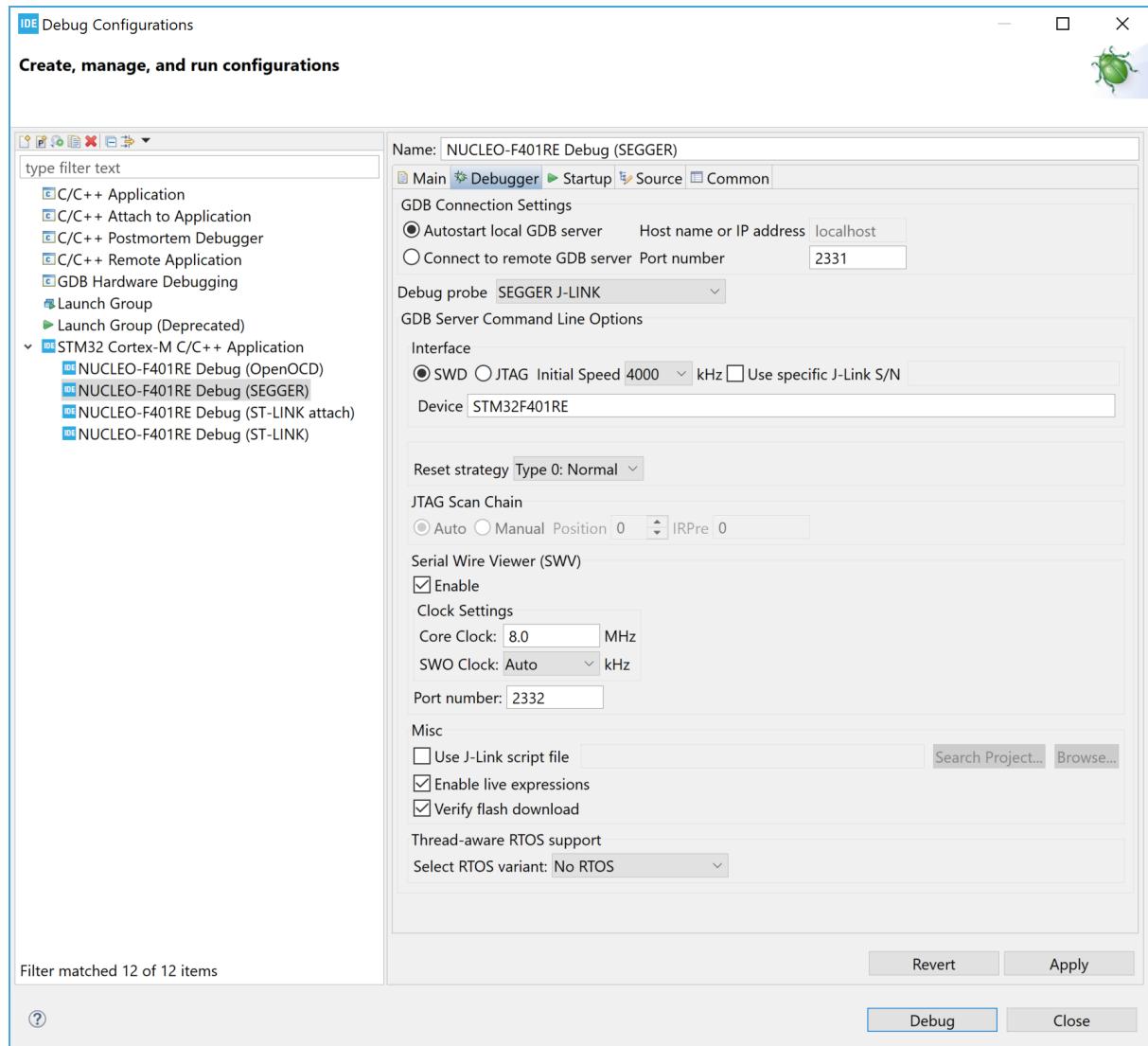
[Stop watchdog counters when halt] stops the watchdog when the debug session halts the STM32 device. Otherwise, a watchdog interrupt may be triggered.

[Shared ST-LINK] must be enabled if other programs have to connect to the same ST-LINK during a debug session. Refer to [Section 3.6.2 Shared ST-LINK](#) for details.

### 3.4.3 Debug using SEGGER J-Link

When [SEGGER J-LINK] is selected in the *Debugger* tab, the [GDB Server Command Line Options] corresponds to SEGGER J-Link GDB server.

**Figure 109.** Segger debugger tab



The [Interface] selection [**SWD**] or [**JTAG**] selects how the SEGGER J-Link probe must connect with the microcontroller. The [**SWD**] interface is usually the preferred choice; it is required if SWV is used.

The [**Initial Speed**] selection configures the communication speed used between SEGGER J-Link and the STM32 device.

When [**Use specific J-Link S/N**] is enabled, enter the S/N of the J-Link to be used when debugging in the edit/list field. When [**Use specific J-Link S/N**] is enabled, the SEGGER J-Link GDB server is started and connects only to the J-Link with the selected S/N.

The **Device** edit field is used if it contains an entry. This field can be used if there is a problem to start the SEGGER J-Link GDB server with the default device name used in STM32CubeIDE. In such case, enter the device name used by the SEGGER GDB server in the edit field.

The **[Reset strategy]** selection contains:

- **[Type 0: Normal]** - Default.
- **[None]** - Intended to be used for attaching to the running target. In this case, the program must already be downloaded into the device. There must not be any file program command in the *Startup* tab.

The **[JTAG Scan Chain]** selections can be used only when the **[JTAG]** interface is selected.

The **[Serial Wire Viewer (SWV)]** selections can be used only when the **[SWD]** interface is selected. When **[SWV]** is enabled, it is required to configure the **[Core Clock]**. The **[Core Clock]** must be set to the speed of the device and **[SWO clock]** to either **[Auto]** or the desired SWO clock speed. Usually, **[Auto]** is the best choice. The SWV **[Port number]** must be set to the port to be used for the communication of SWV data. The SWV port cannot be set equal to the GDB connection **[Port number]**.

The **[Misc]** selections contains:

- **[Use J-Link script file]**
- **[Enable live expressions]**

To be able to use the *Live Expressions* view during debug, the live expression mechanism must be enabled during startup.

- **[Verify flash download]**
- **[Select RTOS variant]** list box can be used if **[Thread-aware RTOS support]** is used with **[FreeRTOS]** and **[embOS]**.

When **[Thread-aware RTOS support]** is used, update the *Startup* tab: disable **[Resume]** and **[in Run Commands]**, add `thread 2` and `continue`. This forces a thread context switch before the `continue` command is sent.

#### Note:

A detailed description of SEGGER J-Link GDB server is available in the SEGGER J-Link manual, which can be accessed from the “Information Center”.

## 3.5

### Start and stop debugging

When a debug configuration is created for the project with the preferred JTAG probe, it is ready for debugging. In the following sections, the ST-LINK GDB server is used. However, the way to debug the STM32 project is quite independent of the choice among ST-LINK GDB server, OpenOCD or SEGGER J-Link.

Perform the following steps to prepare for debug:

1. Determine whether the board supports the JTAG debug, SWD debug, or both.  
SWD-mode debug is usually the preferred choice.
2. Connect the JTAG cable between the JTAG probe and the target board.  
When using STMicroelectronics STM32 Nucleo and Discovery boards, the ST-LINK is usually integrated on the board. Also, most STMicroelectronics STM32 Evaluation boards contain an embedded ST-LINK.
3. Connect the USB cable between the PC and the JTAG probe.
4. Make sure that the target board has a proper power supply attached.

Once the steps above are performed, a debug session can be started.

#### 3.5.1

### Start debugging

Open the *Debug Configurations* dialog with a right click on the project name in the *Project Explorer* view and select **[Debug As]>[Debug Configurations...]**.

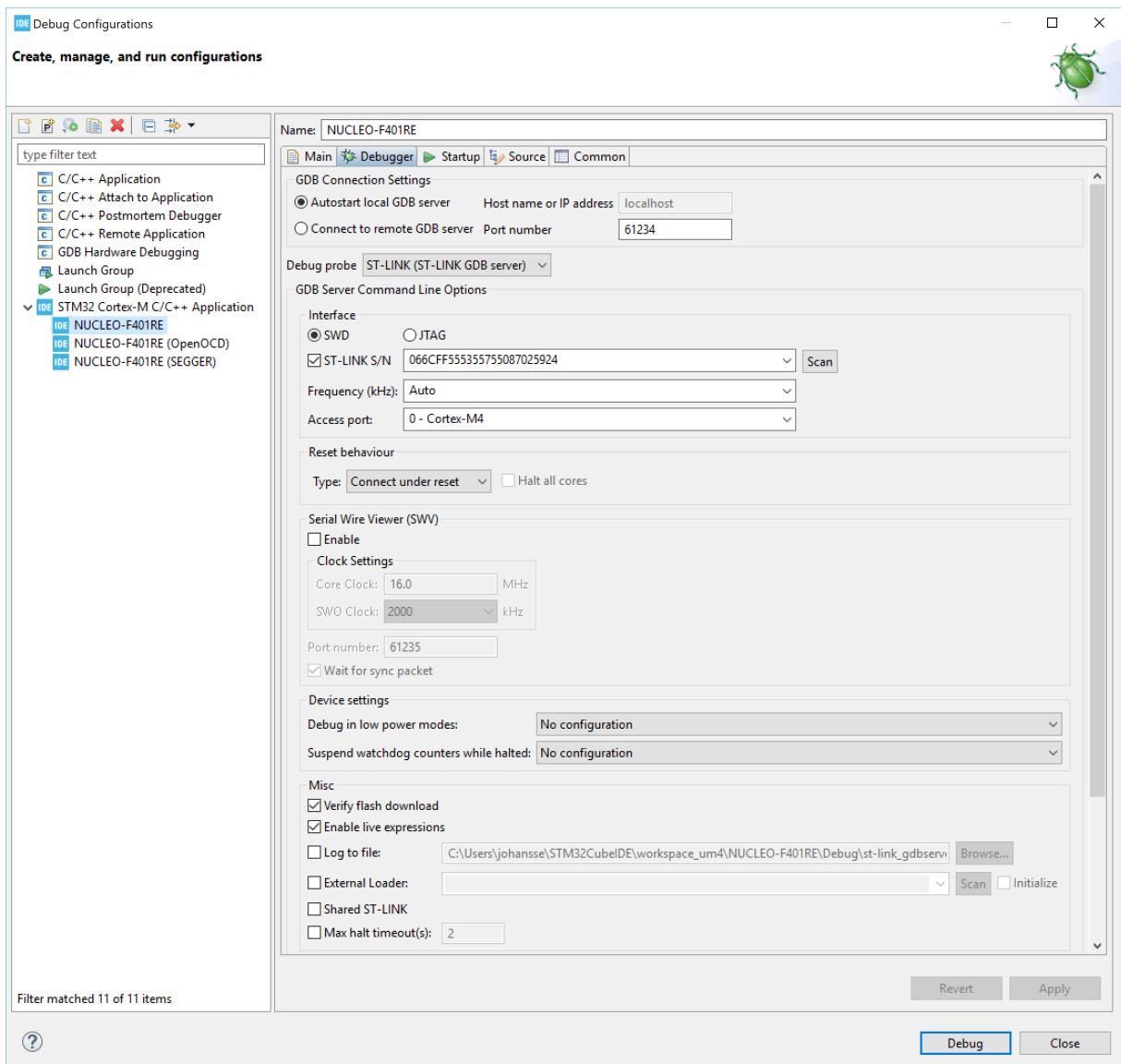
It is also possible to open the dialog using the menu **[Run]>[Debug Configurations...]**.

This opens the *Debug Configurations* dialog.

#### Note:

It is possible to select the project in the “Project Explorer” view and press **[F11]** to restart a debug session after it has been closed.

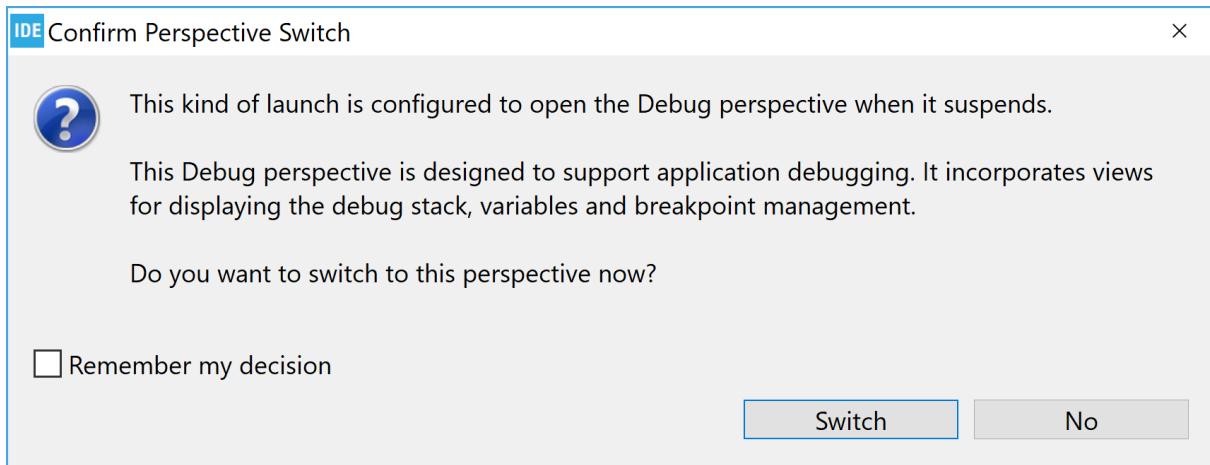
Figure 110. Debug configurations



Select in the left pane the debug configuration to use. Press the [Debug] button to start a debug session if all debug configurations have been made. The project is built if file updates are made, but the building depends on the debug configuration.

STM32CubeIDE launches the debugger and the following dialog is opened.

Figure 111. Confirm perspective switch

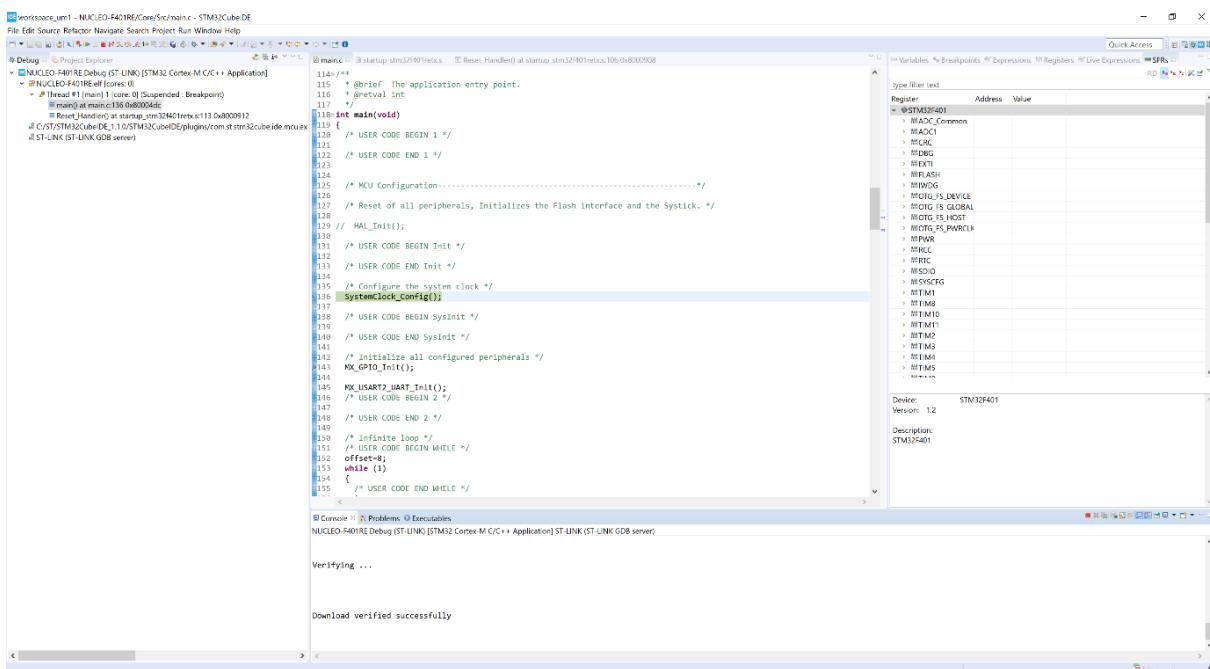


It is recommended to enable [Remember my decision] and press [Switch]. It opens the *Debug* perspective, which provides a number of views and windows suitable for debugging.

### 3.5.2 Debug perspective and views

The *Debug* perspective contains menus, toolbars and views frequently used during debugging.

Figure 112. Debug perspective



The most important views opened by default in the *Debug* perspective are:

- The *Debug* view, which displays the program under debug. It also lists threads and offers the possibility to navigate in the thread by selecting a line in threads.
- The *Editor* view, which displays the program file. It is possible to set break points and follow program execution in the file. It is also possible to hoover the cursor over a variable to display its current value. The features available during file edition are available also during debug, such as opening the declaration of a function and others.

- The *Variables* view, which displays local variables automatically with their current value when the program is not running.
- The *Breakpoints* view, which displays current breakpoints. It is possible to disable and enable breakpoints in the list. The *Breakpoints* view also contains a toolbar, which, for instance, enables to remove breakpoints, and skip breakpoints with one click on the **[Skip All Breakpoints]** icon.
- The *Expressions* view, which is used to add and view expressions. An expression may be a single global variable, structure, or an expression calculating some variables. The values are only updated when the program is stopped. It is possible to select a global variable in the *Editor* and drag it over to the *Expressions* view instead of entering the variable name.
- The *Registers* view, which displays the debugged device current values. The values are only updated when the program is stopped.
- The *Live Expressions* view, which displays expression values sampled and updated regularly during program execution. The view allows the creation of mathematical expressions that are evaluated automatically, such as `(Index*4+Offset)`. The *Live Expressions* view update requires that live expressions are enabled in the debug configuration. Refer to [Section 3.6.1 Live Expressions view](#) for details.  
The live expressions mechanism is not supported by OpenOCD.
- The *SFRs* view, which displays the Special Function Registers in the debugged device. Refer to [Section 5 Special Function Registers \(SFRs\)](#) for details.
- The *Console* view, which displays different console outputs. By default, the console output from the GDB server log is displayed. It is possible to change the console log by pressing the **[Display Selected Console]** icon to the right of the *Console* view.

Other views are also useful during debug, among which:

- The *Debugger Console* view, which can be used if there is a need to manually enter GDB commands. The easiest way to open the *Debugger Console* view is to use the **[Quick Access]** field and enter `Debugger` in this field. It lists choices containing the *Debugger Console* view. Select it to open the view. GDB can be entered in the *Debugger Console* view.

For instance, to display 16 words of memory from address `0x800 0000`, enter the GDB command `x /16 0x8000000`.

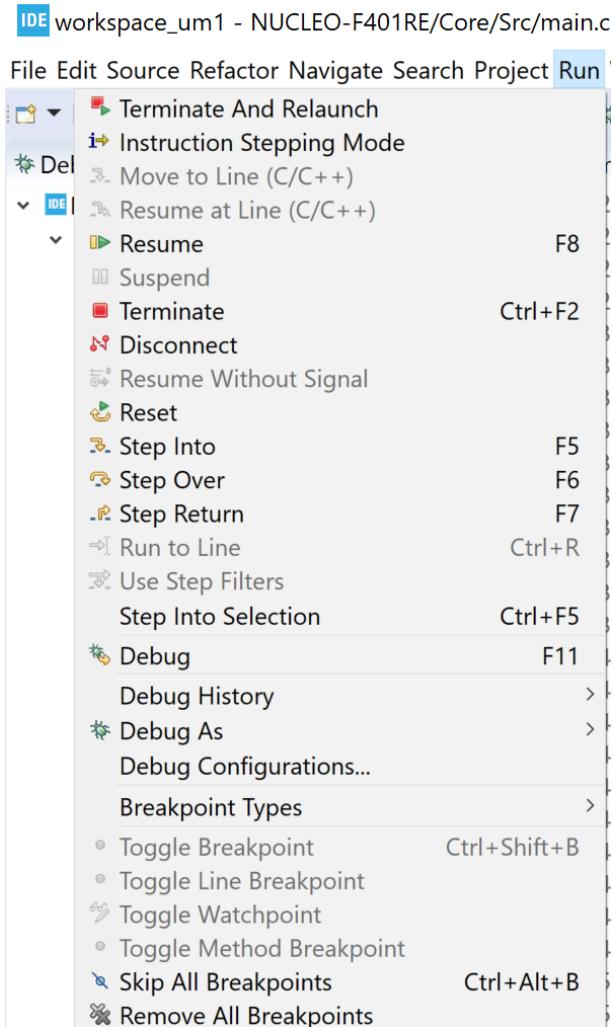
```
x /16 0x8000000
0x8000000: 0x20018000 0x080008b1 0x080007e9 0x080007f7
0x8000010: 0x080007fd 0x08000803 0x08000809 0x00000000
0x8000020: 0x00000000 0x00000000 0x00000000 0x0800080f
0x8000030: 0x0800081d 0x00000000 0x0800082b 0x08000839
```

- The *Memory* and *Memory Browser* views, which can be used to display and update memory data.
- The *Disassembly* view, which is used to view and step in the assembly code.
- The *SWV* views. Refer to [Section 4 Debug with Serial Wire Viewer tracing \(SWV\)](#) for details.
- The *Fault Analyzer* view. Refer to [Section 6 Fault Analyzer](#) for details.

### 3.5.3 Main controls for debugging

The **[Run]** menu in the *Debug* perspective contains a number of execution control functions.

Figure 113. [Run] menu



Alternatively, the *Debug* perspective toolbar has the following main debug control icons.

Figure 114. Debug toolbar



These icons are used for the following purpose, from left to right:

- Reset the device and restart the debug session
- Skip all breakpoints (**Ctrl+Alt+B**)
- Terminate and relaunch
- Resume (**F8**)
- Suspend
- Terminate (**Ctrl+F2**)
- Disconnect
- Step into (**F5**)
- Step over (**F6**)
- Step return (**F7**)
- Instruction stepping mode (assembler stepping)

Press [**Terminate and relaunch**] to terminate the current debug session, build a new program if the source code is modified, and relaunch the debug session.

When pressing [**Instruction stepping mode**], the *Disassembly* view is opened and further stepping uses assembler instruction stepping level. Press [**Instruction stepping mode**] again to toggle back to C/C++ level stepping.

### 3.5.4 Run, start and stop a program

Use the toolbar icons as follows to run, step, or stop the program:

- Run the program with the [**Resume**] toolbar icon ([**F8**])
- Step into a function with the [**Step into**] toolbar icon ([**F5**])
- Step over a function with the [**Step over**] toolbar icon ([**F6**])
- Step until return from a function with the [**Step return**] toolbar icon ([**F7**])
- Abort running program with the [**Suspend**] toolbar icon

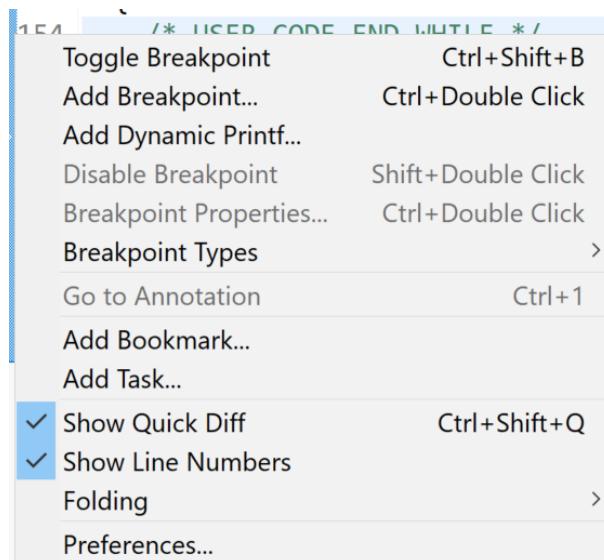
### 3.5.5 Set breakpoints

It is common during a debug session to set breakpoints and let the code execute until it reaches a breakpoint.

#### 3.5.5.1 Standard breakpoint

A standard code breakpoint at a source code line can easily be inserted by double-clicking in the left editor margin, or by right-clicking in the left margin of the C/C++ source code editor. A context menu is proposed in the latter case.

Figure 115. Debug breakpoint



Select the [Toggle Breakpoint] menu command to set or remove a breakpoint at the corresponding source code line.

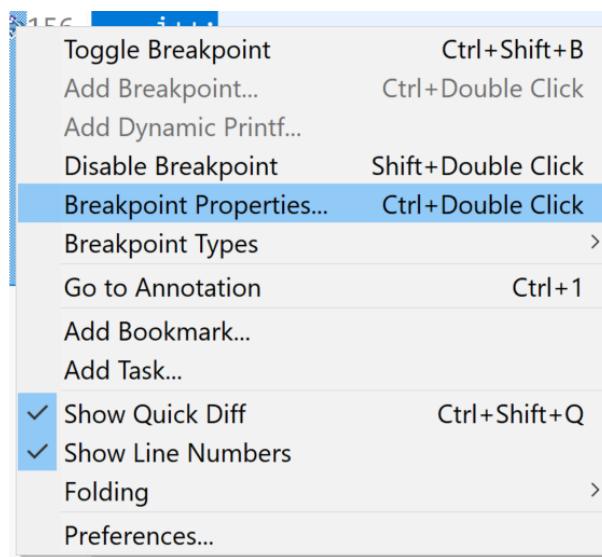
### 3.5.5.2

#### Conditional breakpoint

When setting a standard breakpoint at a source code line, the program breaks each time it reaches this line. If that is not the desired behaviour, a condition can be set on the breakpoint that regulates if the program should actually break or not on that breakpoint.

