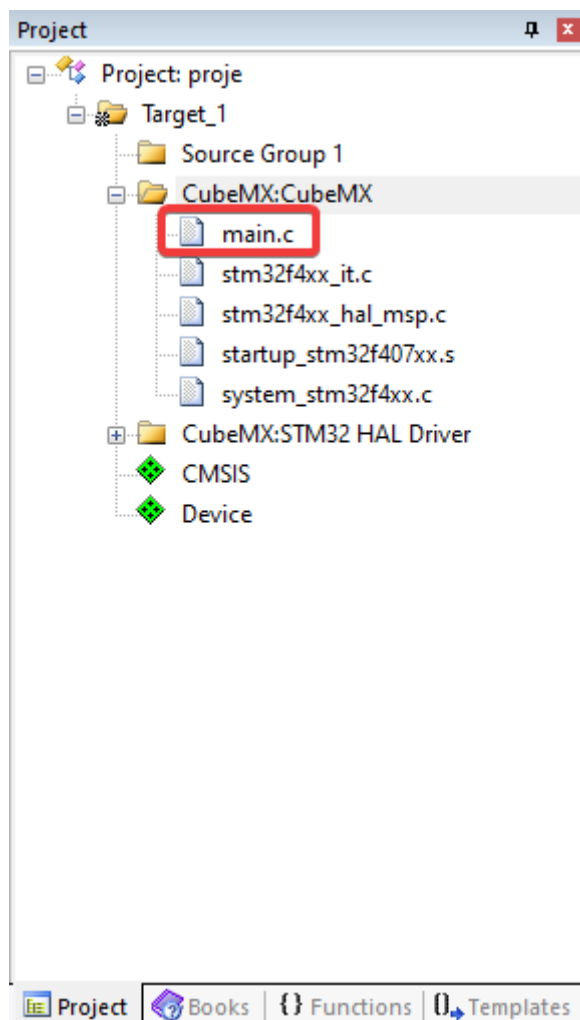
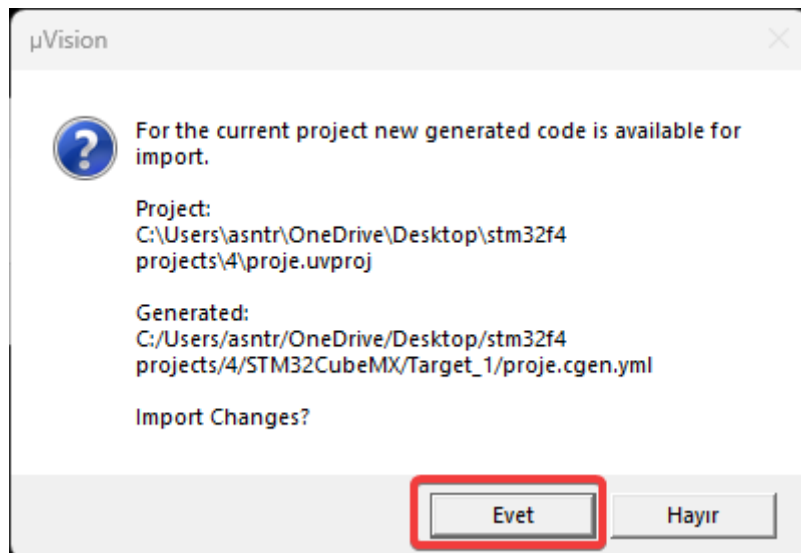