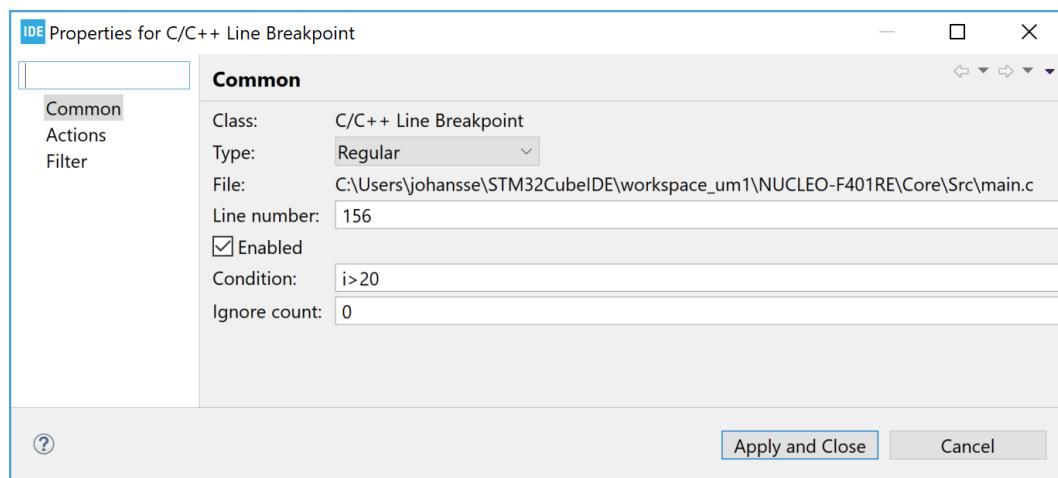
Update breakpoint properties with a right-click on the breakpoint icon visible left of the editor on a line with breakpoint set. The [Breakpoint Properties] can also be opened from the *Breakpoints* view.

Figure 116. Breakpoint properties



Select [Breakpoint Properties...]. The following window opens. In the example illustrated below, `i>20` is entered as a condition.

Figure 117. Conditional breakpoint



With the condition above set, the program breaks each time the line is executed, then GDB tests the condition and restarts execution if the variable `i` is not greater than 20. It takes some time for GDB to evaluate the condition.

The conditions are written in C-style. It is therefore possible to write expressions such as `i%2==0` to set more complex conditions.

### 3.5.6

### Attach to running target

It is possible to connect STM32CubeIDE and a debugger via JTAG/SWD to the embedded target without performing a reset. This approach is useful when trying to resolve problems that occur at rare occasions. Finding the root cause of the problem in case of a CPU crash is further simplified by learning how to use the *Fault Analyzer* view (refer to [Section 6 Fault Analyzer](#)).

Before trying this approach, consider whether halting the application in the wrong state could potentially harm the hardware (for instance in the case of a motor controller application). This is because when GDB connects to the target, the CPU is halted. This behaviour cannot be modified.

The following three or four steps are needed to update the debug configuration and to attach to running target:

1. Modify the debug configuration to attach to the running target
2. Connect the debug probe to the embedded target
3. Start a debug session using the modified debug configuration
4. Optionally, analyze the CPU fault condition with the *Fault Analyzer* tool (refer to [Fault Analyzer](#))

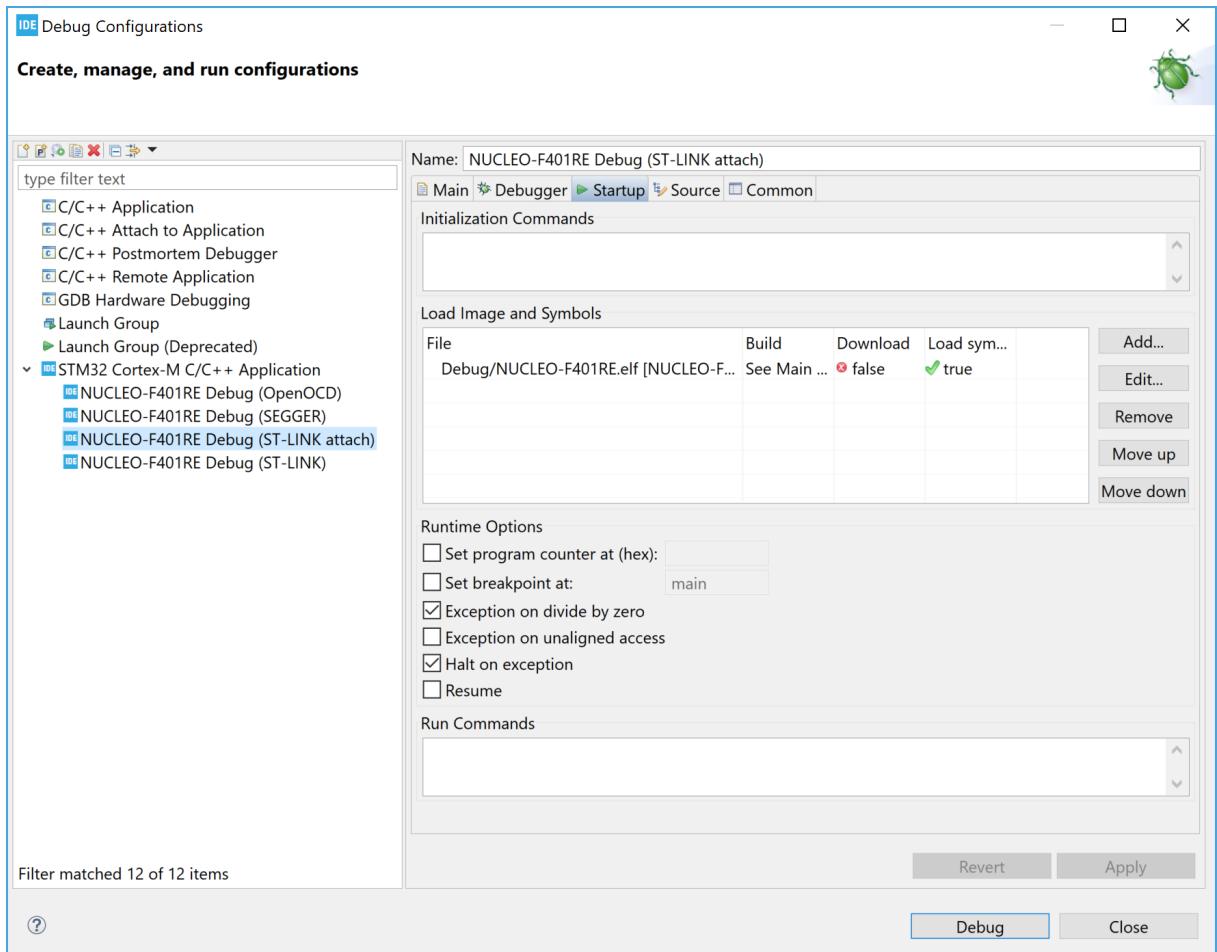
#### Step 1: Modify the debug configuration

The default generated debug configurations in STM32CubeIDE contains settings to reset the device and download new program, and sets a breakpoint at `main`. This is not of any use when connecting to a running system which may, or may not, have crashed.

In order to create a modified debug configuration, perform these steps:

1. Open the *Debug Configurations* dialog.
2. In the left frame of the *Debug Configurations* dialog, select the debug configuration associated to the project to debug and make a copy of this by right-clicking it and selecting [**Duplicate**].
3. Give the duplicate debug configuration a name.
4. Update the *Debugger* tab in *Debug Configurations*:
  - When using ST-LINK GDB server and OpenOCD, select [**None**] as [**Reset behaviour**].
  - When using SEGGER J-Link GDB server, select [**None**] as [**Reset strategy**].
5. Change needed/recommended in the *Startup* tab of *Debug Configurations* for both ST-LINK GDB server and SEGGER J-Link GDB server:
  - Disable file [**Download**] in [**Load Image and Symbols**].
  - Disable [**Set program counter at (hex)**].
  - Disable [**Set breakpoint at**].
  - [**Exception on divide by zero**] and [**Exception on unaligned access**] can be disabled or enabled.
  - Disable [**Resume**].If the [**Resume**] is enabled, the debugger stops the target during connection and, after a short period of time, sends a `continue` command.

Figure 118. Startup tab attach



### Step 2: Connect ST-LINK or SEGGER J-Link to the embedded target

Connect first ST-LINK or the SEGGER J-link to the computer. Then connect it to the embedded target. No reset is issued.

### Step 3: Start a debug session using the modified debug configuration

*Important:*

*Do not launch the debug session using the wrong debug configuration, which may reprogram and reset the target. Use [Run]>[Debug Configurations...], select the modified debug configuration in the left frame, and click [Debug]. This is the safest way to launch a debug session with full control of the debug configuration applied and prevents from a potential reset.*

The debugger is now connected to the embedded target, which is automatically halted. At this point, different status registers and variables can be investigated in the application. If the CPU has crashed, the *Fault Analyzer* can be used to get a better understanding of the root causes.

#### 3.5.7 Restart or terminate debugging

This section presents various ways to restart and stop a debug session.

### 3.5.7.1 Restart

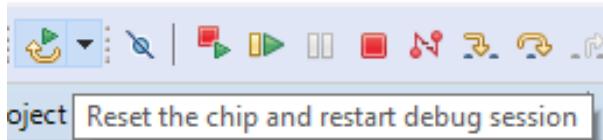
During debugging, it is sometimes needed to restart the program to examine more carefully problems observed during debug. In such case, restart the program using the [Reset the chip and restart debug session] toolbar button or [Run]>[Restart] menu command. This resets the device, and starts the program if [Resume] is enabled in the debug configuration.

**Note:** *To make restart work, the interrupt vector must be configured and used with the hardware reset. This is usually the case for STM32 programs located in the Flash memory. However, if the program is located elsewhere such as in RAM, some manual handling may be needed to make the program start from the expected Reset Handler.*

### 3.5.7.2 Restart configurations

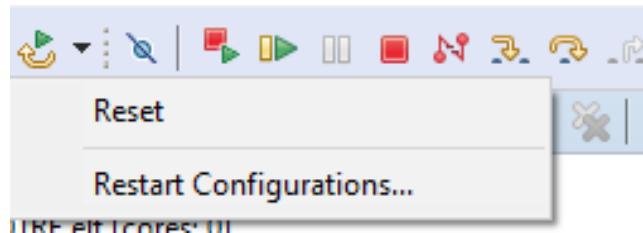
It is possible to create restart configurations defining how the reset and restart of a debug session must be performed. Click on the arrow to the right of the [Reset the chip and restart debug session] toolbar icon.

Figure 119. Reset the chip toolbar



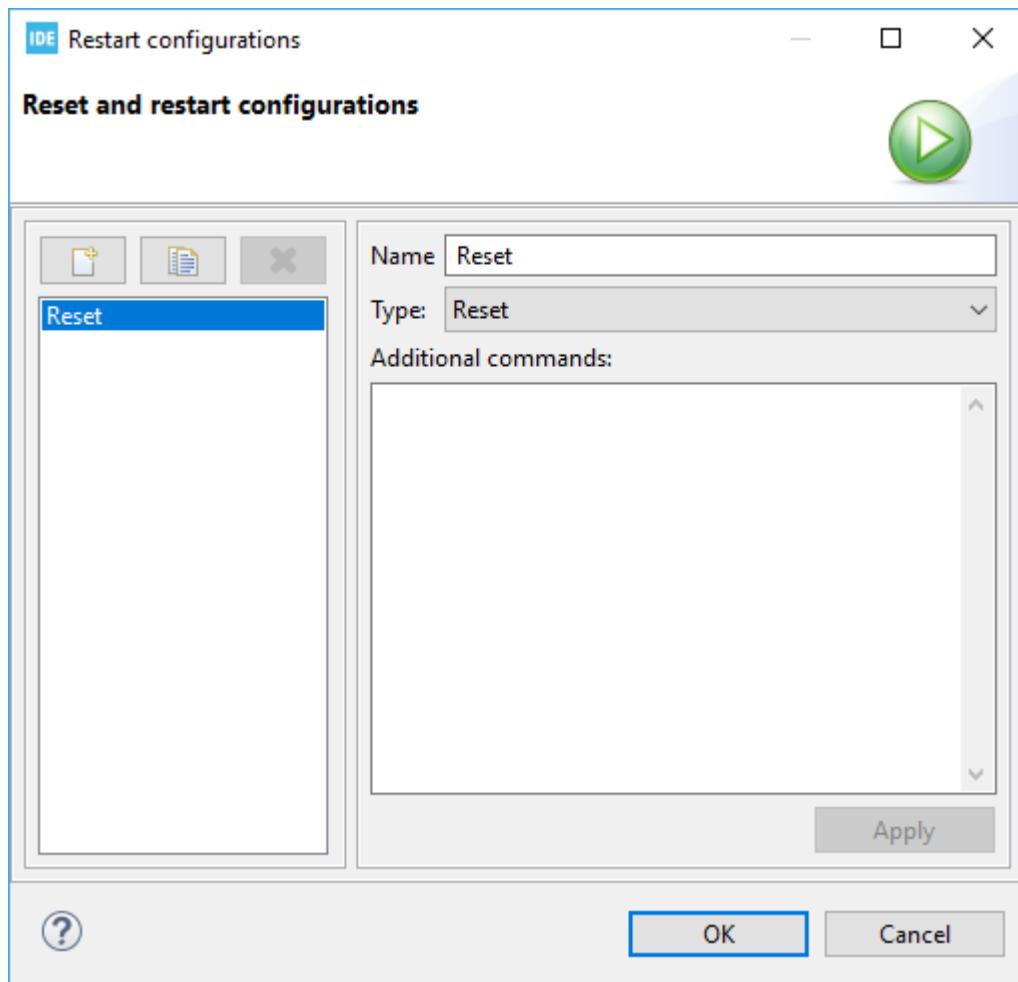
This expands the menu with the [Restart Configurations...] selection.

Figure 120. Restart configurations selection



When [Restart Configurations...] is selected, the restart configurations dialog opens.

Figure 121. Restart configurations dialog



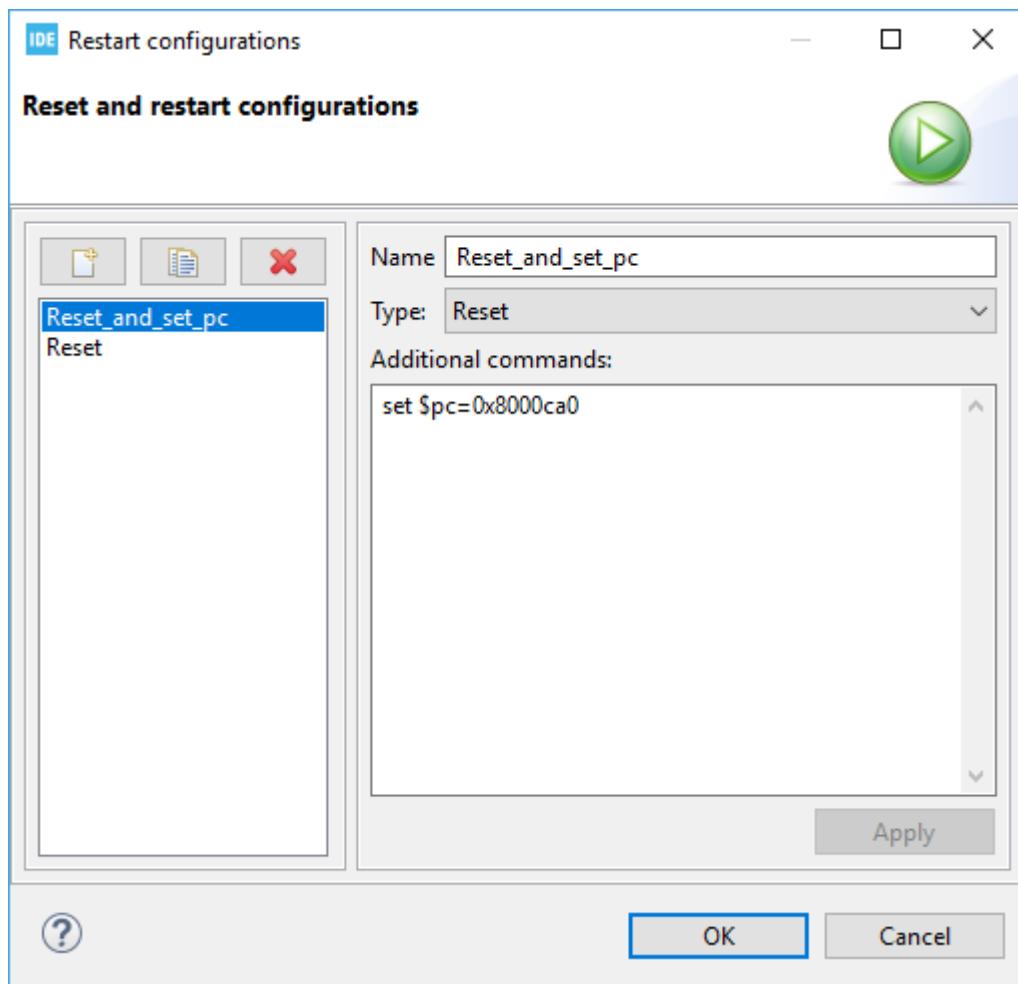
The dialog contains a left and right pane:

- The left pane is used to select and create new restart configuration, duplicate an existing restart configuration, and delete the selected restart configuration. The default restart configurations cannot be deleted.
- The right pane is used to set [**Name**] and select the [**Type**] of reset to be used for the selected configuration. It is also possible to add additional commands to be used with the reset.

Press [**Apply**] to save a setting.

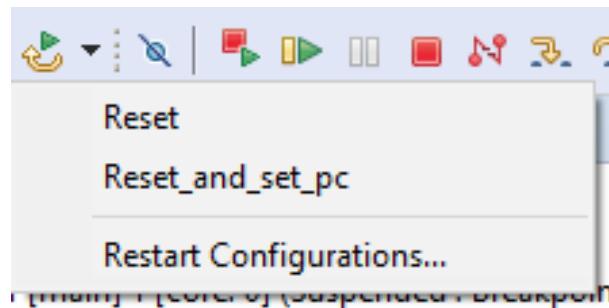
Figure 122 shows a setting where a new restart configuration is created, which contains an additional command to set pc to 0x8000ca0.

Figure 122. Restart configurations dialog with additional command



When several reset configurations are defined, they appear in the toolbar dropdown menu in order of use. Select the desired one to perform a reset.

Figure 123. Select restart configuration



### 3.5.7.3 Terminate

The most common way to stop a debug session is by clicking the [Terminate] toolbar button. It is also possible to stop the debug session with the [Run]>[Terminate] menu. When the debug session is stopped, STM32CubeIDE switches automatically to the C/C++ perspective.

### 3.5.7.4

#### Terminate and relaunch

Use the [Terminate And Relaunch] toolbar button if changes in the source code have been made during the debug session. Menu command [Run]>[Terminate And Relaunch] can also be used for this purpose. This stops the debug session, rebuilds the program, and relaunches a debug session with the new program loaded.

## 3.6

### Debug features

#### 3.6.1

#### Live Expressions view

The *Live Expressions* view in STM32CubeIDE works very much like the *Expression* view with the exceptions that all the expressions are sampled live during debug execution. The sampling speed is determined by the number of expressions being sampled. An increased number of expressions being sampled results in a slower sample rate. The view displays many different types of global variables. The view also allows users to create mathematical expressions that are evaluated automatically, such as `(i * 4 + offset)`.

**Figure 124. Live Expressions**

The screenshot shows the STM32CubeIDE interface with the 'Live Expressions' tab selected. A table displays the following data:

Expression	Type	Value
<code>i</code>	uint32_t	2
<code>offset</code>	uint32_t	8
<code>i*4+offset</code>	unsigned int	16
<a href="#">+ Add new expression</a>		

The view can parse complicated data types and display complex data types like C-language structures. Only one format of numbers is used at the same time. To change this format, use the dropdown menu.

**Figure 125. Live expressions number format**

The screenshot shows the same STM32CubeIDE interface with a context menu open over the table. The menu is titled 'Number Format' and includes options: Default, Hex, Decimal (which is selected), Octal, and Binary.

Note:

The *Live Expressions* view does not work with OpenOCD GDB server.

Note:

To be able to use the *Live Expressions* view during debug, the live expression mechanism must be enabled during startup. It is the case by default when ST-LINK GDB server or SEGGER J-Link is selected in the debug configuration.

#### 3.6.2

#### Shared ST-LINK

In the *Debugger* tab in *Debug Configurations* for ST-LINK GDB server and OpenOCD, a selection enables shared ST-LINK. When shared ST-LINK is enabled, the communication to ST-LINK goes via the ST-LINK server. The ST-LINK server makes it possible for several programs to access the same ST-LINK when shared ST-LINK is enabled.

STM32CubeProgrammer ([STM32CubeProg](#)) also contains a configuration for shared ST-LINK. This means that when shared ST-LINK is enabled in the debug configuration in STM32CubeIDE, it is possible to debug a program and let STM32CubeProgrammer access and read the device Flash memory and RAM at the same time.

#### 3.6.3

#### Debug multiple boards

Debugging with multiple boards is possible using two ST-LINK or SEGGER J-Link probes at the same time. Connected to two different microcontrollers, both probes are connected to one PC on different USB ports. In this section, let us suppose that two different boards/microcontrollers are used: HW\_A and HW\_B.

It is possible to run one instance of STM32CubeIDE containing one project for HW\_A and one project for HW\_B.

The default port to be used is:

- 61234 for ST-LINK GDB server
- 3333 for OpenOCD
- 2331 SEGGER J-Link

This is presented in the *Debugger* tab in the *Debug Configurations* dialog. The port number must be changed for one of the projects to use another port, such as port 61244.

The debug configuration can use GDB connection selection [**Autostart local GDB server**]. Note that when debugging multiple boards, two or more debug probes are connected to the PC; the correct serial number must be selected for each debug configuration.

When the debug configurations has been configured for both projects so that each board is associated to a specific probe, it is time to test and debug each board individually first. When it is confirmed that this is working, the debug of both targets at the same time can be started as follow:

1. Start to debug HW\_A.
2. The perspective switches automatically to the *Debug* perspective in STM32CubeIDE when a debug session for HW\_A is started.
3. Switch to the C/C++ perspective.
4. Select the project for HW\_B and start debugging it. The *Debug* perspective opens again.
5. There are two application stacks/nodes in the *Debug* view, one for each project. When changing the selected node in the *Debug* view, the related editor, variable view and others are updated to present information associated to the selected project.

It is also possible to start the GDB servers manually: select [**Connect to remote GDB server**] in the debug configuration. In such case, make sure that the GDB servers are started with parameters defining the individual ports and serial numbers to be used, and that the corresponding port numbers are used in the *Debug Configurations* dialog for each project.

Below is an example using SEGGER J-Link GDB server connecting to SEGGER J-Link, with port=2341 and SN=123456789:

```
>JLinkGDBServerCL.exe -port 2341 -if SWD -select usb=123456789
```

Information on command-line parameters to be used when starting the GDB servers manually are provided in the GDB server manuals available from the *Information Center*.

### 3.6.4 STM32H7 multicore debugging

Information about how to use STM32H7 multicore devices in STM32CubeIDE is available in [\[ST-09\]](#).

### 3.6.5 STM32MP1 debugging

Information about how to use STM32MP1 devices in STM32CubeIDE is available in [\[ST-08\]](#).

Users are advised to keep updated with the documentation evolution of the STM32MP1 Series at [www.st.com/en/microcontrollers-microprocessors/stm32mp1-series](http://www.st.com/en/microcontrollers-microprocessors/stm32mp1-series).

### 3.6.6 STM32L5 debugging

Information about how to use STM32L5 devices with TrustZone® in STM32CubeIDE is available in [\[ST-10\]](#).

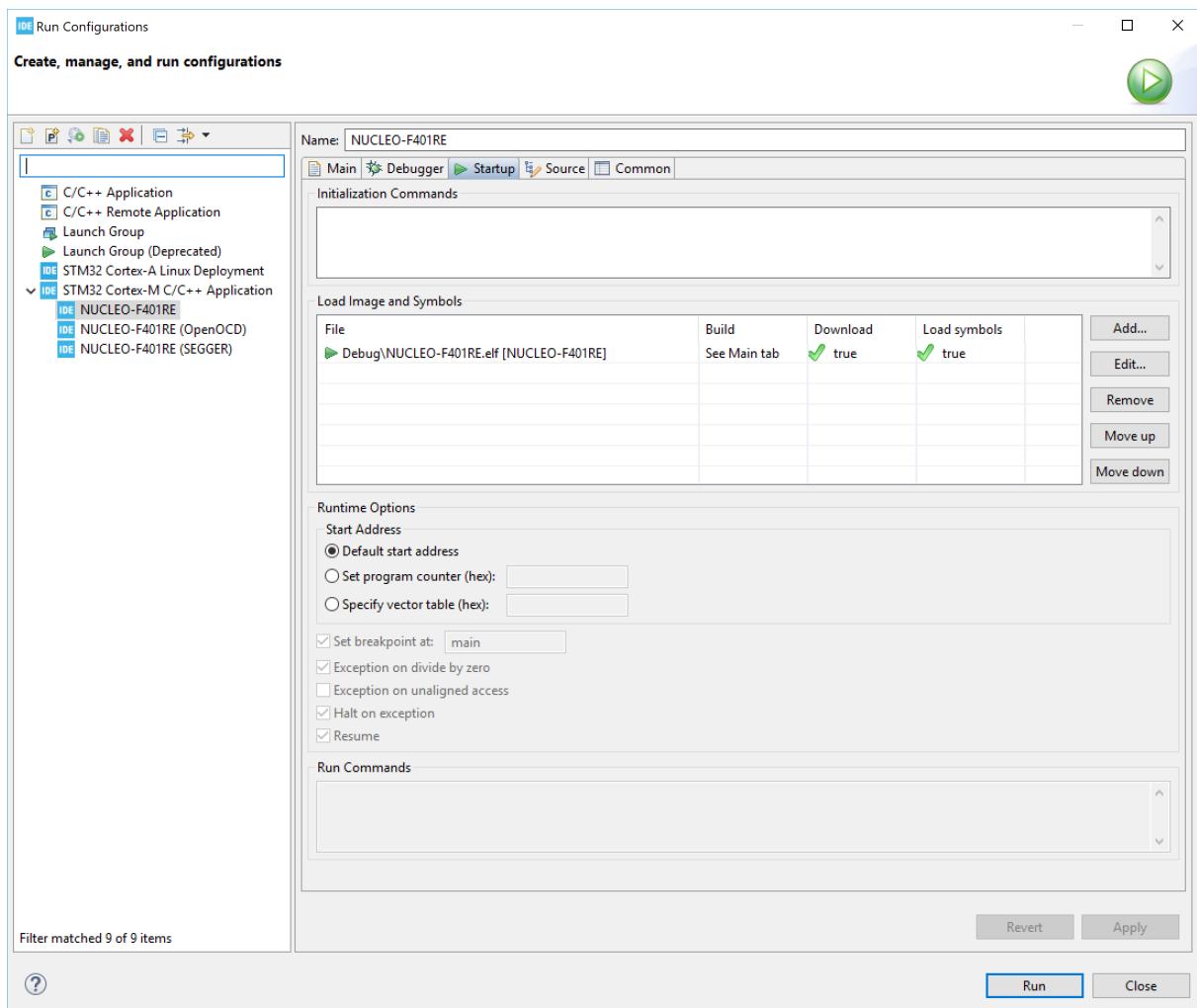
## 3.7 Run configurations

It is possible to create run configurations to download applications and reset the target without launching a full debug session. The *Run Configurations* dialog is similar to the *Debug Configurations* dialog, however disabled widgets in the lower part of the *Startup* tab are not performed. When running a run configuration, the specified program is flashed but, after program counter is set, the program execution is started in target and the "run" session in STM32CubeIDE is closed.

To create a run configuration for the project, right-click on the project name in the *Project Explorer* view and select [**Run As**]>**[STM32 Cortex-M C/C++ Application]**.

Another way to create a run configuration is to select the project name in the *Project Explorer* view and use the menu [Run]>[Run As]>[STM32 Cortex-M C/C++ Application].

Figure 126. Run configurations startup tab



## 4 Debug with Serial Wire Viewer tracing (SWV)

### 4.1 Introduction to SWV and ITM

This section provides information on how to use Serial Wire Viewer tracing (SWV) in STM32CubeIDE.

System analysis and real-time tracing in STM32 requires a number of interaction technologies: Serial Wire Viewer (SWV), Serial Wire Debug (SWD), Instrumentation Trace Macrocell (ITM) and Serial Wire Output (SWO). These technologies are part of the Arm® CoreSight™ debugger technology. They are explained below.

Serial Wire Debug (SWD) is a debug port similar to JTAG. It provides the same debug capabilities (run, stop on breakpoints, single-step) but with fewer pins. It replaces the JTAG connector with a 2-pin interface (one clock pin and one bi-directional data pin). The SWD port alone does not allow real-time tracing.

The Serial Wire Output (SWO) pin can be used in combination with SWD. It is used by the processor to emit real-time trace data, thus extending the two SWD pins with a third pin. The combination of the two SWD pins and SWO pin enables Serial Wire Viewer (SWV) real-time tracing in compatible Arm® processors.

Beware that, SWO being just one pin, it is easy to set a configuration that produces more data than the SWO is able to send.

The Serial Wire Viewer (SWV) is a real-time trace technology that uses the Serial Wire Debug (SWD) port and the Serial Wire Output (SWO) pin. The Serial Wire Viewer provides advanced system analysis and real-time tracing without the need to halt the processor to extract the debug information.

Serial Wire Viewer (SWD) provides the following types of target information:

- Event notification on data reading and writing
- Event notification on exception entry and exit
- Event counters
- Timestamp and CPU cycle information, which can be used for program statistical profiling

The Instrumentation Trace Macrocell (ITM) enables applications to write arbitrary data to the SWO pin, which can be interpreted and visualized in the debugger. For example, ITM can be used to redirect `printf()` output to a SWV console view in the debugger. The standard is to use port 0 for this purpose.

The ITM port has 32 channels. Writing different types of data to different ITM channels allows the debugger to interpret or visualize the data on various channels differently.

Writing a byte to the ITM port takes only one write cycle, thus taking almost no execution time from the application logic.

Based on SWV, and ITM trace data, STM32CubeIDE can provide advanced debugger capabilities with special SWV views.

**Note:** Arm® does not include SWV/ITM in Cortex®-M0 or Cortex®-M0+ cores. Therefore, STM32 devices based on these cores, such as STM32L053 microcontrollers, do not support SWV/ITM.

### 4.2 SWV debugging

To debug and use the Serial Wire Viewer (SWV) in STM32CubeIDE, the JTAG probe and the GDB server must support SWV. The board must also support SWD, and the SWO pin needs to be available and connected to the JTAG probe.

**Note:** SWV debugging is supported with ST-LINK GDB server and SEGGER J-Link GDB server. The OpenOCD GDB server does not support SWV debugging.

The following sections describe the process to create a debug configuration, SWV settings configuration, and how to use SWV tracing in a debug session.

#### 4.2.1 SWV debug configuration

##### Step 1: Open the *Debug Configurations* dialog

Use for instance menu [Run]>[Debug Configurations...] and select the STM32 Cortex®-M debug configuration to update.

### Step 2: Select the SWD interface

Select the [SWD] interface in the *Debug Configurations* dialog.

### Step 3: Enable SWV

Enable [SWV] in the *Debug Configurations* dialog.

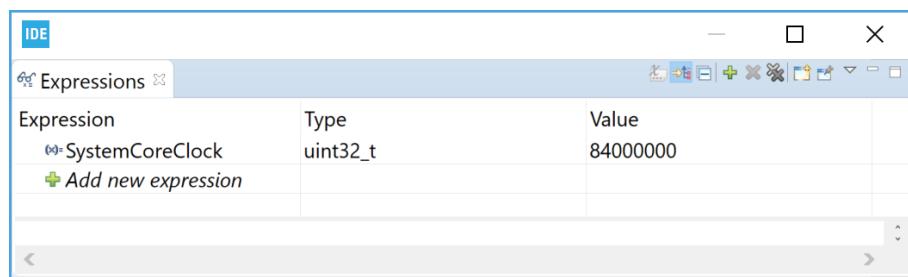
### Step 4: Enter the core clock frequency

Enter the [Core Clock] frequency in the *Debug Configurations* dialog. This must correspond to the value set by the application program to be executed.

Usually, the core clock setting is stored in the `SystemCoreClock` variable when using projects imported from STM32 firmware examples or created with [STM32CubeMX](#). One method to inspect the core clock value is to start a debug session and add the `SystemCoreClock` variable to the *Expressions* view. Make sure that the system core clock is configured by the application before reading the value.

If the `SystemCoreClock` is not updated, change the program and add a call to the function `SystemCoreClockUpdate()`. Rebuild the program, restart debugging and inspect the `SystemCoreClock` value again.

Figure 127. SWV core clock



### Step 5: Enter the SWO clock frequency

Enter the [SWO Clock] frequency in the *Debug Configurations* dialog. It depends on the JTAG probe and must be a multiple of the [Core Clock] value. For SEGGER J-Link-based probes, it is also possible to select [Auto], which automatically uses the highest available frequency by taking into account the capacity of the JTAG probe and the [Core Clock].

### Step 6: Save the configuration

Press [Apply] in the *Debug Configurations* dialog to save the configuration.

Figure 128. SWV configuration for ST-LINK GDB server

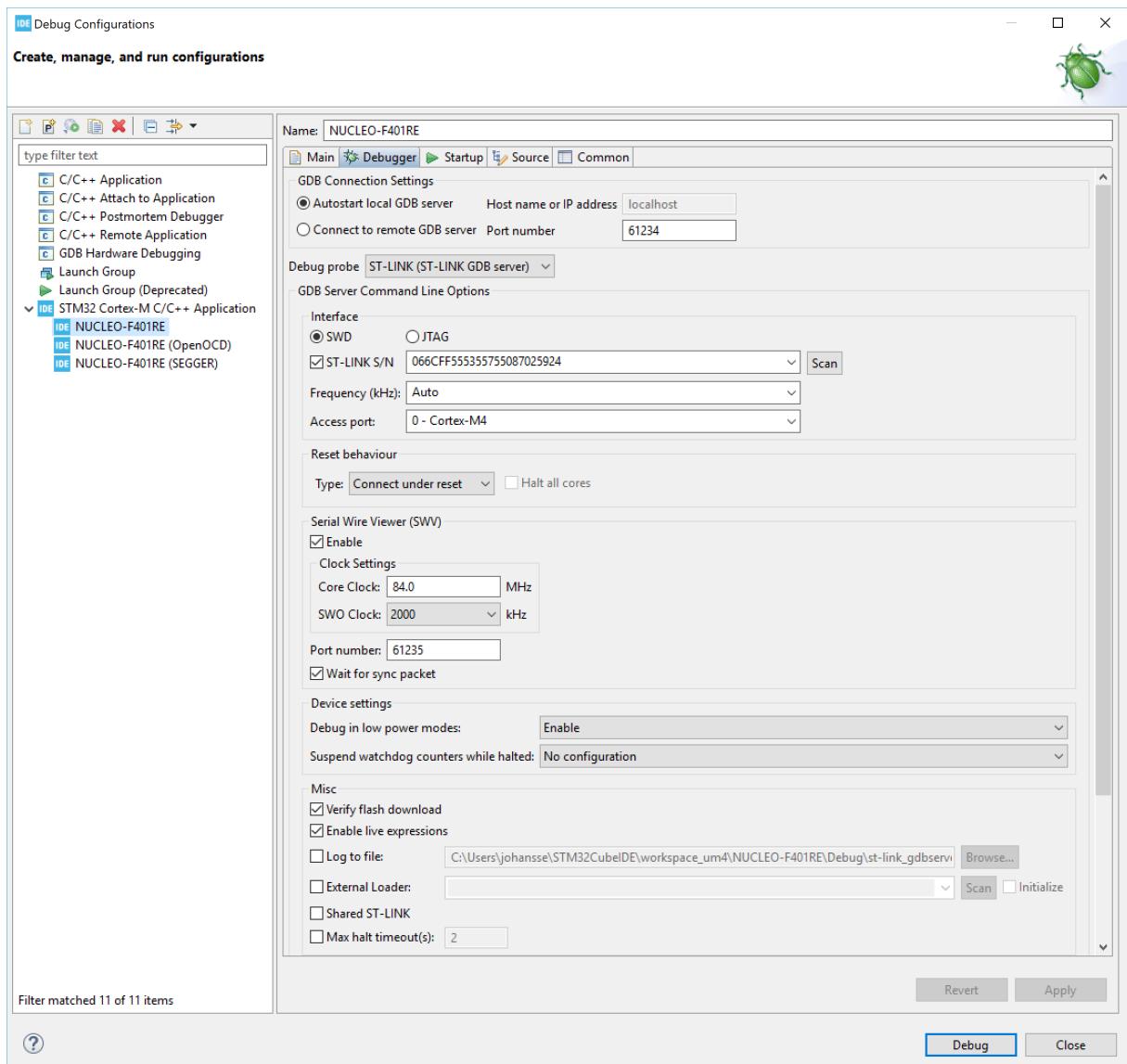
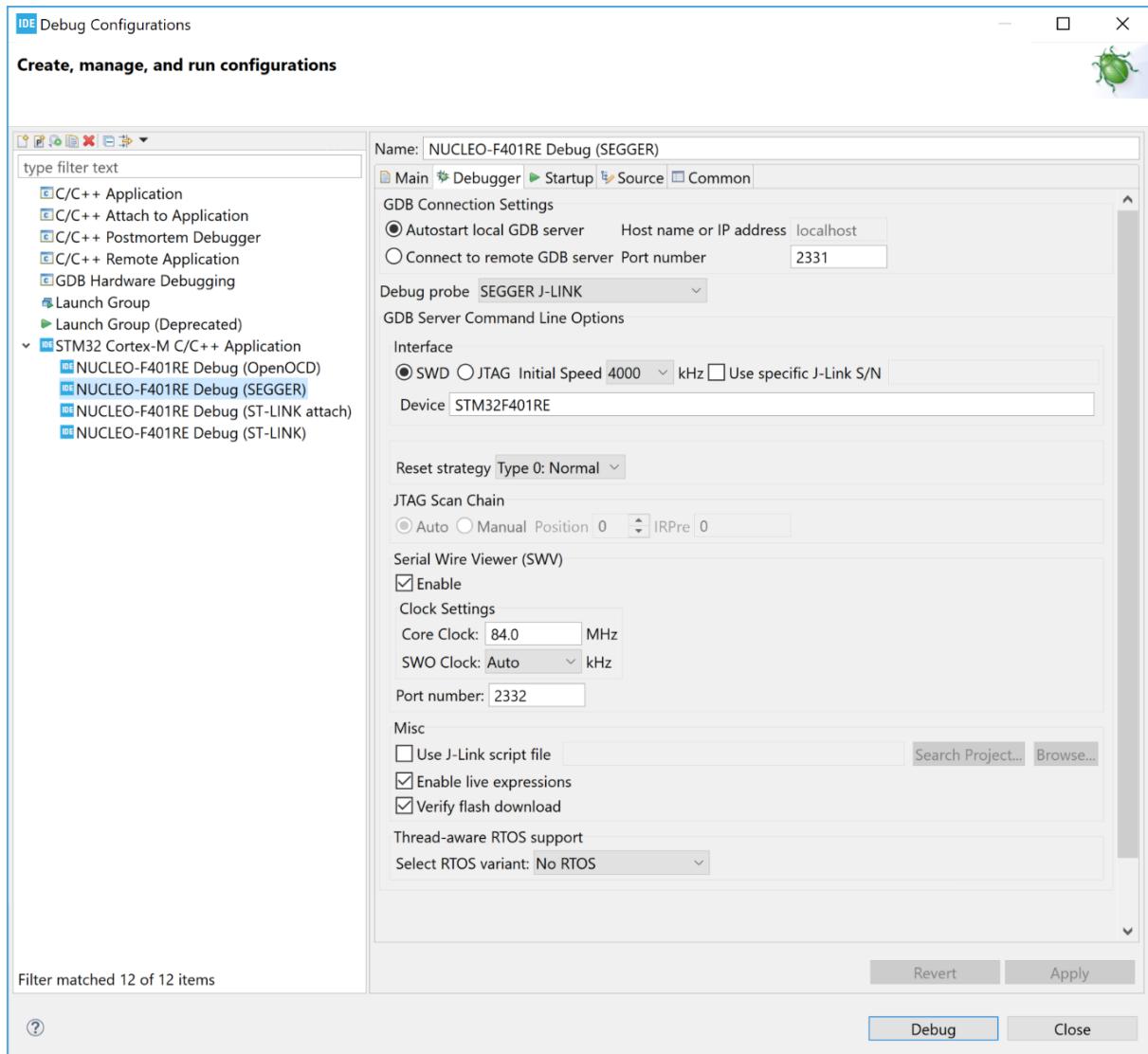


Figure 129. SWV configuration for SEGGER J-Link



### Step 7: Start a debug session

Press [Debug] to start a debug session. Make sure that the probe and board are connected.

### Step 8: Possibly suspend the target

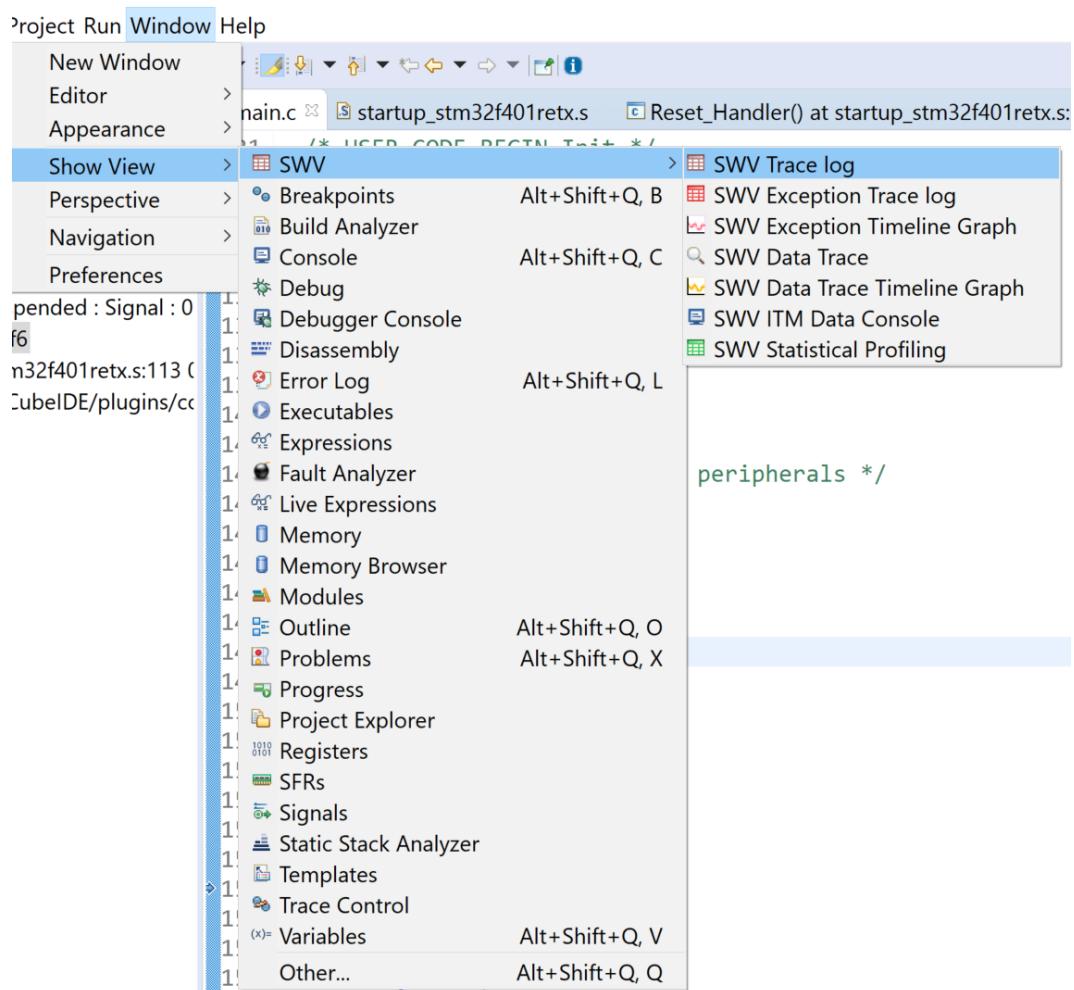
[Suspend] the target if it has not stopped at a breakpoint.

### Step 9: Open a SWV view

Open one of the SWV views. For first-time users, it is recommended to open the *SWV Trace log* view because it gives a good overview of incoming SWV packages and how well the tracing is working.

Select the [Window]>[Show View]>[SWV]>[SWV Trace log ] menu command to open the *SWV Trace log* view.

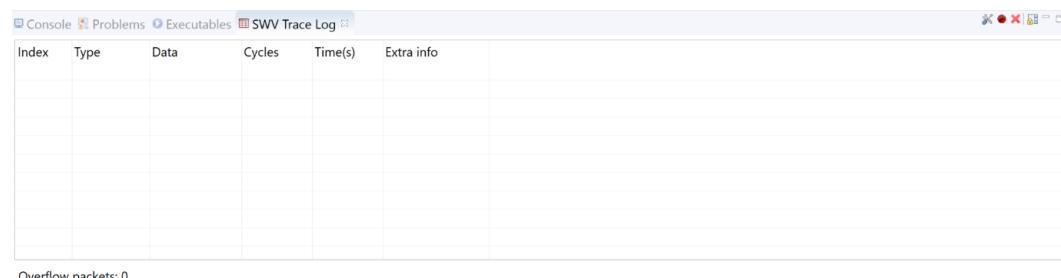
Figure 130. SWV show view



#### Step 10: View the trace log

The SWV Trace log view is now visible.

Figure 131. SWV Trace log view



#### 4.2.2 SWV settings configuration

##### Step 1: Open the Serial Wire Viewer settings

Click on the [Configure Trace] toolbar button in the SWV Trace Log view to open the Serial Wire Viewer settings dialog.

Figure 132. SWV [Configure Trace] toolbar button



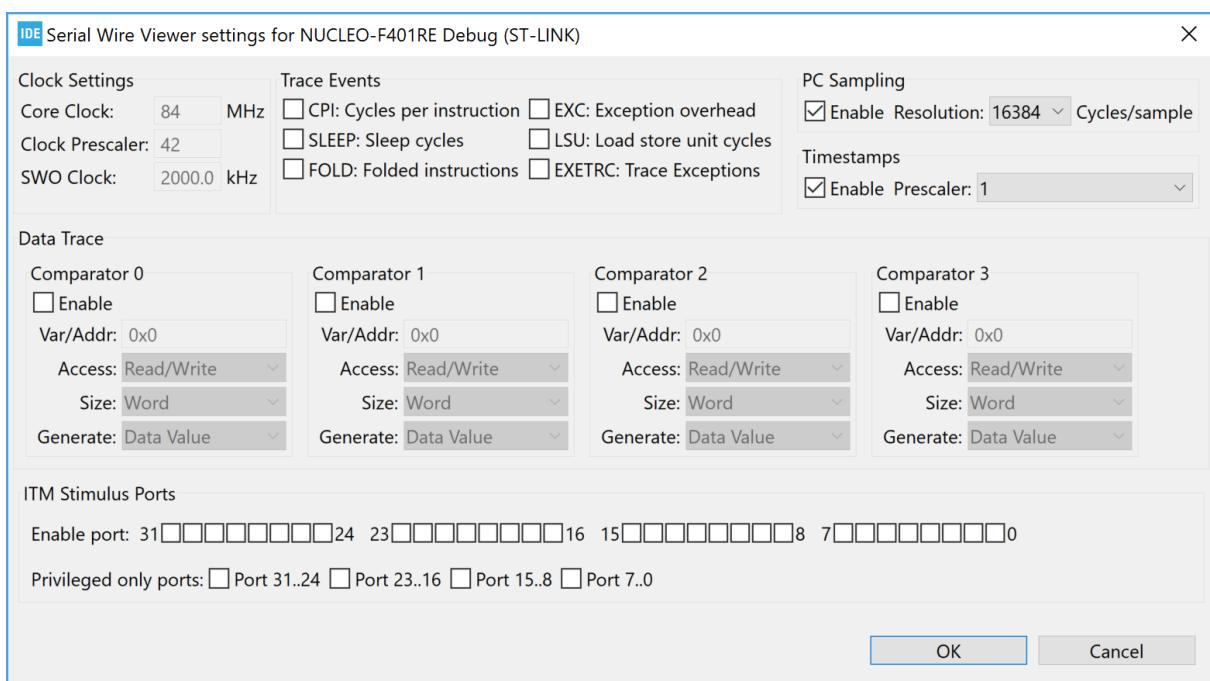
Note: The [Configure Trace] toolbar button is available in all SWV views.

### Step 2: Configure the trace data

Configure the data to be traced in the *Serial Wire Viewer settings* dialog.

For this example [**PC Sampling**] and [**Timestamps**] are enabled.

Figure 133. SWV settings dialog



The SWV settings dialog has the following configurations:

- **[Clock Settings]:** These fields are disabled and only present the values used and configured in the *Debug Configurations* for the debug session. If these values need to be changed, close the debug session and open the *Debug Configurations* to modify them.

- **[Trace Events]:** The following events can be traced.
  - **[CPI]:** Cycles per instruction. For each cycle beyond the first one that an instruction uses, an internal counter is increased with one. The counter (`DWT CPI count`) can count up to 256 and is then set to 0. Each time that happens, one of these packages are sent. This is one aspect of the processors performance and used to calculate instructions per seconds. The lower the value, the better the performance.
  - **[SLEEP]:** Sleep cycles. The number of cycles the CPU is in sleep mode. Counted in `DWT Sleep count` register. Each time the CPU has been in sleep mode for 256 cycles, one of these packages is sent. This is used when debugging for power consumption or waiting for external devices.
  - **[FOLD]:** Folded instructions. A counter for how many instructions are folded (removed). Every 256 instruction folded (taken zero cycles) will receive one of these events. Counted in `DWT Fold count` register.  
Branch folding is a technique where, on the prediction of most branches, the branch instruction is completely removed from the instruction stream presented to the execution pipeline. Branch folding can significantly improve the performance of branches, taking the CPI for branches below 1.
  - **[EXC]:** Exception overhead. The `DWT Exception count` register keeps track of the number of CPU cycles spent in exception overhead. This includes stack operations and returns but not the time spent processing the exception code. When the timer overflows, one of these events is sent. Used to calculate the actual exception handling cost to the program.
  - **[LSU]:** Load Store Unit Cycles. The `DWT LSU count` register counts the total number of cycles the processor is processing an LSU operation beyond the first cycle. When the timer overflows, one of these events is sent.  
With this measurement, it is possible to track the amount of time spent in memory operations.
  - **[EXETRC]:** Trace Exceptions. Whenever an exception occurs, exception entry, exception exit and exception return events are sent. These events can be monitored in the *SWV Exception Trace Log* and *SWV Exception Timeline Graph* views. From these views, it is possible to jump to the exception handler code for that exception.
- **[PC Sampling]:** Enabling this starts sampling the Program Counter at some cycle interval. Since the SWO pin has a limited bandwidth, it is not advised to sample too fast. Experiment with the **[Resolution]** (cycles/sample setting) to be able to sample often enough. The results from the sampling are used, among other things, for the *SWV Statistical Profiling* view.
- **[Timestamps]:** Must be enabled to know when an event occurred. The **[Prescaler]** should only be changed as a last effort to reduce overflow packages.
- **[Data Trace]:** It is possible to trace up to four different C variable symbols, or fixed numeric areas of the memory. To do that, enable one comparator and enter the name of the variable or the memory-address to trace. The value of the traced variables can be displayed both in the *Data Trace* and *Data Trace Timeline Graph* views.
- **[ITM Stimulus Ports]:** There are 32 ITM ports available, which can be used by the application. For instance, the CMSIS function `ITM_SendChar` can be used to send characters to port 0 refer to [Section 4.3.6 SWV ITM Data Console and printf redirection](#)). The packages from the ITM ports are displayed in the *SWV ITM Data Console* view.

Note:

*It is recommended to limit the amount of data traced. Most STM32 microcontrollers read and write data faster than the maximum SWO pin throughput. Too many trace data result in data overflow, lost packages and possibly corrupt data. For optimum performance, trace only data necessary to the task at hand.*

Overflow while running SWV is an indication that SWV is configured to trace more data than the SWO pin is able to process. In such a case, decrease the amount of data traced.

Enable **[Timestamps]** to use any of the timeline views in STM32CubeIDE. The default **[Prescaler]** is 1. Keep this value, unless problems occur related to SWV package overflow.

Three examples are provided below for illustrating SWV trace configuration:

- **Example 1:** To trace the value of a global variable, enable [**Comparator**] and enter the name of the variable or the memory address to be traced.  
The value of the traced variable is displayed both in the *Data Trace* and *Data Trace Timeline Graph* views.
- **Example 2:** To profile program execution, enable [**PC sampling**]. In the beginning, a high value for the [**Cycles/sample**] is recommended.  
The result from the PC sampling is then displayed in the *SWV Statistical Profilingview*.
- **Example 3:** To trace the exceptions occurring during program execution, enable [**Trace Event EXETRC: Trace Exceptions**].  
Information about the exceptions is then displayed in the *SWV Exception Trace Log* and *SWV Exception Timeline Graph* views.

### Step 3: Save the SWV configuration

Click on the [**OK**] button to save the SWV configuration. The configuration is saved together with other debug configurations and remains effective until changed.

## 4.2.3 SWV tracing

### Step 1: Start SWV trace recording

Press the [**Start/Stop Trace**] toolbar button in one of the SWV views to send the SWV settings to the target board and start the SWV trace recording. This toolbar button is available in all SWV views. The board does not send any SWV package until it is properly configured. The SWV configuration must be resent if the configuration registers on the target board are reset. Actual tracing does not start until the target starts to execute.

Figure 134. SWV [**Start/Stop Trace**] toolbar button



#### Note:

*The tracing cannot be configured while the target is running. Pause the debugging before attempting to send a new configuration to the board. Each new or updated configuration must be sent to the board to take effect. The configuration is sent to the board when the [**Start/Stop Trace**] button is pressed.*

### Step 2: Start the target

Press the [**Resume**] toolbar button on top of the *Debug* perspective to start the target.

### Step 3: SWV Trace Log view

SWV packages are displayed in the **SWV Trace Log** view.

Figure 135. SWV Trace Log PC sampling

Index	Type	Data	Cycles	Time(s)	Extra info
10362	PC Sample	0x8000508	169777034	2.021155 s	
10363	PC Sample	0x8000516	169793417	2.021350 s	
10364	PC Sample	0x8000528	169809800	2.021545 s	
10365	PC Sample	0x8000500	169826183	2.021740 s	
10366	PC Sample	0x8000510	169842566	2.021935 s	
10367	PC Sample	0x80004f2	169858949	2.022130 s	
10368	PC Sample	0x8000504	169875332	2.022325 s	
10369	PC Sample	0x8000516	169891715	2.022520 s	
10370	PC Sample	0x8000528	169908098	2.022715 s	

Overflow packets: 0

#### Step 4: Clear collected SWV data

When the target is not running, the collected SWV data can be cleared by pressing the [Remove all collected SWV data] toolbar button. This toolbar button is available in all SWV views.

Figure 136. [Remove all collected SWV data] toolbar button

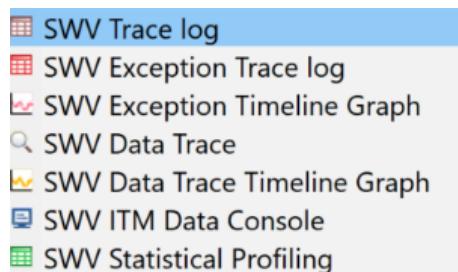


### 4.3 SWV views

The SWV views that display SWV traces data are:

- *SWV Trace Log*: Lists all incoming SWV packages in a spreadsheet. Useful as a first diagnostic for the trace quality.
- *SWV Exception Trace Log*: The view has two tabs, one is similar to the *SWV Trace Log* view and the other tab displays statistical information about exception events.
- *SWV Exception Timeline Graph*: A graph displaying the distribution of exceptions over time.
- *SWV Data Trace*: Tracks up to four different symbols or areas in the memory.
- *SWV Data Trace Timeline Graph*: A graphical display that shows the distribution of variable values over time.
- *SWV ITM Data Console*: Prints readable text output from the target application. Typically this is done via `printf()` with output redirected to ITM channel 0.
- *SWV Statistical Profiling*: Displays statistics based on the Program Counter (PC) sampling. Shows the amount of execution time spent within various functions.

Figure 137. SWV views selectable from the menu



Note: More than one SWV view may be open at the same time for the simultaneous tracking of various events.  
The SWV views toolbars contain these usual control icons.

Figure 138. SWV views common toolbar



These icons are used for the following purpose, from left to right:

- Configure trace
- Start/Stop trace
- Remove all collected SWV data
- Scroll lock
- Minimize
- Maximize

The SWV graph views toolbars contain these extra control icons.

Figure 139. SWV graph views extra toolbar



These icons are used for the following purpose, from left to right:

- Save graph as image
- Switch between seconds and cycle scale
- Adjust the Y-axis to best fit
- Zoom in
- Zoom out

#### 4.3.1 SWV Trace Log

The SWV Trace Log view lists all incoming SWV packages in a spreadsheet. The data in this view can be copied to other applications in CSV format by selecting the rows to copy and type **Ctrl+C**. The copied data can be pasted into another application with the **Ctrl+V** command.

Figure 140. SWV Trace Log PC sampling and exceptions

SWV Trace Log					
Index	Type	Data	Cycles	Time(s)	Extra info
25012	PC Sample	0x80004f6	258481871	3.077165 s	
25013	PC Sample	0x8000508	258498254	3.077360 s	
25014	PC Sample	0x8000518	258514637	3.077555 s	
25015	Exception entry	SYSTICK (EXC 15)	258522309	3.077647 s	
25016	Exception exit	SYSTICK (EXC 15)	258522367	3.077647 s	
25017	Exception return	N/A (EXC 0)	258522374	3.077647 s	
25018	PC Sample	0x80004fc	258531017	3.077750 s	
25019	PC Sample	0x800050e	258547400	3.077945 s	
25020	PC Sample	0x800051e	258563783	3.078140 s	
25021	PC Sample	0x80004f1	258580166	3.078235 s	

The column information in the SWV Trace Log view is described in Table 2.

Table 2. SWV Trace Log columns details

Name	Description
Index	The package ID. Shared with the other SWV packages.
Type	The type of package (example PC sample, data PC value (comp 1), exceptions, overflow).
Data	The package data information.
Cycles	The timestamp of the package in cycles.
Time(s)	The timestamp of the package in seconds.
Extra info	Optional extra package information.

#### 4.3.2 SWV Exception Trace Log

The SWV Exception Trace Log view is composed of two tabs.

## Data tab

The first tab is similar to the *SWV Trace Log* view, but is restricted to exception events. It also provides additional information about the type of event. The data can be copied and pasted into other applications. Each row is linked to the code for the corresponding exception handler. Double-click on the event to open the corresponding interrupt handler source code in the *Editor* view.

Note: *Enable [Trace Event EXETRC: Trace Exceptions]* in the Serial Wire Viewer settings dialog to trace exceptions during program execution. *Enable [Timestamps]* to log cycle and time for each interrupt package.

Figure 141. SWV Exception Trace Log – Data tab

Index	Type	Name	Peripheral	Function	Cycles	Time(s)	Extra info
17629	Exception exit	SYSTICK (EXC 15)		SysTick_Handler()	58204401	692.909536 ms	
17630	Exception return	N/A (EXC 0)			58205926	692.927690 ms	Timestamp delayed. Packet delayed.
17636	Exception entry	SYSTICK (EXC 15)		SysTick_Handler()	58288335	693.908750 ms	
17637	Exception exit	SYSTICK (EXC 15)		SysTick_Handler()	58288393	693.909440 ms	
17638	Exception return	N/A (EXC 0)			58288400	693.909524 ms	
17644	Exception entry	SYSTICK (EXC 15)		SysTick_Handler()	58372327	694.908655 ms	
17645	Exception exit	SYSTICK (EXC 15)		SysTick_Handler()	58372385	694.909345 ms	
17646	Exception return	N/A (EXC 0)			58372392	694.909429 ms	

Overflow packets: 0

The column information in the *SWV Exception Trace Log – Data* tab is described in Table 3.

Table 3. SWV Exception Trace Log – Data columns details

Name	Description
Index	The exception package ID. Shared with the other SWV packages.
Type	Each exception generates three packages: Exception entry, Exception exit and then an Exception return package.
Name	The name of the exception. Also the exception or interrupt number.
Peripheral	The peripheral for the exception.
Function	The name of the interrupt handler function for this interrupt. Updated when debug is paused. Is cached during the whole debug session. By double clicking the function, the editor will open that function in the source code.
Cycles	The timestamp for the exception in cycles.
Time(s)	The timestamp for the exception in seconds.
Extra info	Optional extra information about that package.

## Statistics tab

The second tab displays statistical information about exception events. This information may be of great value when optimizing the code. Hypertext links to exception handler source code in the editor is included.

**Figure 142. SWV Exception Trace Log – Statistics tab**

Exception	Handler	% of	Number of	% of exception time	% of debug time	Total runtime	Avg runtime	Fastest	Slowest	First	First (s)	Latest	Latest (s)
SYSTICK (EXC 15)	SysTick_Handler()	100.0000%	2172	100.0000%	0.0690%	40309	57	57	58	71567	851.988095 µs	58372327	694.908655 ms
Total for all			2172		0.0690%	40309	18						

Overflow packets: 0

The column information in the *SWV Exception Trace Log – Statistics* tab is described in [Table 4](#).

**Table 4. SWV Exception Trace Log – Statistics columns details**

Name	Description
Exception	The name of the exception provided by the manufacturer. Also the exception or interrupt number.
Handler	The name of the interrupt handler for this interrupt. Updated when debug is paused. Is cached during the whole debug session. By double clicking the handler, the editor will open that function in the source code.
% of	This exception type's share, in percentage, of all exceptions.
Number of	The total number of entry packets received by SWV of this exception type.
% of exception time	How big part of the execution time for all exceptions that this exception type have.
% of debug time	How big part of the total execution time for this debug session that this exception type have. All the timers are restarted when the Empty SWV-Data button is pressed.
Total runtime	The total execution time in cycles for this exception type.
Avg runtime	The average execution time in cycles for this exception type.
Fastest	The execution time in cycles for the fastest exception of this exception type.
Slowest	The execution time in cycles for the slowest exception of this exception type.
First	The first encounter of an entry event for this exception type in cycles.
First(s)	The first encounter of an entry event for this exception type in seconds.
Latest	The latest encounter of an entry event for this exception type in cycles.
Latest(s)	The latest encounter of an entry event for this exception type in seconds.

#### 4.3.3 SWV Exception Timeline Graph

The *SWV Exception Timeline Graph* view contains a graph displaying the distribution of exceptions over time. Remember that each exception sends up to three SWV packages. Moving the mouse over an exception bar in the view displays a tooltip of the SWV exception package. Double-click on the event in the tooltip to open the code for the exception handler in the *Editor* view.

Note:

The *SWV Exception Timeline Graph* view does not work in STM32CubeIDE v1.1.0. The screen shot below is taken with Atollic® TrueSTUDIO®.

Figure 143. SWV Exception Timeline Graph



Note:

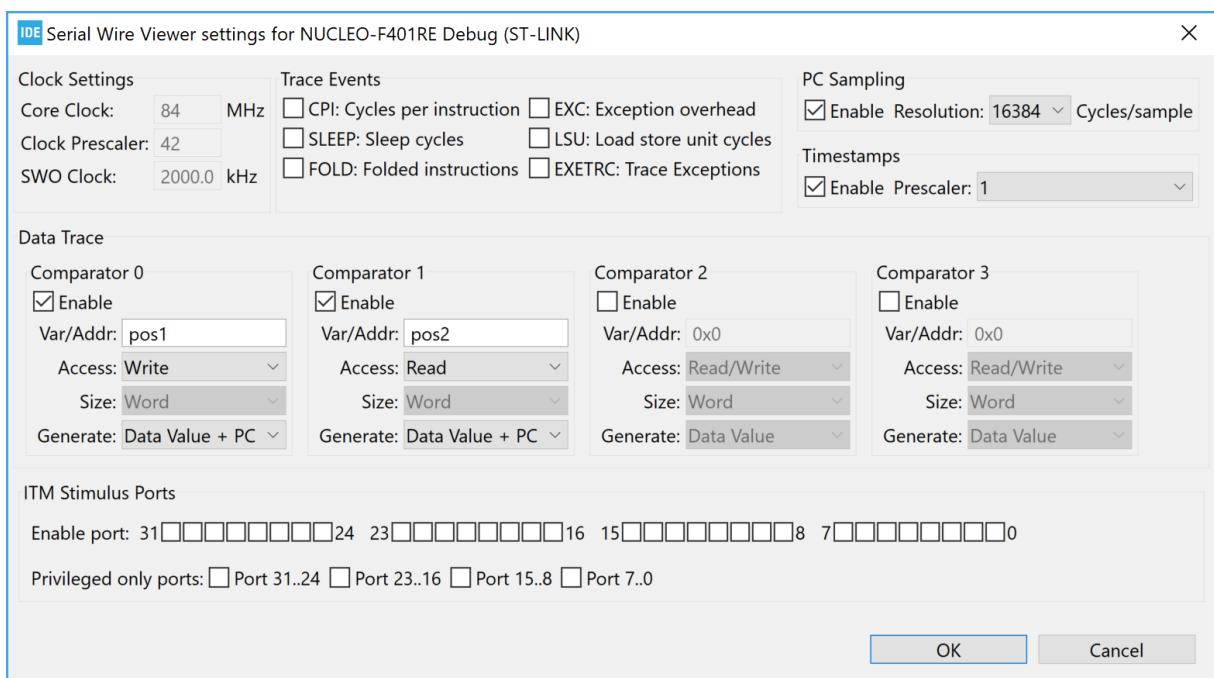
Each interrupt is displayed with 3 packages (Exception entry, Exception exit and Exception return).

#### 4.3.4 SWV Data Trace

The SWV Data Trace view tracks up to four different symbols or areas in the memory. For example, global variables can be referenced by name. The data can be traced on Read, Write and Read/Write.

Enable [Data Trace] in Serial Wire Viewer settings. In Figure 144, two global variables pos1 and pos2 in the program are traced on [Write] access.

Figure 144. SWV Data Trace configuration



When running the program in debugger with SWV trace enabled the SWV Data Trace view displays this information when [Comparator 0] with pos1 data is selected in the [Watch] list.

Figure 145. SWV Data Trace

The screenshot shows the 'SWV Data Trace' window within an IDE. At the top, there's a toolbar with various icons. Below the toolbar, the title bar says 'SWV Data Trace'. The main area is divided into two sections: 'Watch' and 'History (pos1)'. The 'Watch' section contains a table with three columns: 'Comp', 'Name', and 'Value'. There are two rows: one for 'pos1' with value '10' (selected), and one for 'pos2' with value '0'. The 'History (pos1)' section contains a table with five columns: 'Access', 'Value', 'PC', 'Cycles', and 'Time'. It lists ten entries of type 'WRITE' from value 8 to 10, along with their corresponding PC addresses, cycle counts, and timestamps.

Comp	Name	Value
0	pos1	10
1	pos2	0

Access	Value	PC	Cycles	Time
WRITE	8	0x8000578	642414276	7.647789 s
WRITE	1	0x8000578	645655051	7.686370 s
WRITE	2	0x8000578	649164268	7.728146 s
WRITE	3	0x8000578	652673485	7.769922 s
WRITE	4	0x8000578	656182631	7.811698 s
WRITE	5	0x8000578	659691850	7.853474 s
WRITE	6	0x8000578	663004479	7.892910 s
WRITE	7	0x8000578	666513696	7.934687 s
WRITE	9	0x8000578	673532061	8.018239 s
WRITE	10	0x8000578	677041280	8.060015 s

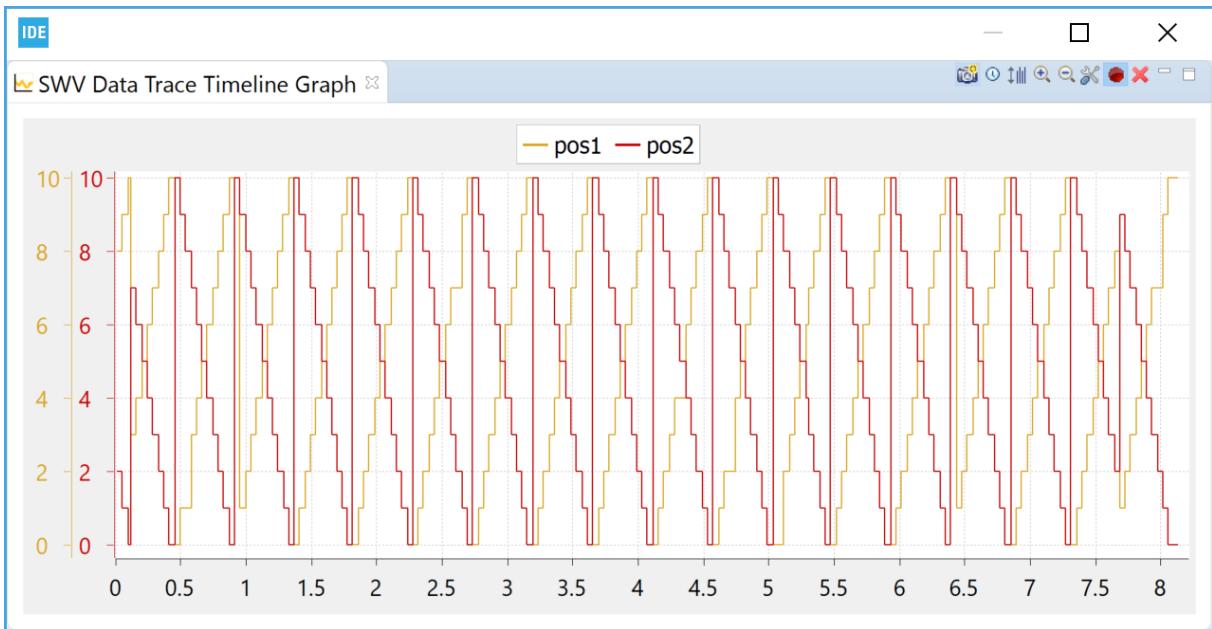
The column information in the *SWV Data Trace* described in Table 5.

Table 5. SWV Data Trace columns details

Name	Description
Access	Read or Write access type.
Value	The value of data read or written.
PC	The PC location where read or write access occurs.
Cycles	The timestamp for the package in cycles.
Time(s)	The timestamp for the package in seconds.

#### 4.3.5 SWV Data Trace Timeline Graph

The *SWV Data Trace Timeline Graph* view contains a graphical display that shows the distribution of variable values over time. It applies to the variables or memory areas in the SWV Data Trace. The following is displayed when using the timeline graph displaying global variables *pos1* and *pos2* counting up and down.

**Figure 146. SWV Data Trace Timeline Graph**

The SWV Data Trace Timeline Graph has the following features:

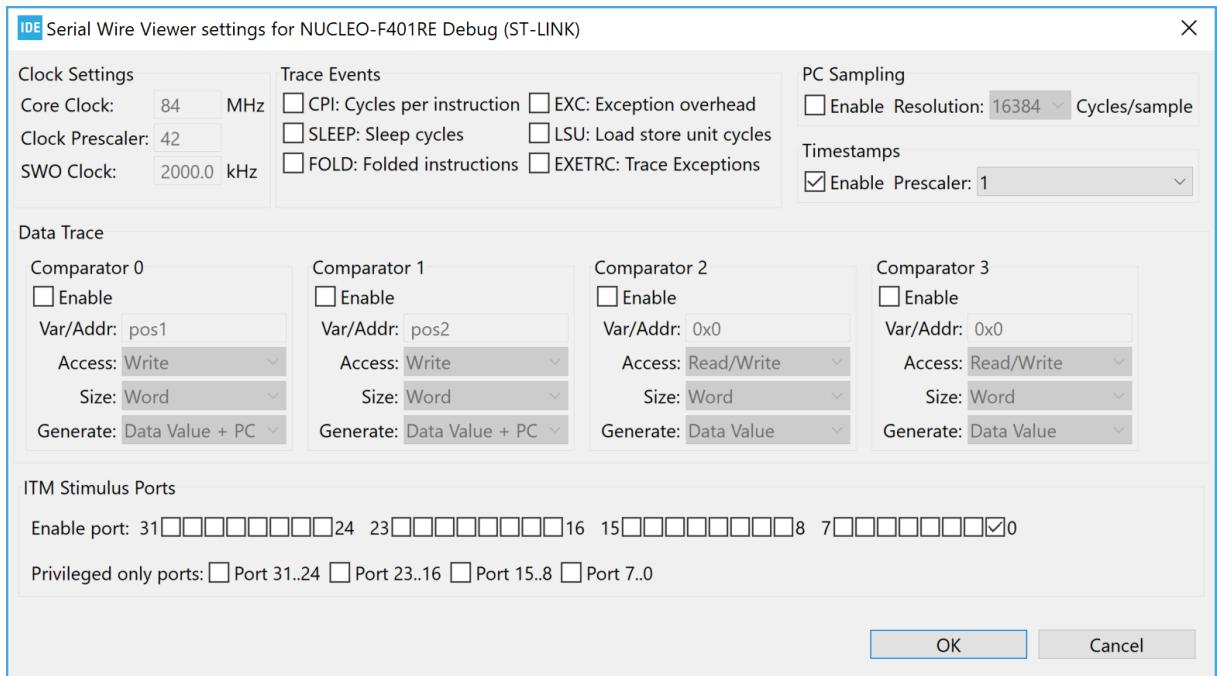
- The graph can be saved as a JPEG image file by clicking on the camera toolbar button.
- The graph shows the time in seconds by default but can be changed to cycles by clicking on the clock toolbar button.
- Y-axis can be adjusted to best fit by clicking on the y-axis toolbar button.
- Zoom in and out by clicking on the [+] and [-] toolbar buttons.
- The zoom range is limited while debug is running. Zoom details are available when debug is paused.

#### 4.3.6 SWV ITM Data Console and printf redirection

The SWV ITM Data Console prints readable text output from the target application. Typically, this is done via `printf()` with output redirected to ITM channel 0. Other ITM channels can get their own console views.

To use the SWV ITM Data Console view, first enable one or more of the 32 ITM ports in the *Serial Wire Viewer settings* dialog.

Figure 147. SWV settings



The packages from the ITM ports are displayed in the *SWV ITM Data Console* view. The CMSIS function `ITM_SendChar()` can be used by the application to send characters to the port 0, and the `printf()` function can be redirected to use the `ITM_SendChar()` function.

The following describes how to setup `printf` redirection over ITM:

1. Configure first file `syscalls.c`. Usually, the `syscalls.c` file is located in the same source folder as `main.c`.  
If no `syscalls.c` file is available in the project, it can be copied from another STM32CubeIDE project. One way to get the file is to create a new STM32 empty project for the device. In the `Src` folder, this project contains a `syscall.c` file. Copy this file to a source folder in the project where it is needed.
2. Inside the `syscalls.c` file, replace the `_write()` function with code calling `ITM_SendChar()` instead of `__io_putchar()`

```
__attribute__((weak)) int _write(int file, char *ptr, int len)
{
    int DataIdx;

    for (DataIdx = 0; DataIdx < len; DataIdx++)
    {
        //__io_putchar(*ptr++);
        ITM_SendChar(*ptr++);
    }
    return len;
}
```

3. Locate the `core_cmX.h` file, which contains the function `ITM_SendChar()`. The `core_cmX.h` file is included by the Device Peripheral Access Layer header file (for instance `stm32f4xx.h`, which in turn must be included in the `syscalls.c` file).

```
#include "stm32f4xx.h"
```

Use the *Include Browser* view to find the Device Peripheral Access Layer header file. Drop the core file in the *Include Browser* view, and check which files are including the `core_cmX.h` file.

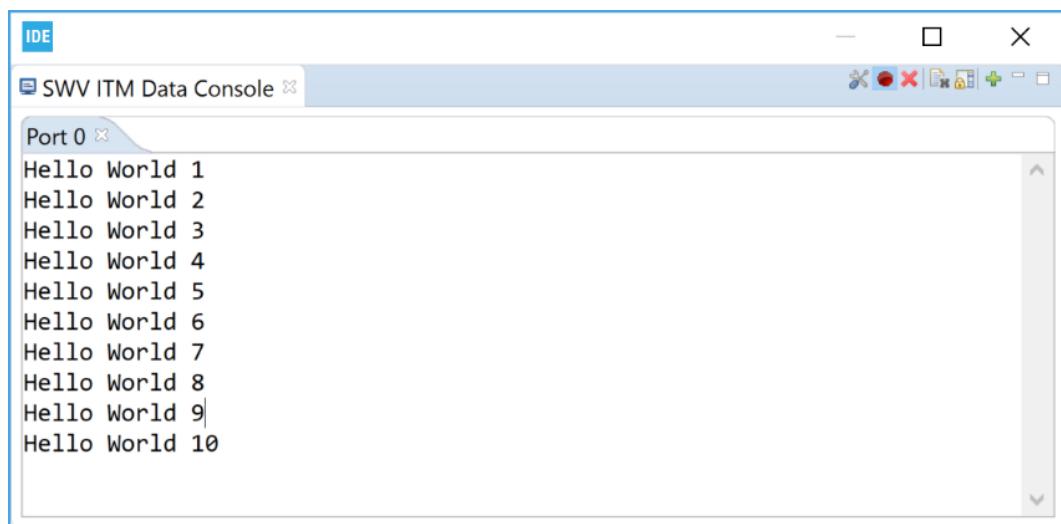
4. Test by adding include stdio.h and call to printf() into the application. Make sure that printf() is not called too often.

```
#include <stdio.h>

printf("Hello World %d\n", pos1);
```

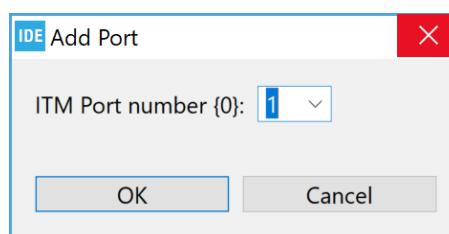
5. Start a debug session and enable [ITM port 0] in the SWV ITM Data Console view.
6. Open the SWV ITM Data Console view and start tracing using the red [Start/Stop Trace] button on the toolbar in this view.
7. Start the program. Print commands are logged to the Port 0 tab in the view.

Figure 148. SWV ITM Data Console



8. It is possible to open new port x tabs (x from 1 to 31) by pressing the green [+] button on the toolbar. This opens the Add Port dialog. In the dialog select the [ITM Port number] to be opened to display it as a tab in the SWV ITM Data Consoleview.

Figure 149. SWV ITM port configuration



Note:

Study the `ITM_SendChar()` function to learn how to write a function that transmits characters to another ITM port channel.

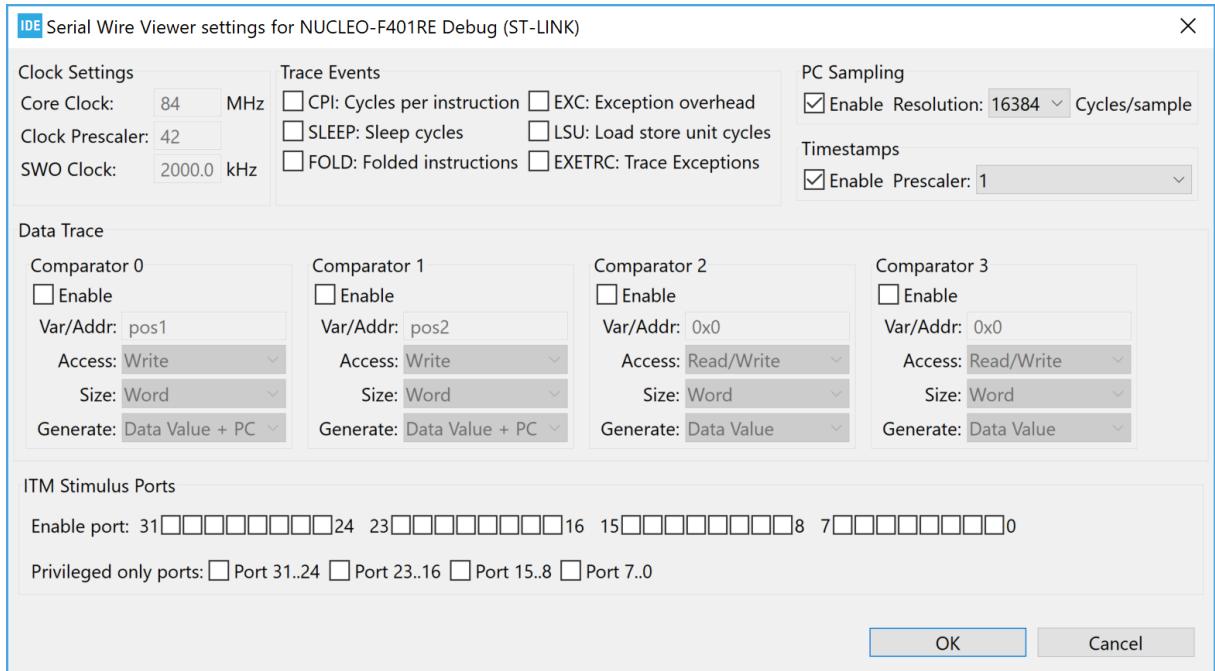
#### 4.3.7 SWV Statistical Profiling

The SWV Statistical Profiling view displays statistics based on Program Counter (PC) sampling. It shows the amount of execution time spent within various functions. This is useful when optimizing code. The data can be copied and pasted into other applications. The view is updated when debugging is suspended.

1. Configure SWV to send Program Counter samples, as shown in Figure 150. Enable [**PC Sampling**] and [**Timestamps**].

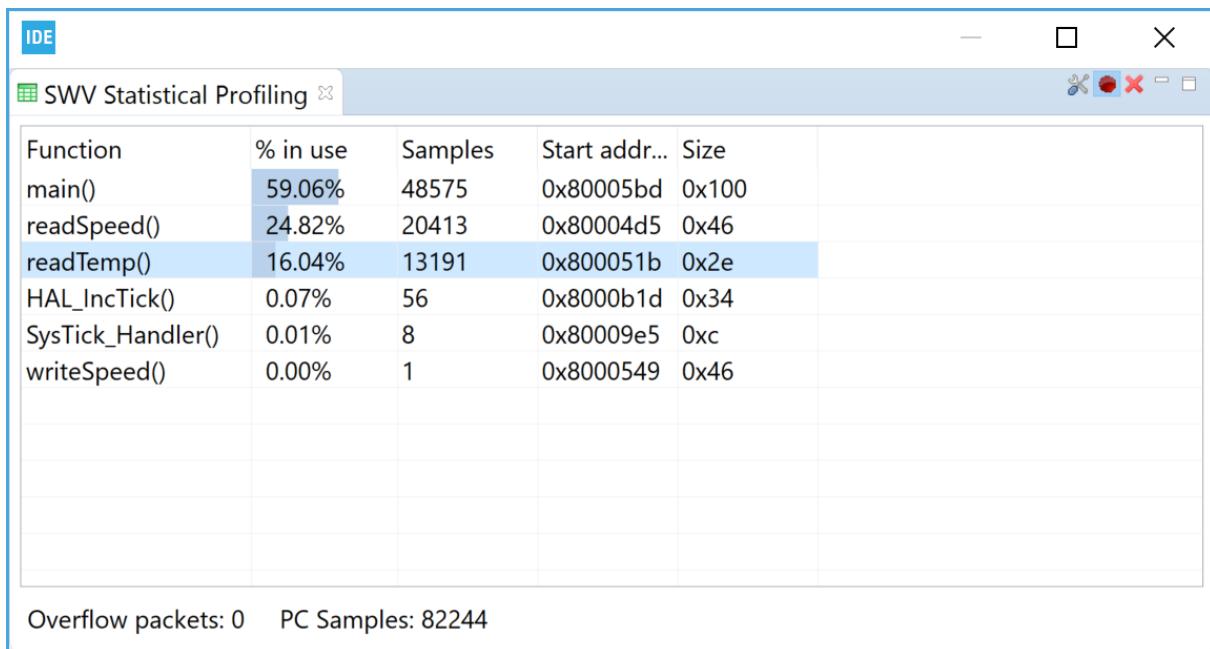
With the given [**Core Clock**] cycle intervals, SWV reports the Program Counter values to STM32CubeIDE. Set the [**PC Sampling**] to a high [**Cycle/sample**] value to avoid interface overflow.

Figure 150. SWV PC sampling enable



2. Open the **SWV Statistical Profiling** view by selecting [**Window**]>[**Show View**]>[**SWV Statistical Profiling**]. The view is empty since no data is collected yet.
3. Press the red [**Start/Stop Trace**] button to send the configuration to the board.
4. Resume program debugging. STM32CubeIDE starts collecting statistics about function usage via SWV when the code is executing in the target system.
5. Suspend (Pause) the debugging. The view displays the collected data. The longer the debugging session, the more statistics are collected.

Figure 151. SWV Statistical Profiling



Note: A double-click on a function line in the SWV Statistical Profiling view opens the file containing the function in the editor.

The column information in the SWV Statistical Profiling is described in Table 6.

Table 6. SWV Statistical Profiling columns details

Name	Description
Function	The name of the function which is calculated by comparing address information in SWV packages with the program <code>elf</code> file symbol information.
% in use	The calculated percentage of time the function is used.
Samples	The number of samples received from the function.
Start address	The start address for the function.
Size	The size of the function.

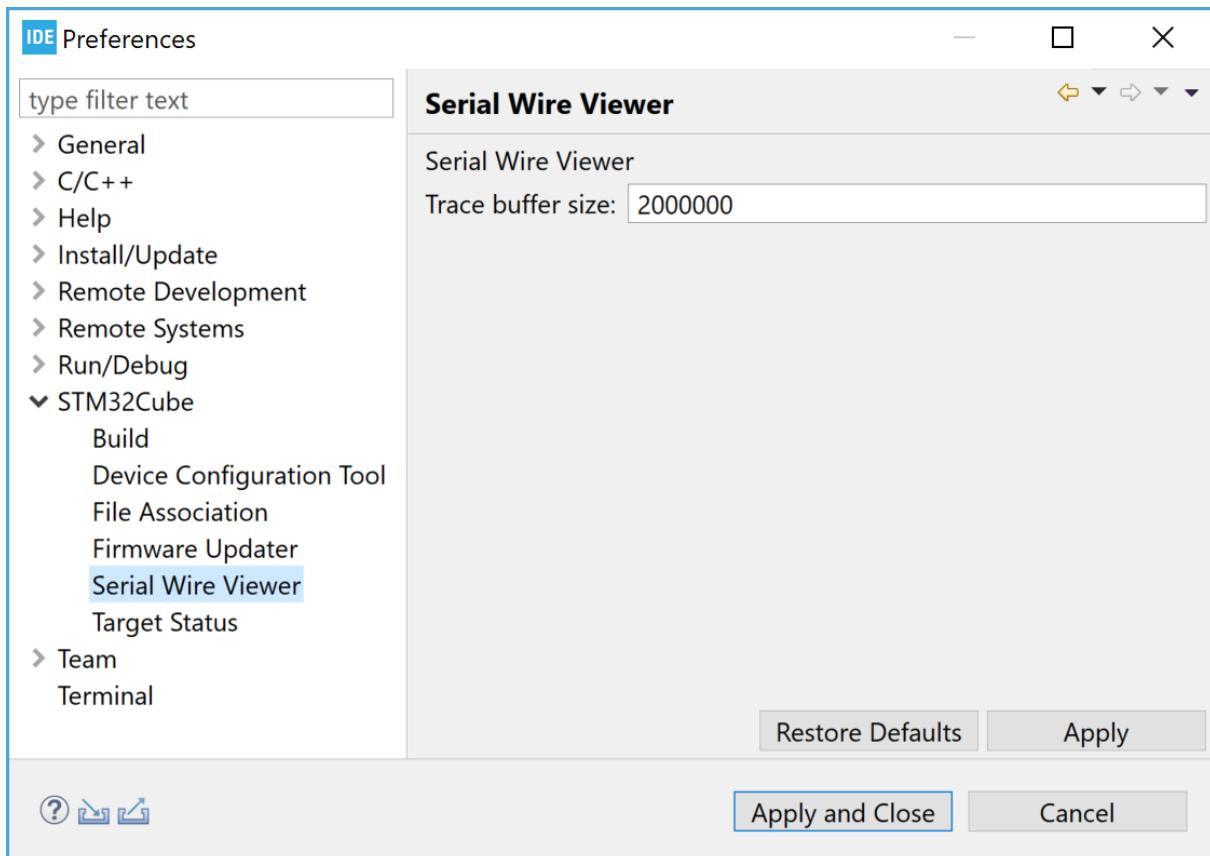
#### 4.4

#### Change the SWV trace buffer size

The incoming SWV packages are saved in the Serial Wire Viewer trace buffer, which has a default maximum size of 2 000 000 packages. To trace more packages, this figure must be increased.

Select the [Windows]>[Preferences] menu. In the *Preferences* dialog, select [STM32Cube]>[Serial Wire Viewer]. Update [Trace buffer size] if needed.

Figure 152. SWV Preferences



The buffer is stored in the heap. The allocated heap is displayed by first selecting the [Windows]>[Preferences] menu. In the *Preferences* dialog, select [General]. Enable [Show heap status] to display the current heap and allocated memory in the bottom right corner of STM32CubeIDE. There is an upper limit to the amount of memory STM32CubeIDE can allocate. This limit can be increased to store more information during a debug session.

To update the memory limit, proceed as follows:

1. Navigate to the STM32CubeIDE installation directory. Open the folder in which the IDE is stored.
2. Edit the `stm32cubeide.ini` file and change the `-Xmx1024m` parameter to the desired size in megabytes.
3. Save the file and restart STM32CubeIDE.

## 4.5

## Common SWV problems

The following issues can occur when attempting to debug with SWV tracing:

- SWV is not enabled in the debug configuration currently used.
- The SWV Trace is not started, the red **Start/Stop Trace** button on the toolbar in some SWV views needs to be pressed to enable SWV and send SWV configuration to the target board. Then start the program to receive SWV data. For some SWV views the program then needs to be stopped again to visualize received SWV information.
- The SWO receives an excess of data. Reduce the amount of data enabled for tracing.
- The JTAG probe, the GDB server, the target board, or possibly some other part, does not support SWV.

- The target [Core Clock] is incorrectly set. It is very important to select the right [Core Clock]. If the frequency of the target [Core Clock] is unknown, it can sometimes be found by setting a breakpoint in a program loop and open the *Expressions* view, when the breakpoint is hit. Click on [Add new expression], type `SystemCoreClock` and press [Enter]. This is a global variable that, according to the CMSIS standard, must be set by the software to the correct speed of the [Core Clock]. In CMSIS standard libraries, a function called `SystemCoreClockUpdate()` can be included in `main()` to set the `SystemCoreClock` variable. Use the *Variable* view to track it.

**Note:** *If the software dynamically changes the CPU clock speed during runtime, this might cause SWV to stop as the clocking suddenly becomes wrong during execution.*

To make sure that all data is received, apply the following steps:

1. Open the SWV configuration. Disable all tracing except [PC Sampling] and [Timestamps]. Set the [Resolution] to the highest possible value.
2. Save, and open the *SWV Trace Log* view.
3. Start tracing.
4. Make sure that incoming packages can all be seen in the *SWV Trace Log* view.

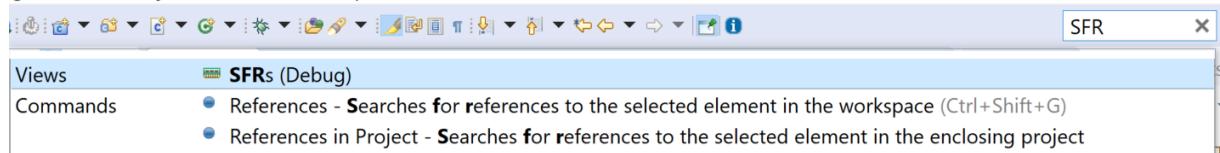
## 5 Special Function Registers (SFRs)

### 5.1 Introduction to SFRs

Special Function Registers (SFRs) can be viewed, accessed and edited via the SFRs view. The view displays the information for the current project. Its content changes if another project is selected. To open the view from the menu, select the [Window]>[Show View]>[SFRs] menu command or use the [Quick Access] field, search for “SFR”, and select it from the views.

Figure 153. Open the SFRs view using the [Quick Access] field

igate Search Project Run Window Help



### 5.2 Using the SFRs view

The SFRs view contains information about peripherals, registers and bit fields for the STM32 device used in the project. When debugging the project, the registers and bit fields are populated with the values read from the target.

Figure 154. SFRs view

The screenshot shows the SFRs view for the STM32F401 device. The left pane lists peripheral groups: ADC\_Common, ADC1, CRC, DBG, EXTI, FLASH, IWDG, KR, PR, RLR, RL, SR, OTG\_FS\_DEVICE, OTG\_FS\_GLOBAL, OTG\_FS\_HOST, and OTG\_FS\_PWRCLK. The RLR register is currently selected, shown in the right pane. The RLR register is located at address 0x40003008 and has a value of 0xffff. It consists of three bit fields: RL (bit range [0:12], value 0xffff), SR (bit range [13:16], value 0x0), and RLR (bit range [17:31], value 0x0). Below the register details, a binary representation of the value 0xffff is shown: MSB 00000000 00000000 00001111 11111111 LSB. At the bottom, detailed register information is provided: Register: RLR, Address: 0x40003008, Value: 0xffff, Size: 32, Reset value: 0xffff, Reset mask: 0xFFFFFFFF, and Access permission: RW.

The top of the *SFRs* view contains a search field to filter visible nodes, such as peripherals, registers, bit fields. Upon text entry in the search field, only the nodes containing this text are displayed.

The information at the bottom of the *SFRs* view displays detailed information about the selected line. For registers and bit fields, this includes [**Access permission**] and [**Read action**] information.

The [**Access permission**] contains the following details:

- [RO](read-only)
- [WO](write-only)
- [RW](read-write)
- [W1](writeOnce)
- [RW1](read-writeOnce)

The **Read action** contains information only if there is a read action when reading the register or bit field:

- [clear]
- [set]
- [modify]
- [modifyExternal]

The toolbar buttons are located at the top-right corner of the *SFRs* view.

Figure 155. *SFRs* view toolbar buttons



The [**RD**] button in the toolbar is used to force a read of the selected register. It causes a read of the register even if the register, or some of the bit fields in the register, contains a `ReadAction` attribute set in the `SVD` file.

When the register is read by pressing the [**RD**] button, all the other registers visible in the view are read again also to reflect all register updates.

The program must be stopped to read registers.

The base format buttons ([**X16**], [**X10**], [**X2**]) are used to change the registers display base.

The [**Configure SVD settings**] button opens the *CMSIS-SVD Settings Properties Panel* for the current project.

The [**Pin**] button ("don't follow" selection) can be used to keep focus on the current displayed `SVD` file even if the *Project Explorer* view is switched to another project.

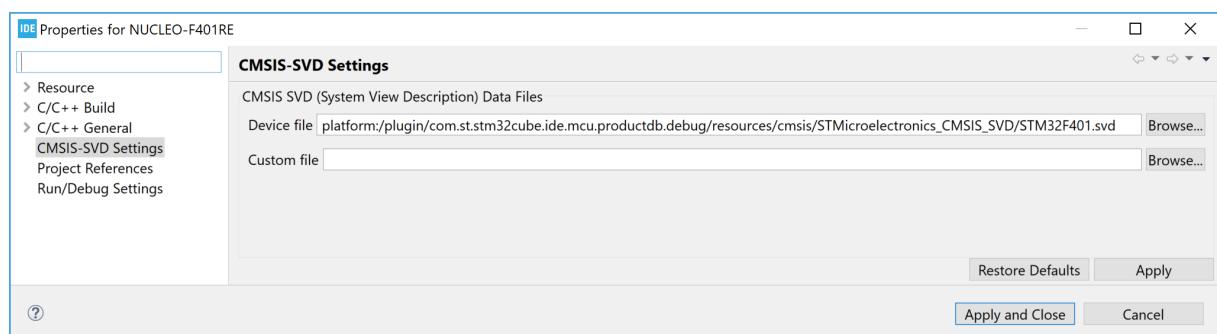
## 5.3 Updating CMSIS-SVD settings

The *SFRs* view for a project can display two CMSIS-SVD (System View Description) files for this project:

- The default file selected by STM32CubeIDE is the `SVD` file for the selected device in the project
- The other file can be a custom `SVD` file made to visualize specific user hardware configuration

To update the settings, use the [**Configure SVD settings**] toolbar button in the *SFRs* view to open the *CMSIS-SVD Settings* properties.

Figure 156. *SFRs CMSIS-SVD Settings*



All SVD files must comply with the syntax outlined in the CMSIS-SVD specification available on Arm® website. If these requirements are not met, the *SFRs* view is likely not to show any register information.

The [**Device file**] field is used for the System View Description (SVD) file. This file must describe the whole device. Other views may fetch information from the SVD file pointed out by this field, therefore it is recommended to use this field only for SVD files containing full STM32 device description. Updated SVD files can be obtained from STMicroelectronics (refer to the *HW Model, CAD Libraries and SVD columns* in the device description section on the STMicroelectronics website at [www.st.com](http://www.st.com)).

The [**Custom file**] field can be used to define special function registers related to custom hardware, in order to simplify the viewing of different register states. Another possible use case is to create an SFR favourites' file, containing a subset of the content in the [**Device file**]. This subset may be for instance composed of frequently checked registers. If a [**Custom file**] is pointed out, a new top-node in the *SFRs* view is created, which contains the [**Custom file**] related register information.

Both fields may be changed by the user and both fields may be used at the same time.

**Note:**

- *It is possible to write new values in the value columns of registers and bit fields when these have write access permission.*
- *It is possible to use the SFRs view while the target is running when using the ST-LINK GDB server. However the [**Live expression**] option in the debug configuration must be enabled in this case.*
- *It is not possible to use SFRs view while the target is running when using OpenOCD or SEGGER J-Link.*
- *The SFRs view can also be useful in the C/C++ Editing perspective, however then only the names and addresses of the registers are displayed.*

## 6 Fault Analyzer

### 6.1 Introduction to the Fault Analyzer

The STM32CubeIDE Fault Analyzer feature interprets information extracted from the Cortex®-M nested vector interrupt controller (NVIC) in order to identify the reasons that caused a fault. This information is visualized in the *Fault Analyzer* view. It helps to identify and resolve hard-to-find system faults that occur when the CPU is driven into a fault condition by the application software.

Among such conditions are:

- Accessing invalid memory locations
- Accessing memory locations on misaligned boundaries
- Executing undefined instruction
- Division by zero

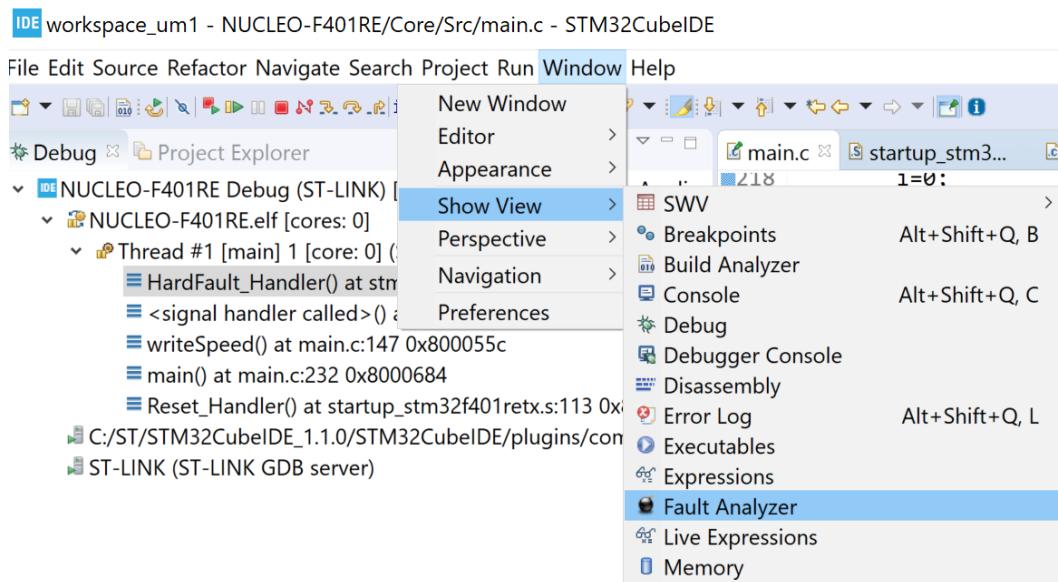
Upon fault occurrence, the code line where the fault occurred is displayed in the debugger. The view displays the reasons for the error condition. Faults are coarsely categorized into hard, bus, usage and memory faults.

- Hard and bus faults occur when an invalid access attempt is made across the bus, either of a peripheral register or a memory location
- Usage faults are the result of illegal instructions or other program errors
- Memory faults include attempts of access to an illegal location or violations of rules maintained by the memory protection unit (MPU)

To further assist fault analysis, an exception stack frame visualization option provides a snapshot of the MCU register values at the time of the crash. Isolating the fault to an individual instruction allows to reconstruct the MCU condition at the time the faulty instruction was executed.

In the *Debugger* perspective, the *Fault Analyzer* view is opened from the menu. Select the menu command **[Window]>[Show View]>[Fault Analyzer]** or use the **[Quick Access]** field, search for “*Fault Analyzer*” and select it from the views.

Figure 157. Open the *Fault Analyzer* view



## 6.2 Using the *Fault Analyzer* view

The *Fault Analyzer* view has five main sections, which can be expanded and collapsed. The sections contain different kinds of information for better understanding the reason that caused a particular fault to occur. The sections are:

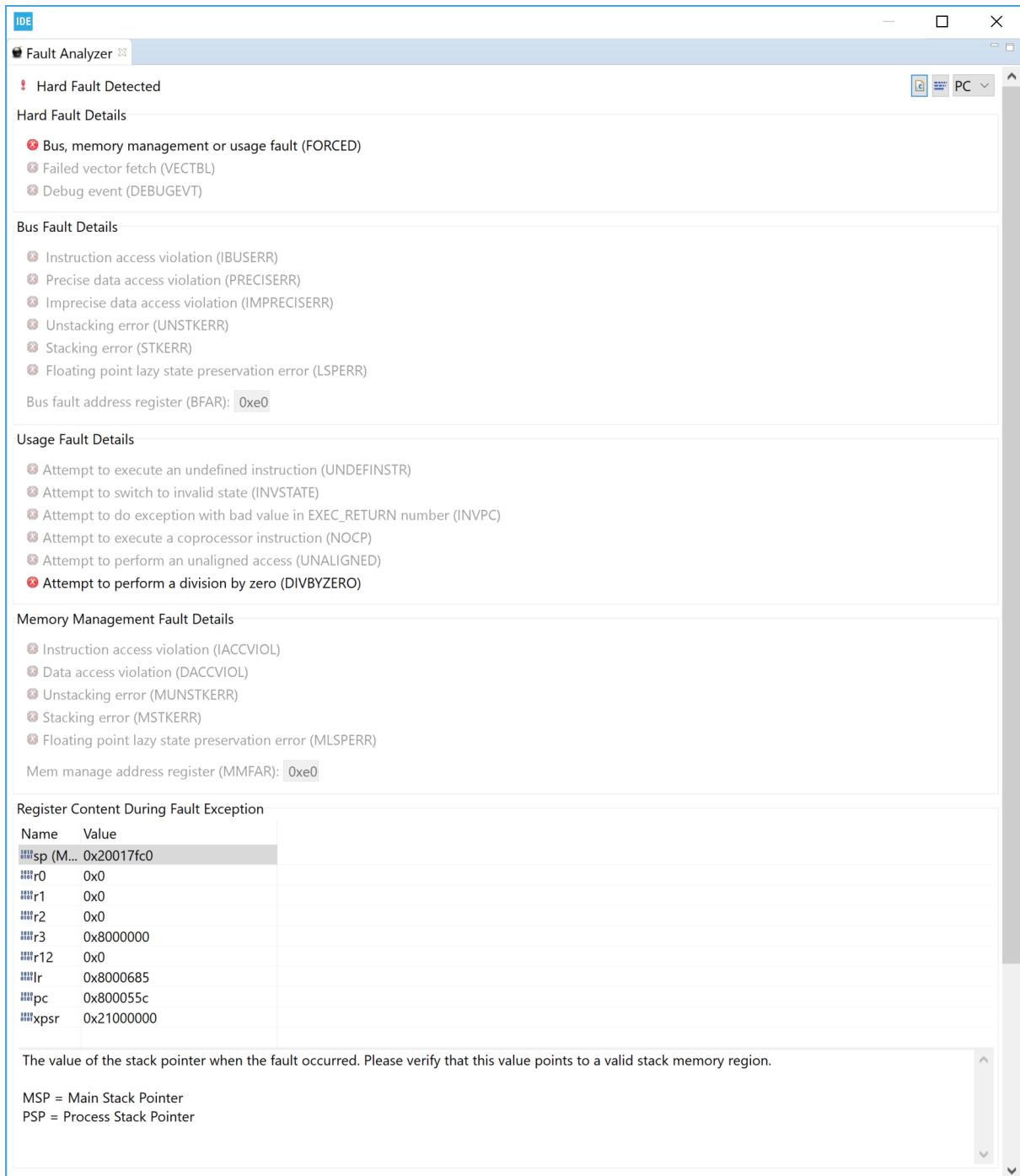
- Hard Fault Details
- Bus Fault Details
- Usage Fault Details
- Memory Management Fault Details
- Register Content During Fault Exception

When a fault has occurred, it is possible to [**Open editor on fault location**] and [**Open disassembly on fault location**] by pressing the buttons in the view.

Figure 158 shows an example of the *Fault Analyzer* view when an error is detected. In this example, the error is caused by a project making a divide by zero with the debugger stopped in the `HardFault_Handler()`.

Opening the *Fault Analyzer* view when this happens displays the reason of the error. In the example, it displays [**Usage Fault Detected**] and [**Attempt to perform a division by zero (DIVBYZERO)**]. The *Register Content During Fault Exception* presents register values when the problem occurred.

Figure 158. Fault Analyzer view



The *Fault Analyzer* view contains these toolbar buttons:

Figure 159. *Fault Analyzer* toolbar



- The first toolbar button (left) opens the *Editor* on the fault location return address by using the information in the PC and LR registers in the stack and the symbol information in the debugged *elf* file.
- The second toolbar button (middle) opens the *Disassembly* view on the fault location return address by using the information in PC and LR registers in the stack and the symbol information in the debugged *elf* file.
- The third toolbar button (right) selects if the PC or LR register is used when opening the *Editor* or *Disassembly* view on error location.

Figure 160 and Figure 161 show the *Editor* and *Disassembly* views opened using the toolbar buttons to find the fault location in the example.

Figure 160. *Fault analyzer open editor on fault*

```
main.c x startup_stm3... system_stm3... STM32F401RET...
142
143 int writeSpeed(int pos)
144 {
145
146     // update speed
147     speed= pos/tsec;
148     return speed;
149
150 }
```

Figure 161. *Fault Analyzer open disassembly on fault*

```
(X)= Variables  Breakpoints  Modules  Disassembly  Registers  SFRs  Live Expressions
Enter location here | < > < > < > < > < >

0800055c: sdiv    r2, r1, r2
08000560: ldr     r1, [pc, #28] ; (0x8000580 <writeSpeed+56>)
08000562: ldr     r1, [r3, r1]
08000564: str     r2, [r1, #0]
148      return speed;
```

Note:

The *Fault Analyzer* can be used on all STM32 projects. It requires no special code and no special build configuration. All data are collected for the Cortex®-M registers. The symbol information is read from the debugged *elf* file.

## 7 Build Analyzer

### 7.1 Introduction to the *Build Analyzer*

The STM32CubeIDE Build Analyzer feature interprets program information from the `elf` file in detail and presents the information in a view. If a `map` file, with similar name, is found in the same folder as the `elf` file the information from the `map` file is also used and even more information can be presented.

The *Build Analyzer* view is useful to optimize or simplify a program. The view contains two tabs, the *Memory Regions* and *Memory Details* tabs:

- The *Memory Regions* tab is populated with data if the `elf` file contains a corresponding `map` file. When the `map` file is available, this tab can be seen as a brief summary of the memory regions with information about the region name, start address and size. The size information also comprises the total size, free and used part of the region, and usage percentage.
- The *Memory Details* tab contains detailed program information based on the `elf` file. The different section names are presented with address and size information. Each section can be expanded and collapsed. When a section is expanded, functions/data in this section is listed. Each presented function/data contains address and size information.

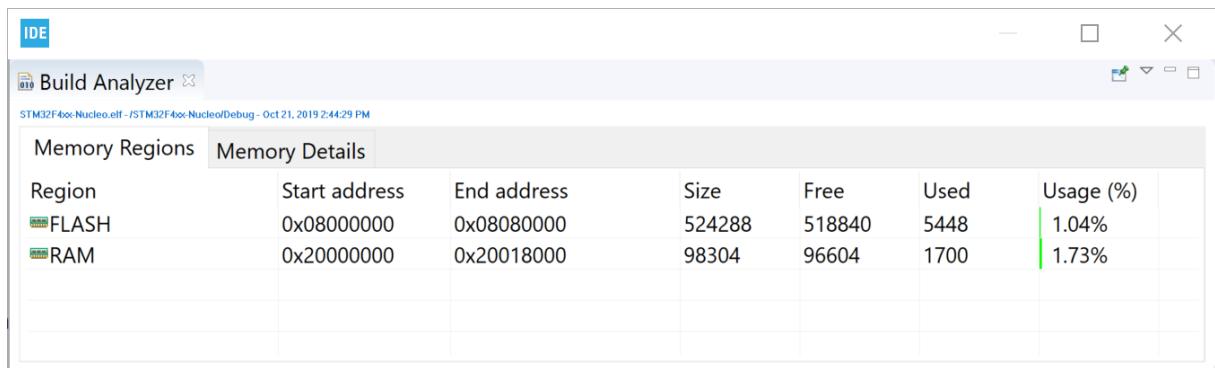
### 7.2 Using the *Build Analyzer*

The *Build Analyzer* view is by default open in the C/C++perspective. If the view is closed it can be opened from the menu. Select the menu command [Window]>[Show View]>[Build Analyzer] or use the [Quick Access] field, search for “Build Analyzer” and select it from the views.

When the *Build Analyzer* view is open, select an `elf` file in the *Project Explorer* view. The *Build Analyzer* view is then updated with the information from this file. When an `elf` file is selected and a `map` file, with similar name, is found in the same folder, additional information from the `map` file is also used by the view.

The *Build Analyzer* view is also updated if a project node in the *Project Explorer* view is selected. In this case the *Build Analyzer* uses the `elf` file that corresponds to the current active build configuration of the project.

Figure 162. Build analyzer



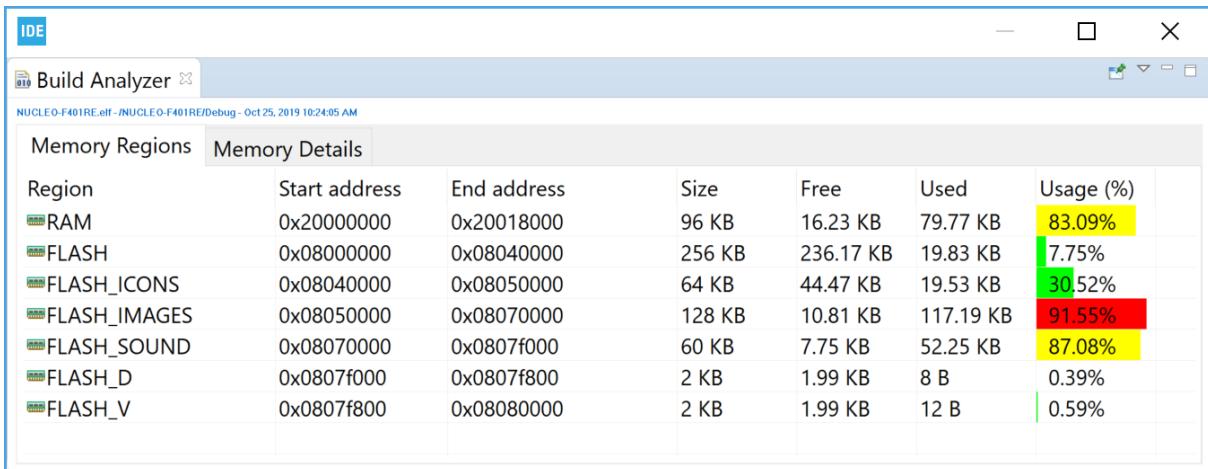
#### 7.2.1 Memory Regions tab

The *Memory Regions* tab in the *Build Analyzer* view displays information based on the corresponding `map` file. If no information is displayed, it means that there is no corresponding `map` file found. When a `map` file is found, the region names, start address, end address, total size of region, free size, used size and usage information are presented.

These regions are usually defined in the linker script file (`.ld`) used when building the program. Update the linker script file if a memory region location or size must be changed.

Note: The *Memory Regions* tab is empty if the `elf` file has no corresponding `map` file.

Figure 163. Memory Regions tab



The column information is described in the [Table 7](#).

Table 7. Memory Regions tab information

Name	Description
Region	Name of memory region (if a corresponding map file is found).
Start address	The start address of the region, defined in the linker script.
End address	End address of the region.
Size	The total size of memory region.
Free	The free size in the memory region.
Used	The used size in the memory region.
Usage %	The percentage of used size relative to the total memory region size. See <a href="#">Table 8</a> for the bar icon color information.

The *Usage (%)* column contains a bar icon corresponding to the percentage value. The bar has different colors depending on the percentage of used memory.

Table 8. Memory Regions usage color

Usage color	Description
Green	Less than 75% of memory used.
Yellow	75% to 90% of memory used.
Red	More than 90% of memory used.

## 7.2.2 Memory Details tab

The *Memory Details* tab of the *Build Analyzer* view contains information for the `elf` file. Each section in the *Memory Details* tab can be expanded so that individual functions and data can be seen. The tab presents columns with name, run address, load address, and size information.

**Figure 164. Memory Details tab**

Name	Run address (VMA)	Load address (LMA)	Size
RAM	0x20000000		96 KB
➤ .data	0x20000000	0x08004f49	12 B
➤ .bss	0x2000000c		78.25 KB
➤ .user_heap_stack	0x2001390c		1.5 KB
➤ FLASH	0x08000000		256 KB
➤ FLASH_ICONS	0x08040000		64 KB
➤ FLASH_IMAGES	0x08050000		128 KB
➤ .flash_images	0x08050000	0x08050000	117.19 KB
■ image3	0x08064c08	0x08064c08	34.18 KB
■ image2	0x080561a8	0x080561a8	58.59 KB
■ image1	0x08050000	0x08050000	24.41 KB
➤ FLASH_SOUND	0x08070000		60 KB
➤ .flash_sound	0x08070000	0x08070000	52.25 KB
➤ FLASH_D	0x0807f000		2 KB
➤ .flash_d	0x0807f000		8 B
➤ FLASH_V	0x0807f800		2 KB
➤ .flash_v	0x0807f800	0x0807f800	12 B

The column information is described in [Table 9](#).

**Table 9. Memory Details tab information**

Name	Description
Name	Name of memory region, section, function, and data. A green icon is used to mark functions while the blue icon is used for data variables.
Run Address (VMA)	The Virtual Memory Address contains the address used when the program is running.
Load Address (LMA)	The Load Memory Address is the address used for load, for instance for the initialization values of global variables.
Size	Used size (total size for <i>Memory Regions</i> ).

**Note:** The memory region name is only displayed if a corresponding *map* file is found.

#### 7.2.2.1 Size information

The size information in the *Memory Details* tab is calculated from the symbol size in the *elf* file. If a corresponding *map* file is investigated, it may contain a different size value. The size is usually correct for C files but the value presented for assembler files depends on how the size information is written in the assembler files. The constants used by the function must be defined within the section definition. At the end of the section, the size directive is used by the linker to calculate the size of the function.

### Example: Reset\_Handler in startup.s file

This example shows how to write the `Reset_Handler` in an assembler startup file to include the constants `_sidata`, `_sdata`, `_edata`, `_sbss`, and `_ebss` in the `Reset_Handler` size information in the `elf` file. If these constants are defined out of the `Reset_Handler` section definition, their sizes are not included in the calculated size of the `Reset_Handler`. To include them in the size of the `Reset_Handler`, these definitions must be placed inside the `Reset_Handler` section as presented in the code example below.

```
.section .text.Reset_Handler
.weak Reset_Handler
.type Reset_Handler, %function

Reset_Handler:
ldr sp, =_estack /* set stack pointer */

/* Copy the data segment initializers from flash to SRAM */
movs r1, #0
b LoopCopyDataInit

CopyDataInit:
ldr r3, _sidata

/* initialization code data, bss, ... */
...

/* Call the application's entry point */
bl main
bx lr

/* start address for the initialization values defined in linker script */
.word _sidata
.word _sdata
.word _edata
.word _sbss
.word _ebss

.size Reset_Handler, .-Reset_Handler
```

### 7.2.2.2

#### Sorting

The sort order of a *Memory Details* tab column can be changed by clicking on the column name.

Figure 165. *Memory Details* sorted by size

The screenshot shows the Memory Details tab of the Build Analyzer. The columns are Name, Run address (VMA), Load address (LMA), and Size. The rows represent various memory regions and their sub-components. The 'Size' column is sorted in descending order, with the largest region, FLASH, at the top having a size of 256 KB. The 'FLASH\_SOUND' region is highlighted with a blue background.

Name	Run address (VMA)	Load address (LMA)	Size
> FLASH	0x08000000		256 KB
FLASH_IMAGES	0x08050000		128 KB
.flash_images	0x08050000	0x08050000	117.19 KB
image2	0x080561a8	0x080561a8	58.59 KB
image3	0x08064c08	0x08064c08	34.18 KB
image1	0x08050000	0x08050000	24.41 KB
RAM	0x20000000		96 KB
.bss	0x2000000c		78.25 KB
.user_heap_stack	0x2001390c		1.5 KB
.data	0x20000000	0x08004f49	12 B
FLASH_ICONS	0x08040000		64 KB
FLASH_SOUND	0x08070000		60 KB
FLASH_D	0x0807f000		2 KB
.flash_d	0x0807f000		8 B
FLASH_V	0x0807f800		2 KB
.flash_v	0x0807f800	0x0807f800	12 B

### 7.2.2.3

#### Search and filter

The information in the *Memory Details* tab can be filtered by entering a string in the search field.

Figure 166 shows a search example for names including the string "sound".

Figure 166. *Memory Details* search and filter

The screenshot shows the Memory Details tab of the Build Analyzer with a search term 'sound' entered in the search field. The results show several memory regions and their sub-components that contain the string 'sound'. The 'FLASH\_SOUND' region is highlighted with a blue background.

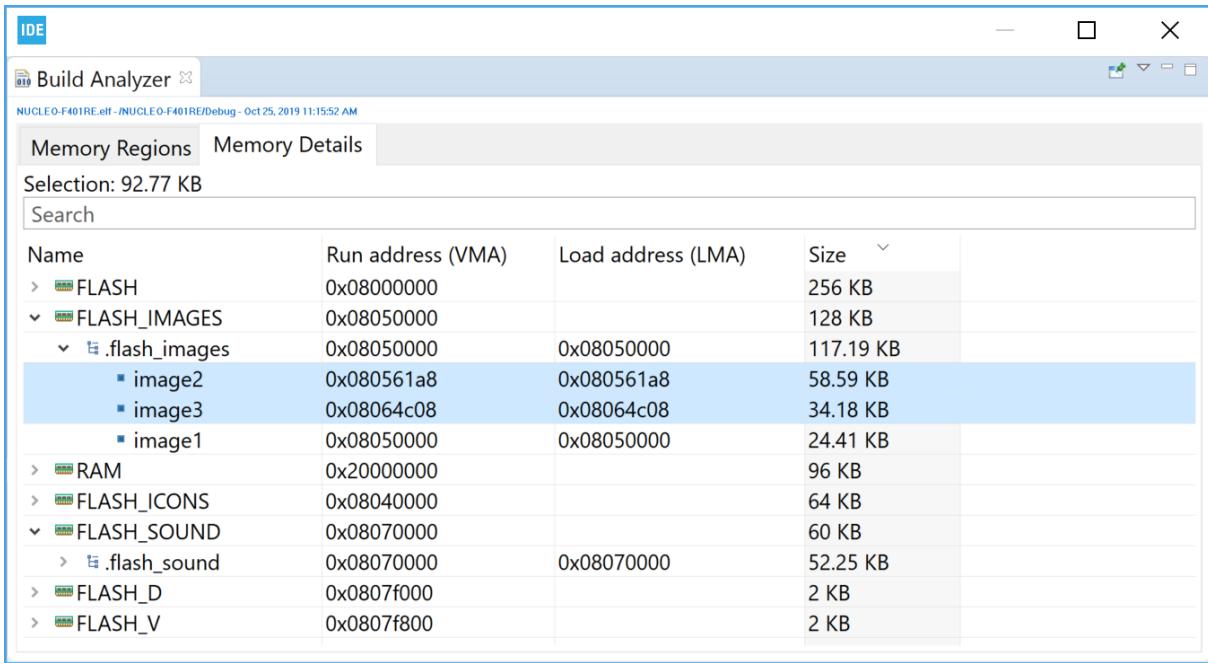
Name	Run address (VMA)	Load address (LMA)	Size
> FLASH_SOUND	0x08070000		60 KB
.flash_sound	0x08070000	0x08070000	52.25 KB
sound1	0x08070000	0x08070000	19.53 KB
sound2	0x08074e20	0x08074e20	19.53 KB
sound4	0x0807afc8	0x0807afc8	8.3 KB
sound3	0x08079c40	0x08079c40	4.88 KB

#### 7.2.2.4

#### Calculate the sum of sizes

The sum of the sizes of several lines in the *Memory Details* tab can be calculated by selecting these lines in the view. The sum of the selection is presented above the *Name* column in the view.

Figure 167. Sum of sizes



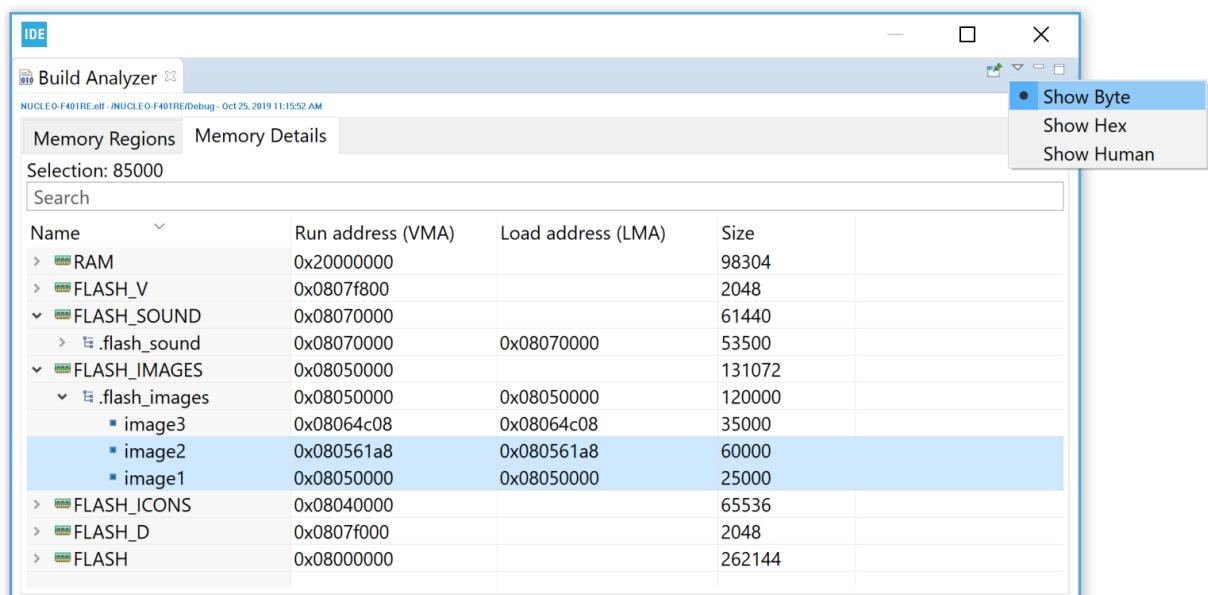
Name	Run address (VMA)	Load address (LMA)	Size
> FLASH	0x08000000		256 KB
FLASH_IMAGES	0x08050000		128 KB
.flash_images	0x08050000	0x08050000	117.19 KB
image2	0x080561a8	0x080561a8	58.59 KB
image3	0x08064c08	0x08064c08	34.18 KB
image1	0x08050000	0x08050000	24.41 KB
> RAM	0x20000000		96 KB
FLASH_ICONS	0x08040000		64 KB
FLASH_SOUND	0x08070000		60 KB
.flash_sound	0x08070000	0x08070000	52.25 KB
FLASH_D	0x0807f000		2 KB
FLASH_V	0x0807f800		2 KB

#### 7.2.2.5

#### Display the size information in byte format

The *Build Analyzer* view can display size information in different format according to the [**Show Byte**], [**Show Hex**] or [**Show Human**] selection. The icon in the *Build Analyzer* toolbar is used to switch between these formats. Prefer [**Show Byte**] or [**Show Hex**] when copying and pasting of data into an Excel® document for later calculations.

Figure 168. Show byte count



Name	Run address (VMA)	Load address (LMA)	Size
> RAM	0x20000000		98304
FLASH_V	0x0807f800		2048
FLASH_SOUND	0x08070000		61440
.flash_sound	0x08070000	0x08070000	53500
FLASH_IMAGES	0x08050000		131072
.flash_images	0x08050000	0x08050000	120000
image3	0x08064c08	0x08064c08	35000
image2	0x080561a8	0x080561a8	60000
image1	0x08050000	0x08050000	25000
FLASH_ICONS	0x08040000		65536
FLASH_D	0x0807f000		2048
FLASH	0x08000000		262144

Figure 169. Show hex count

Name	Run address (VMA)	Load address (LMA)	Size
> RAM	0x20000000		0x18000
> FLASH_V	0x0807f800		0x800
FLASH_SOUND	0x08070000		0xf000
.flash_sound	0x08070000	0x08070000	0xd0fc
FLASH_IMAGES	0x08050000		0x20000
.flash_images	0x08050000	0x08050000	0x1d4c0
image3	0x08064c08	0x08064c08	0x88b8
image2	0x080561a8	0x080561a8	0xea60
image1	0x08050000	0x08050000	0x61a8
FLASH_ICONS	0x08040000		0x10000
FLASH_D	0x0807f000		0x800
FLASH	0x08000000		0x40000

#### 7.2.2.6 Copy and paste

The data in the *Memory Details* tab can be copied to other applications in CSV format by selecting the rows to copy and typing **Ctrl+C**. The copied data can be pasted into another application with the **Ctrl+V** command.

Figure 170. Copy and paste

Name	Run address (VMA)	Load address (LMA)	Size
> RAM	0x20000000		98304
> FLASH_V	0x0807f800		2048
FLASH_SOUND	0x08070000		61440
.flash_sound	0x08070000	0x08070000	53500
sound4	0x0807afc8	0x0807afc8	8500
sound3	0x08079c40	0x08079c40	5000
sound2	0x08074e20	0x08074e20	20000
sound1	0x08070000	0x08070000	20000
FLASH_IMAGES	0x08050000		131072
.flash_images	0x08050000	0x08050000	120000
image3	0x08064c08	0x08064c08	35000
image2	0x080561a8	0x080561a8	60000
image1	0x08050000	0x08050000	25000
FLASH_ICONS	0x08040000		65536
.flash_icons	0x08040000	0x08040000	20000
icons	0x08040000	0x08040000	20000
FLASH_D	0x0807f000		2048
FLASH	0x08000000		262144

The **Ctrl+C** copy of the lines selected in Figure 170 provides the **Ctrl+V** results below:

```
"sound4";"0x0807afc8";"0x0807afc8";"8500"  
"sound3";"0x08079c40";"0x08079c40";"5000"  
"sound2";"0x08074e20";"0x08074e20";"20000"  
"sound1";"0x08070000";"0x08070000";"20000"  
"image3";"0x08064c08";"0x08064c08";"35000"  
"image2";"0x080561a8";"0x080561a8";"60000"  
"image1";"0x08050000";"0x08050000";"25000"  
"icons";"0x08040000";"0x08040000";"20000"
```

## 8 Static Stack Analyzer

### 8.1 Introduction to the Static Stack Analyzer

The STM32CubeIDE Static Stack Analyzer calculates the stack usage based on the built program. It analyzes the `.su` files, generated by gcc, and the `elf` file in detail, and presents the resulting information in the view.

The view contains two tabs, the *List* and *Call Graph* tabs.

The *List* tab is populated with the stack usage for each function included in the program. The tab lists one line per function, each line consisting of the *Function*, *Local cost*, *Type*, *Location* and *Info* columns.

Figure 171. Static Stack Analyzer List tab

The screenshot shows the STM32CubeIDE interface with the "Static Stack Analyzer" view open. The "List" tab is selected. A checkbox labeled "Hide dead code" is checked. The table below lists the stack usage for various functions:

Function	Local cost	Type	Location	Info
main	88	STATIC	main.c:79	
TIM_TI1_SetConfig	16	STATIC	stm32f4xx_hal_tim.c:4540	
TIM_SlaveTimer_SetConfig	12	STATIC	stm32f4xx_hal_tim.c:4983	
TIM_CCxChannelCmd	8	STATIC	stm32f4xx_hal_tim.c:4739	
TIM_Base_SetConfig	0	STATIC	stm32f4xx_hal_tim.c:4481	
SystemInit	0	STATIC	system_stm32f4xx.c:148	
HAL_TIM_TriggerCallback	0	STATIC	stm32f4xx_hal_tim.c:4364	
HAL_TIM_SlaveConfigSync...	16	STATIC	stm32f4xx_hal_tim.c:4143	
HAL_TIM_ReadCapturedVal...	0	STATIC	stm32f4xx_hal_tim.c:4217	
HAL_TIM_PeriodElapsedCal...	0	STATIC	stm32f4xx_hal_tim.c:4304	
HAL_TIM_PWM_PulseFinish...	0	STATIC	stm32f4xx_hal_tim.c:4349	
HAL_TIM_OC_DelayElapsed...	0	STATIC	stm32f4xx_hal_tim.c:4319	
HAL_TIM_IRQHandler	8	STATIC	stm32f4xx_hal_tim.c:2809	
HAL_TIM_IC_Start_IT	8	STATIC	stm32f4xx_hal_tim.c:1672	

The *Call Graph* tab contains an expandable list with functions included in the program. Lines representing functions calling other functions can be expanded to see the call hierarchy.

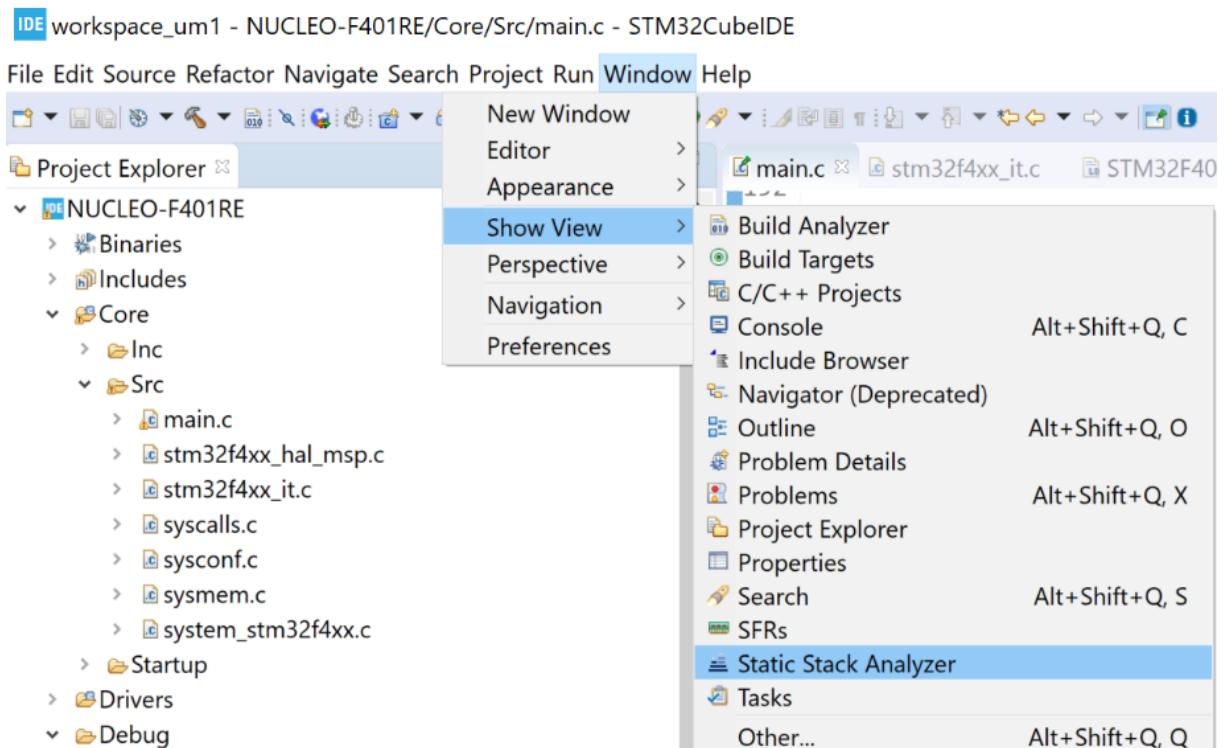
Figure 172. Static Stack Analyzer Call Graph tab

Function	Depth	Max cost	Local cost	Type	Location	Info
UsageFault_Handler	?	?	0	STATIC	stm32f4xx_it.c:116	Max cost uncertain. Recursive
ADC_IRQHandler	?	?	0	STATIC	stm32f4xx_it.c:103	Max cost uncertain. Recursive. No stack usage information available for this ...
BusFault_Handler	?	?	0	STATIC	stm32f4xx_it.c:77	Max cost uncertain. Recursive
HardFault_Handler	?	?	0	STATIC	stm32f4xx_it.c:90	Max cost uncertain. Recursive
MemManage_Handler	?	?	0	STATIC	stm32f4xx_it.c:147	Max cost uncertain. Recursive
Reset_Handler	7	184	0			Max cost uncertain. No stack usage information available for this function
TIM4_IRQHandler	3	8	0	STATIC	stm32f4xx_it.c:173	Max cost uncertain
NMI_Handler	0	0	0	STATIC	stm32f4xx_it.c:68	
PendSV_Handler	0	0	0	STATIC	stm32f4xx_it.c:147	
frame_dummy	0	0	0			Max cost uncertain. No stack usage information available for this function
SysTick_Handler	1	0	0	STATIC	stm32f4xx_it.c:156	
SVC_Handler	0	0	0	STATIC	stm32f4xx_it.c:129	
DebugMon_Handler	0	0	0	STATIC	stm32f4xx_it.c:138	
_do_global_dtors_aux	0	0	0			Max cost uncertain. No stack usage information available for this function
_fini	0	0	0			Max cost uncertain. No stack usage information available for this function

## 8.2 Using the Static Stack Analyzer

The *Static Stack Analyzer* view is by default open in the C/C++ perspective. If the view is closed, it can be opened from the menu. Select the menu command [Window]>[Show View]>[Static Stack Analyzer]. Another way to open the *Static Stack Analyzer* view is to type “Static Stack Analyzer” in the [Quick Access search bar] and select it from the views.

Figure 173. Open the Static Stack Analyzer view



The *Static Stack Analyzer* view is populated when a built project is selected in the *Project Explorer*. The project must be built with option [**Generate per function stack usage information**] enabled, otherwise the view cannot present any stack information.

How to setup the compiler to generate stack usage information is explained in the next section.

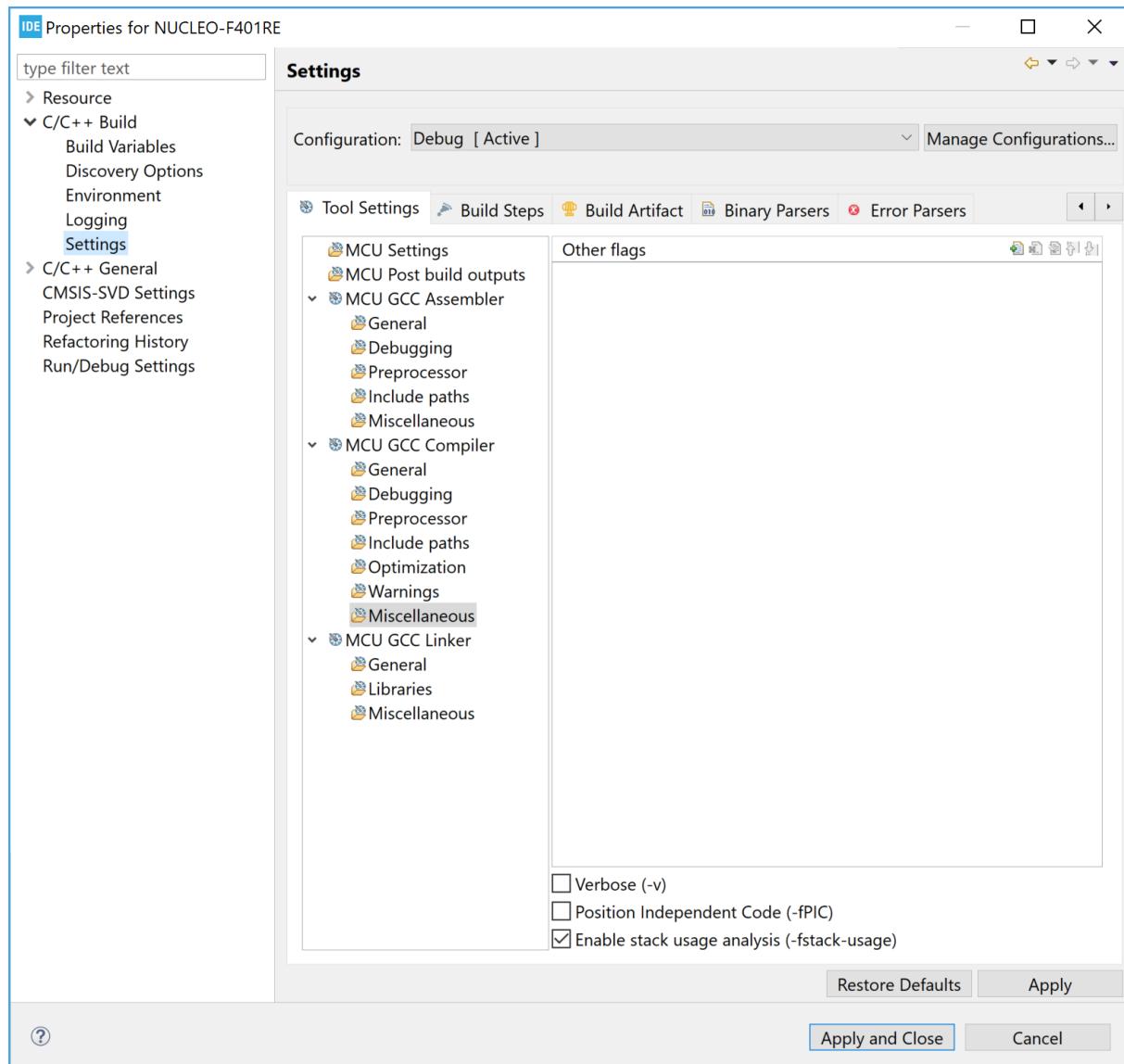
## 8.2.1

### Enable stack usage information

If the top of the view displays the message `No stack usage information found, please enable` in the compiler settings, the build configuration must be updated for the compiler to generate stack information:

1. Open the project properties, for instance with a right-click on the project in the *Project Explorer* view
2. Select *Properties* and, in the dialog, select [**C/C++ Build**]>[**Settings**]
3. Select the *Tool Settings* tab
4. Select [**MCU GCC Compiler**]>[**Miscellaneous**]
5. Select [**Enable stack usage information (-fstack-usage)**] as shown in Figure 174
6. Save the setting and rebuild the program

**Figure 174. Enable generate per function stack usage information**



### 8.2.2 List tab

The *List* tab contains a list of all functions included in the selected program with options to [**Hide dead code**] functions and [**Filter**] visible functions.

Use the [**Hide dead code**] selection to enable or disable the listing of dead code functions.

If used, the [**Filter**] field restricts the display to functions matching the characters it contains.

Figure 175. Static Stack Analyzer List tab

Function	Local cost	Type	Location	Info
SystemClock_Config	88	STATIC	main.c:410	
HAL_RCC_MCOConfig	56	STATIC	stm32f4xx_hal_rcc.c:749	
MX_GPIO_Init	48	STATIC	main.c:487	
HAL_UART_MspInit	48	STATIC	stm32f4xx_hal_msp.c:88	
HAL_DMA_PollForTransfer	48	STATIC	stm32f4xx_hal_dma.c:612	
main	40	STATIC	main.c:183	
NVIC_EncodePriority	40	STATIC	core_cm4.h:1863	
NVIC_DecodePriority	40	STATIC	core_cm4.h:1890	
HAL_FLASH_Program	40	STATIC	stm32f4xx_hal_flash.c:156	
HAL_GPIO_Init	40	STATIC	stm32f4xx_hal_gpio.c:171	
HAL_RCC_GetSysClockFreq	40	STATIC	stm32f4xx_hal_rcc.c:859	
HAL_UART_Transmit	40	STATIC	stm32f4xx_hal_uart.c:1019	
HAL_UART_Receive	40	STATIC	stm32f4xx_hal_uart.c:1101	
HAL_UART_IRQHandler	40	STATIC	stm32f4xx_hal_uart.c:1998	
wrto	22	STATIC	main.c:106	

The column information in the *List* tab is described in [Table 10](#).

Table 10. Static Stack Analyzer List tab details

Name	Description
Function	Function name.
Local cost	The number displays how many bytes of stack the function uses.
Type	Tells if the function uses a STATIC or DYNAMIC stack allocation. When DYNAMIC allocation is used the actual stack size is run-time dependent and the the <i>Local cost</i> value is uncertain due to the dynamic size of stack.
Location	Indicates where the function is declared. It is possible to double-click on a line and open the file with the defined function in the editor.
Info	Additional information about the calculation.

The *List* tab sort order can be changed by clicking on a column name.

Note: By double-clicking on a line that displays the file location and line number in the *List* tab, the function is opened in the *Editor* view.

## 8.2.3

**Call Graph tab**

The *Call Graph* tab contains detailed program information in a tree view. Each function included in the program but not called by any other function is presented at the top level. It is possible to expand the tree to see called functions. Only functions available in the `.elf` file can be visible in the tab.

When used, the [Search...] button triggers the display of the functions matching the characters in the search field. The search can be made case sensitive or not depending on the selection in checkbox [Case sensitive].

**Figure 176. Static Stack Analyzer Call Graph tab**

Function	Depth	Max cost	Local cost	Type	Location	Info
ADC_IRQHandler	?	?	0			Max cost uncertain. Recursive. No stack usage information available for this...
> Reset_Handler	16	248	0			Max cost uncertain. No stack usage information available for this function
> __swrite	3	48	0			Max cost uncertain. No stack usage information available for this function
> __sread	2	32	0			Max cost uncertain. No stack usage information available for this function
> __sseek	2	24	0			Max cost uncertain. No stack usage information available for this function
> __sclose	2	16	0			Max cost uncertain. No stack usage information available for this function
> SysTick_Handler	1	12	8	STATIC	stm32f4xx_it.c:182	
● NMI_Handler	0	4	4	STATIC	stm32f4xx_it.c:70	
● DebugMon_Handler	0	4	4	STATIC	stm32f4xx_it.c:156	
● MemManage_Handler	0	4	4	STATIC	stm32f4xx_it.c:98	
● UsageFault_Handler	0	4	4	STATIC	stm32f4xx_it.c:128	
● PendSV_Handler	0	4	4	STATIC	stm32f4xx_it.c:169	
● BusFault_Handler	0	4	4	STATIC	stm32f4xx_it.c:113	
● HardFault_Handler	0	4	4	STATIC	stm32f4xx_it.c:83	
● SVC_Handler	0	4	4	STATIC	stm32f4xx_it.c:143	
frame_dummy	0	0	0			Max cost uncertain. No stack usage information available for this function

The column information in the *Call Graph* tab is described in [Table 11](#).

**Table 11. Static Stack Analyzer Call Graph tab details**

Name	Description
Function	Function name.
Depth	Specifies the call stack depth this function uses: <ul style="list-style-type: none"> <li>0: the function does not call any other functions</li> <li>Number <math>\geq 1</math>: the function calls other functions</li> <li>? : the function makes recursive calls or the depth cannot be calculated</li> </ul>
Max cost	Specifies how many bytes of stack the function uses including stack needed for called functions.
Local cost	Specifies how many bytes of stack the function uses. This column does not take into account any stack that may be needed by the functions it may call.
Type	Specifies if the function uses a STATIC or DYNAMIC stack allocation. <ul style="list-style-type: none"> <li>STATIC: the function uses a fixed stack</li> <li>DYNAMIC: the function uses a run-time dependent stack</li> <li>Empty field: no stack usage information available for the function</li> </ul>
Location	Indicates where the function is declared. It is possible to double-click on a line and open the file with the defined function in the editor.
Info	Contains specific information about the stack usage calculation. For instance, it can hold a combination of the following messages: <ul style="list-style-type: none"> <li>Max cost uncertain: the reason can be that the function makes a call to some sub-function where the stack information is not known, the function makes recursive calls, or others</li> <li>Recursive: the function makes recursive calls</li> <li>No stack usage information available for this function: no stack usage information available for this function</li> <li>Local cost uncertain due to dynamic size, verify at run-time: the function allocates stack dynamically, for instance depending on a parameter</li> </ul>

The *Call Graph* tab sort order can be changed by clicking on a column name.

By double-clicking on a line that displays the file location and line number in the tab, the function is opened in the *Editor* view.

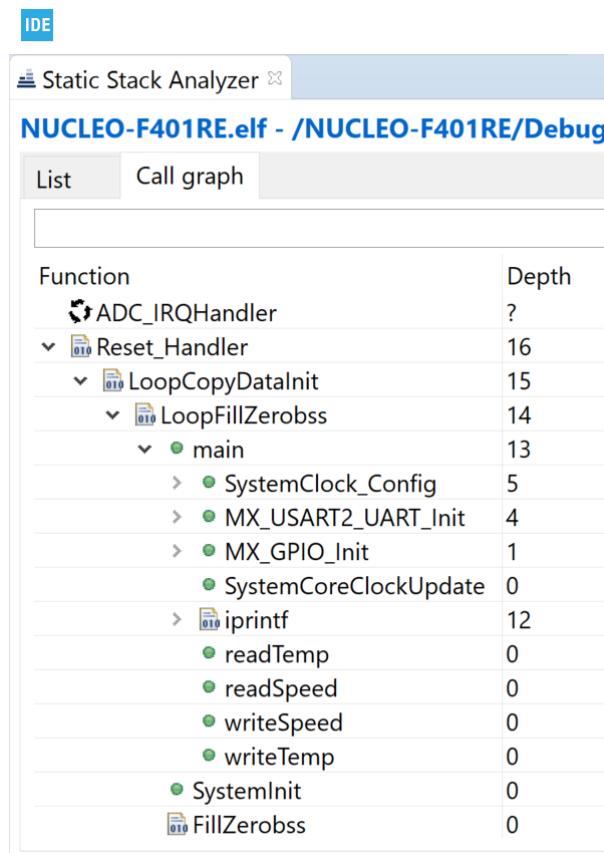
**Note:** The *main* function is usually called by the *Reset\_Handler* and can in those cases be seen when expanding the *Reset\_Handler* node.

If unused functions are listed in the tab, check if linker option [**dead code removal**] is enabled to remove unused code from the program. Read more on this in [Section 2.5.2 Discard unused sections](#).

The small icon left of the function name in column *Function* column indicates the following:

- Green dot: the function uses STATIC stack allocation (fixed stack).
- Blue square: the function uses DYNAMIC stack allocation (run-time dependent).
- 010 icon: used if the stack information is not known. This can be the case for library functions or assembler functions.
- Three arrows in a circle: used in the *Call Graph* tab when the function makes recursive calls.

**Figure 177. Function symbols in Static Stack Analyzer**



#### 8.2.4 Using the filter and search field

The *List* and *Call Graph* tabs contain a filter/search field, which can be used to search a specific function or functions matching the characters entered in the field.

Figure 178 displays the *List* tab where the **[Filter]** field is used to seek functions containing the “read” string in their name.

Figure 178. Static Stack Analyzer *List* tab using search

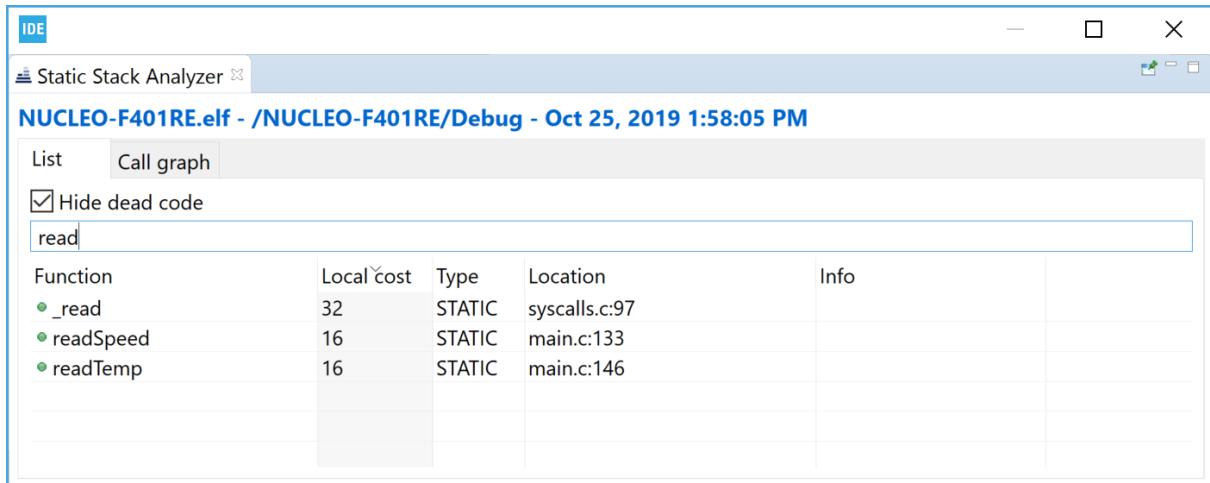
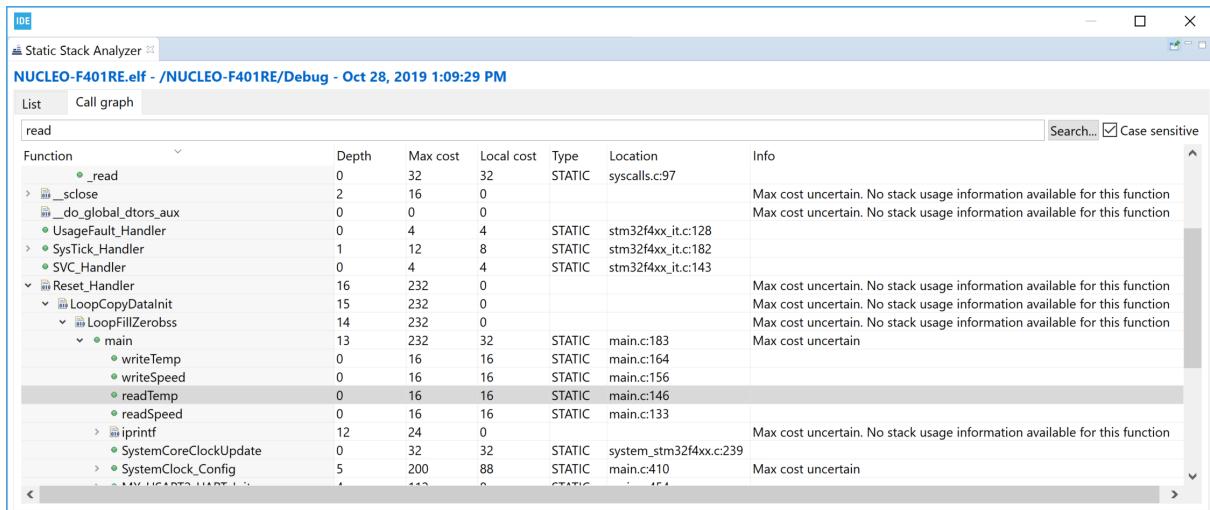


Figure 179 shows a use example of the **[Search...]** field in the *Call Graph* tab for filtering functions with name matching the “read” string.

Figure 179. Static Stack Analyzer *Call Graph* using search



### 8.2.5 Copy and paste

The data in the *List* tab can be copied to other applications in CSV format by selecting the rows to copy and typing **Ctrl+C**. The copied data can be pasted into another application with the **Ctrl+V** command.

Figure 180. Copy and paste

Function	Local cost	Type	Location	Info
SystemClock_Config	88	STATIC	main.c:410	
MX_GPIO_Init	48	STATIC	main.c:487	
HAL_UART_MspInit	48	STATIC	stm32f4xx_hal_msp.c:88	
main	40	STATIC	main.c:183	
NVIC_EncodePriority	40	STATIC	core_cm4.h:1863	
HAL_GPIO_Init	40	STATIC	stm32f4xx_hal_gpio.c:171	
HAL_RCC_GetSysClockFreq	40	STATIC	stm32f4xx_hal_rcc.c:859	
_write	32	STATIC	main.c:106	
_read	32	STATIC	syscalls.c:97	
_write	32	STATIC	syscalls.c:109	
SystemCoreClockUpdate	32	STATIC	system_stm32f4xx.c:239	

The **Ctrl+C** copy of the lines selected in Figure 180 provides the **Ctrl+V** results below:

```
"SystemClock_Config";"88";"STATIC";"main.c:410"""  
"main";"40";"STATIC";"main.c:183"""  
"HAL_GPIO_Init";"40";"STATIC";"stm32f4xx_hal_gpio.c:171""
```

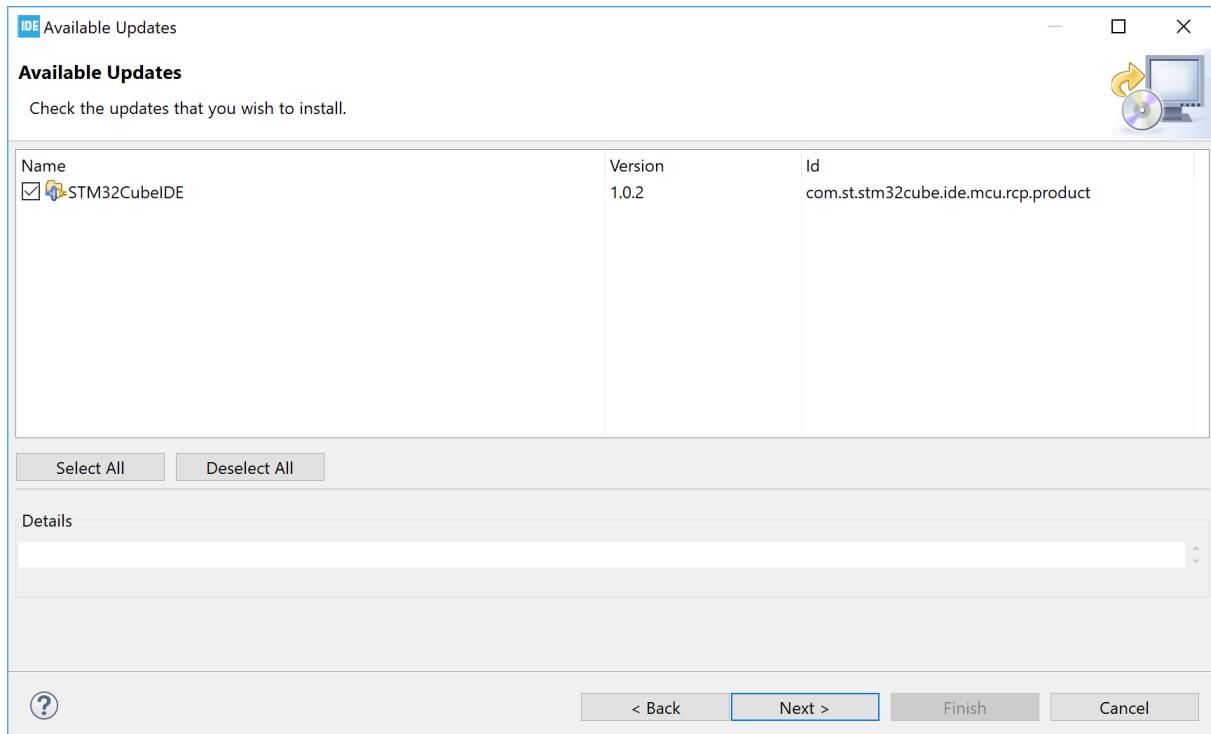
## 9 Installing updates and additional Eclipse® plugins

### 9.1 Check for updates

STM32CubeIDE checks for available updates regularly and opens the *Available Updates* dialog when a new update is detected. It is also possible to check for updates manually. Use menu [Help]>[Check for Updates] to check if new software is available.

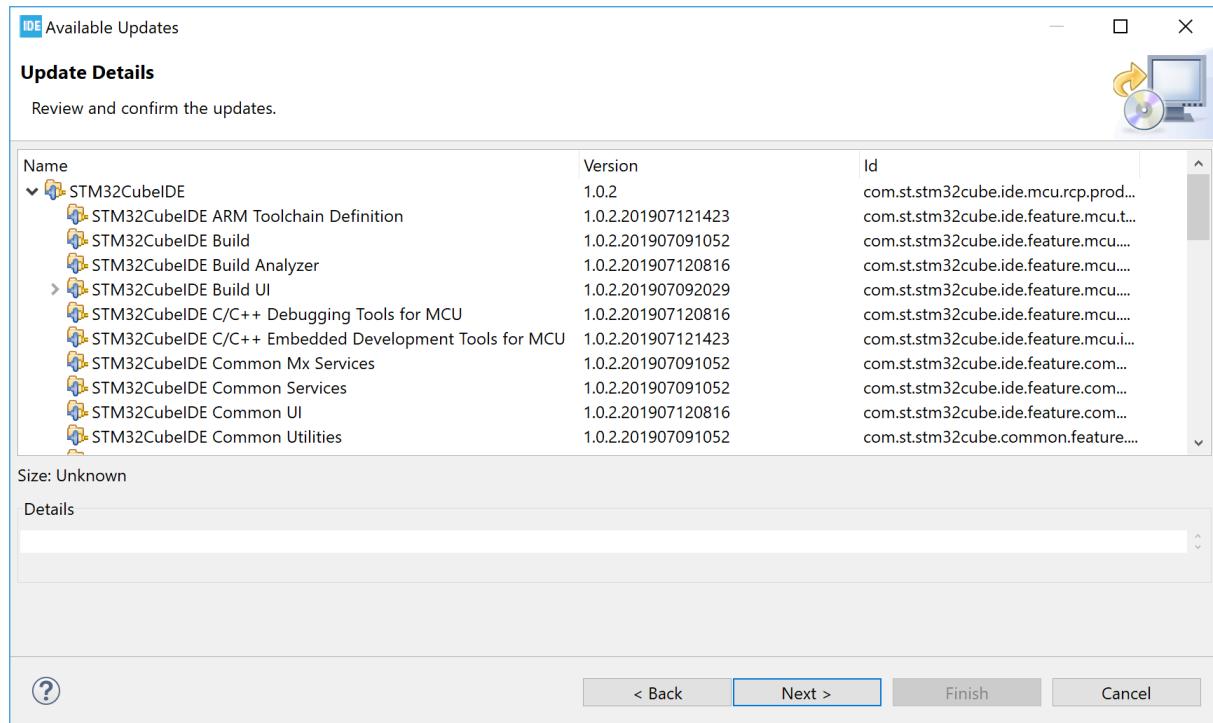
When updates are found, select the update to install and press [Next].

Figure 181. STM32CubeIDE available updates



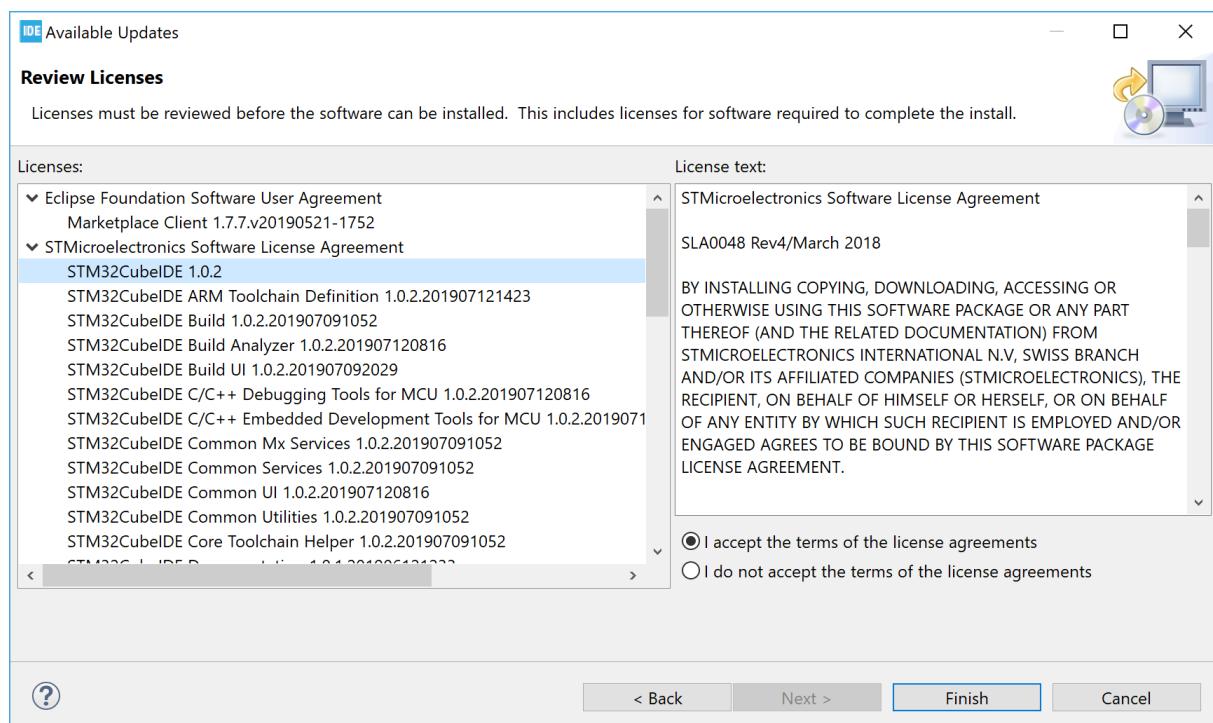
Update details is displayed. Review and confirm the update. Press **Next**.

Figure 182. STM32CubeIDE update details



Review Licenses details are displayed. Review the licenses, select [**I accept the terms of the license agreements**] and press [**Finish**] to install the update.

Figure 183. STM32CubeIDE update review licenses



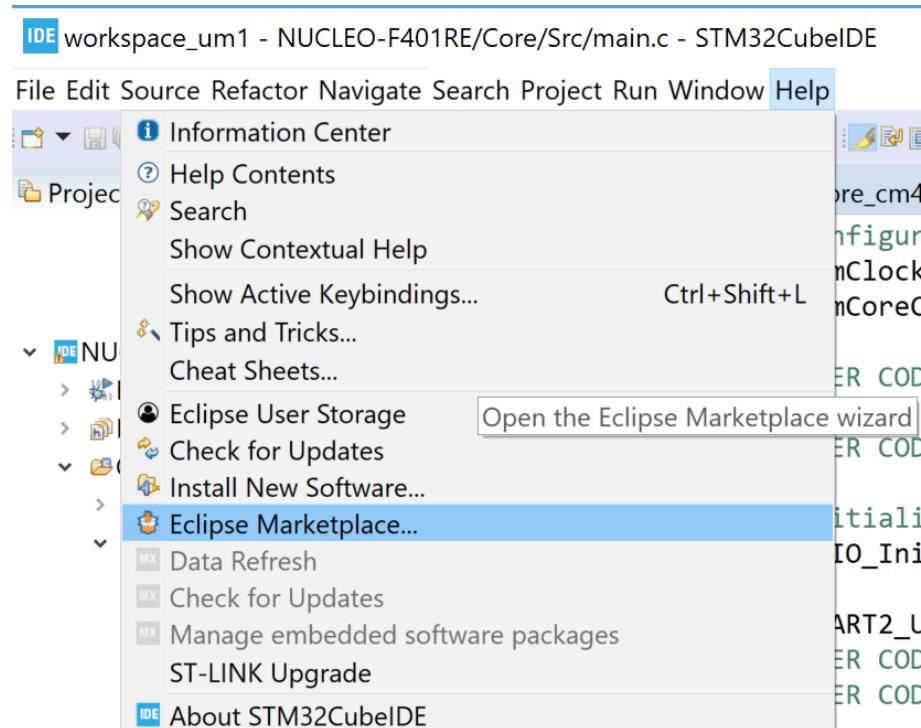
The progress bar displayed at the bottom of the STM32CubeIDE window shows the installation completion rate. Restart STM32CubeIDE when the update is finished.

## 9.2

## Install from the Eclipse® market place

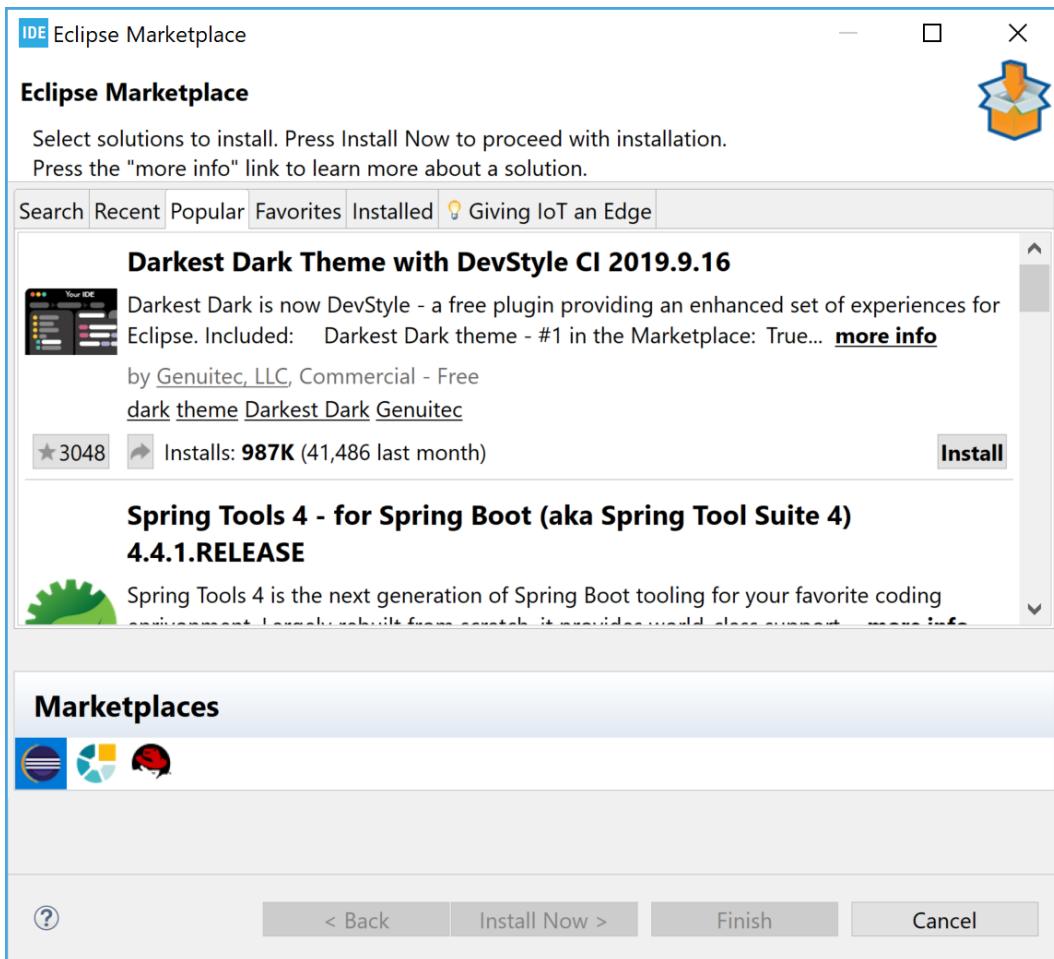
It is possible to install additional third-party Eclipse® plugins in STM32CubeIDE using the Eclipse Marketplace. To install from Eclipse Marketplace, select menu [Help]>[Eclipse Marketplace...].

Figure 184. Eclipse Marketplace menu



The *Eclipse Marketplace* dialog opens. Search for the plugin or use the tabs (*Recent*, *Popular*, *Favorites*) to find the software wanted and install it.

Figure 185. Eclipse marketplace

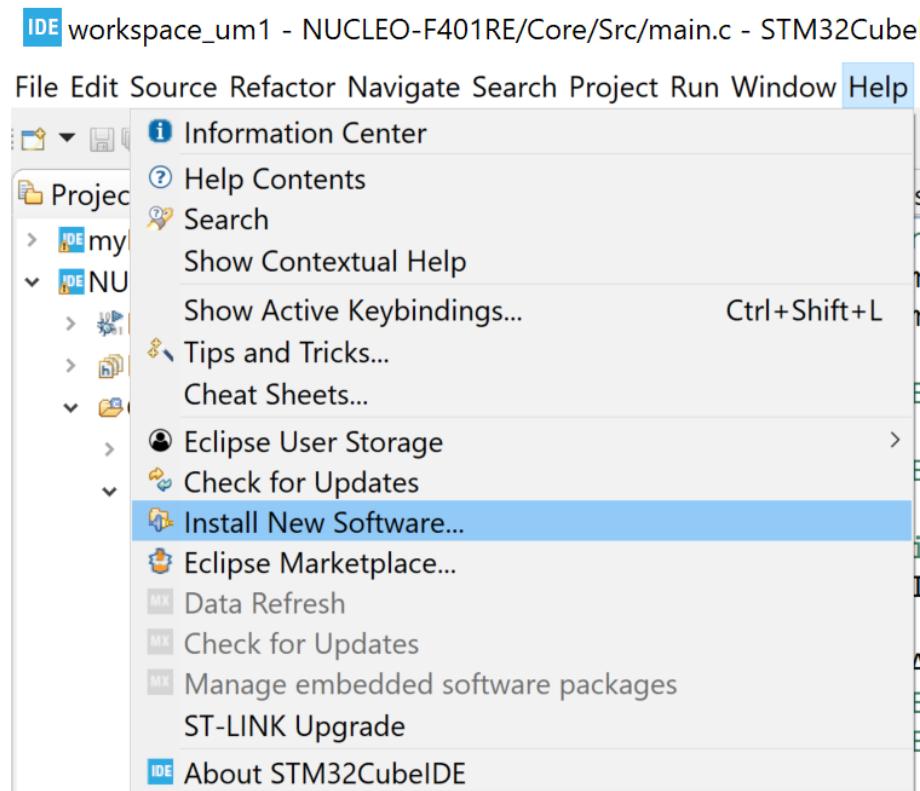


Wait until the installation is finished and restart STM32CubeIDE.

### 9.3 Install using [Install new software...]

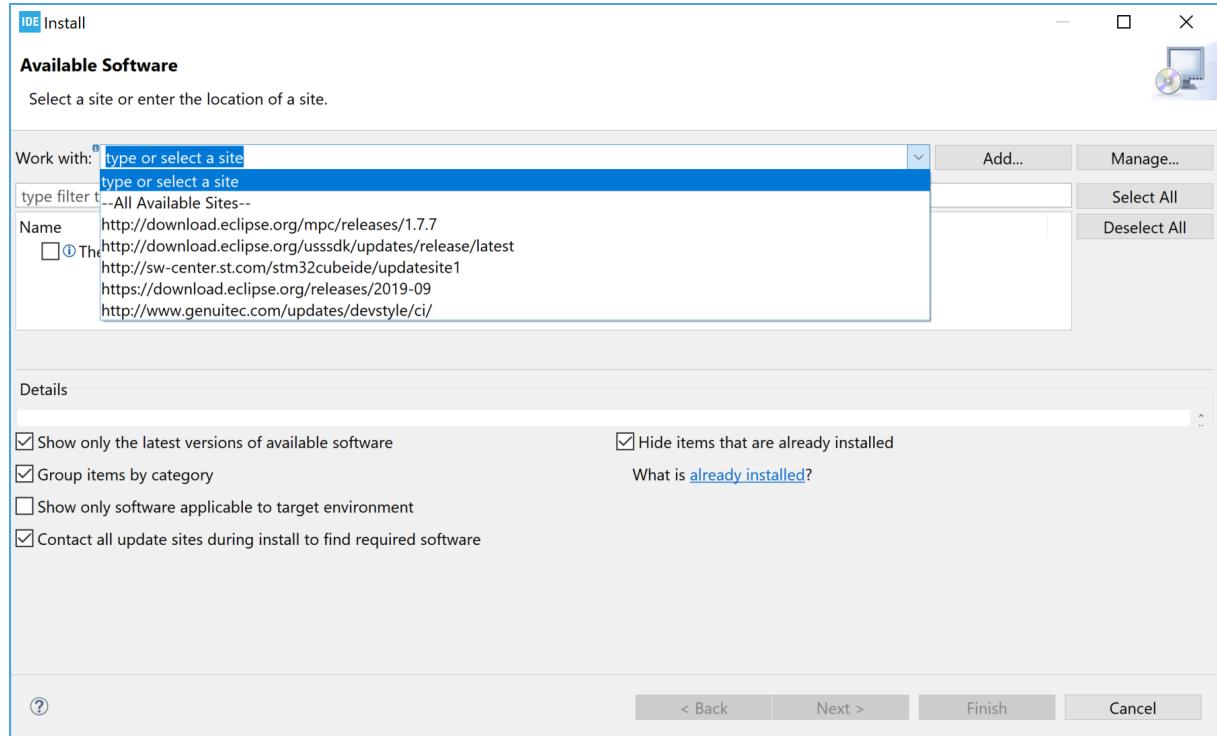
Another way to install new software is to use menu [Help]>[Install New Software...].

Figure 186. Install new software menu



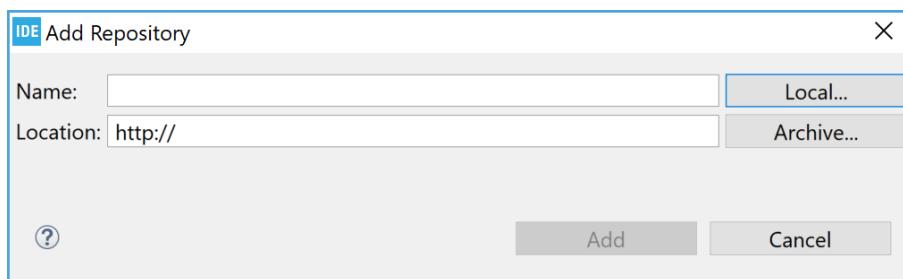
The *Install* dialog opens. Enter the plugin update site URL. If the URL is not known, use **--All Available Sites--**.

Figure 187. Install new software



If no direct Internet connection is available, the plugin can be downloaded into an archive on a computer with an Internet connection, and then manually transferred to the computer with an STM32CubeIDE installation. Add the archived file by clicking on the **[Add...]** button and then select **[Archive and select the downloaded file]**.

Figure 188. Install new software from computer



Select the appropriate plugins and install the software. Restart STM32CubeIDE when installation is finished.

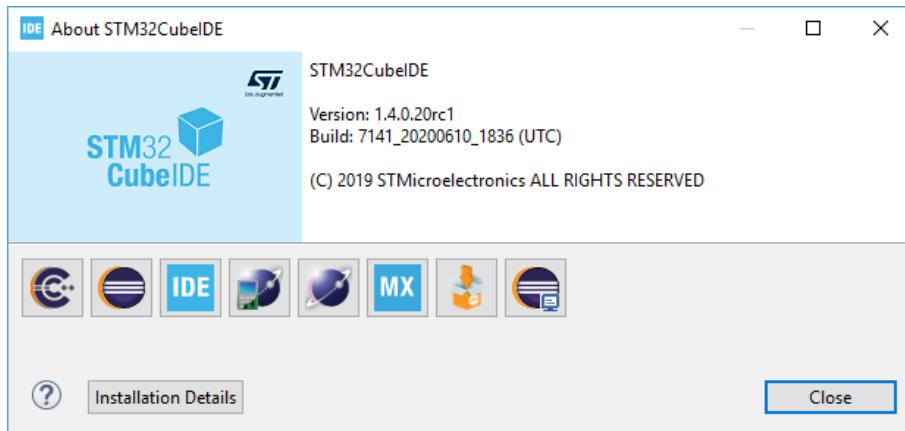
*Remember:* Not all Eclipse® plugins are compatible with STM32CubeIDE.

## 9.4

## Uninstalling installed additional Eclipse® plugins

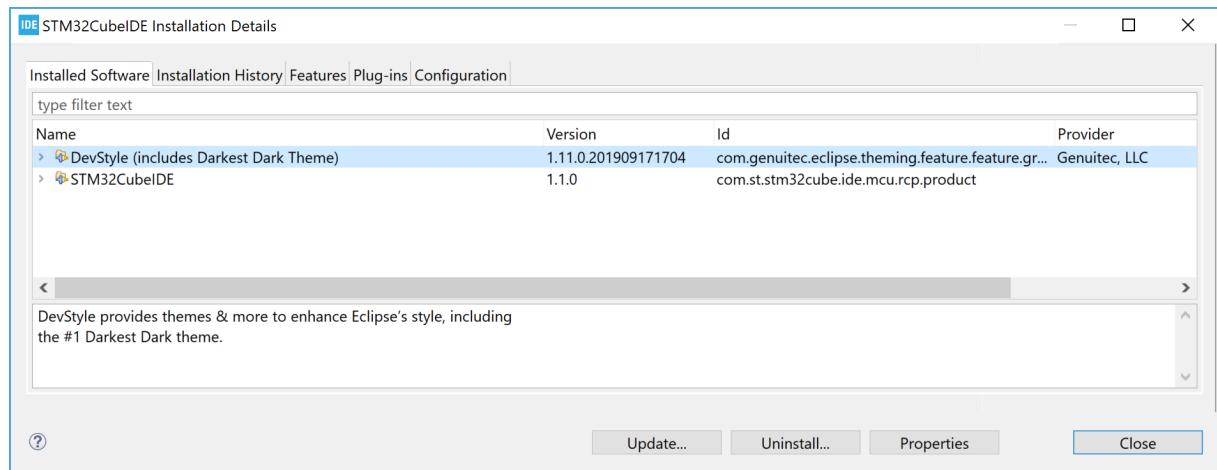
To uninstall a plugin that is no longer needed, select menu [Help]>[About STM32CubeIDE].

Figure 189. About STM32CubeIDE



Press the [Installation Details] button to open the *STM32CubeIDE Installation Details* dialog.

Figure 190. Installation details

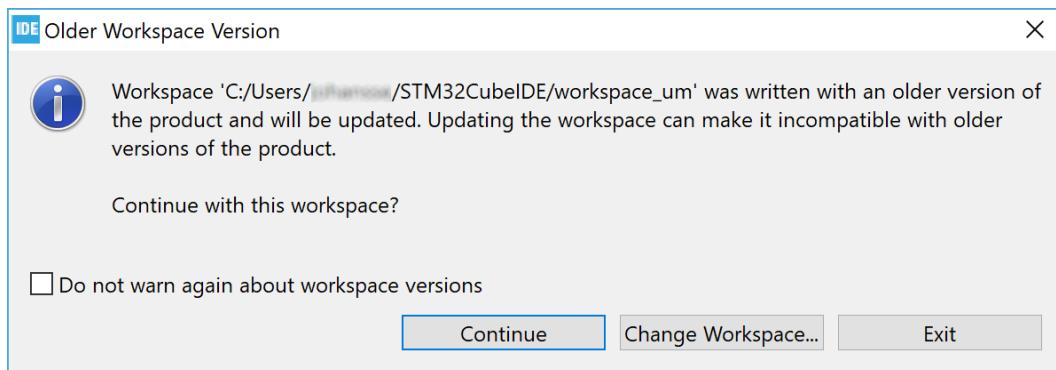


Select the plugin to uninstall in the *Installed Software* tab and press [Uninstall...]. Restart STM32CubeIDE when the uninstallation is finished.

## 9.5 Update to new CDT

When a new version of [STM32CubeIDE](#) is installed based on a new version of Eclipse®, CDT or both, it is recommended to create a new workspace instead of using a former workspace. The following warning is displayed when trying to use an old workspace with a new STM32CubeIDE.

**Figure 191. Older workspace version warning**



## 10 References

**Table 12.** STMicroelectronics reference documents

Reference	Document short name	Description	Document source
[ST-01]	DB3871	STM32CubeIDE data brief	<a href="http://www.st.com">www.st.com</a>
[ST-02]	RN0114	STM32CubeIDE release note	
[ST-03]	UM2553	STM32CubeIDE quick start guide	
[ST-04]	UM2563	STM32CubeIDE installation guide	
[ST-05]	UM2578	Migration guide from TrueSTUDIO® to STM32CubeIDE	
[ST-06]	UM2579	Migration guide from System Workbench to STM32CubeIDE	
[ST-07]	UM2576	STM32CubeIDE ST-LINK GDB server	
[ST-08]	AN5360	Getting started with STM32MP1 in STM32CubeIDE	
[ST-09]	AN5361	Getting started with STM32H7 multicore in STM32CubeIDE	
[ST-10]	AN5394	Getting started with STM32L5 in STM32CubeIDE	
[ST-11]	SLA0048	License agreement applicable to STM32CubeIDE	
[ST-12]	UM1718	STM32CubeMX for STM32 configuration and initialization C code generation	

**Table 13.** External reference documents

Reference	Description	Document source
[EXT-01]	GNU Assembler	<a href="http://www.gnu.org">GNU tool suite<sup>(1)</sup></a>
[EXT-02]	GNU Compiler Collection	
[EXT-03]	GNU C Library	
[EXT-04]	GNU C Preprocessor	
[EXT-05]	GNU Linker	
[EXT-06]	GNU Binary Utilities	
[EXT-07]	Red Hat Newlib C Library	
[EXT-08]	Red Hat Newlib C Math Library	
[EXT-09]	Newlib nano readme	
[EXT-10]	Debugging with GDB	
[EXT-11]	GDB Quick Reference Card	
[EXT-12]	GNU Tools for STM32 Patch list	<i>Information Center</i>

1. For GNU documentation principles, refer to [www.gnu.org](http://www.gnu.org).

## Revision history

**Table 14. Document revision history**

Date	Version	Changes
24-Jul-2020	1	Initial release.

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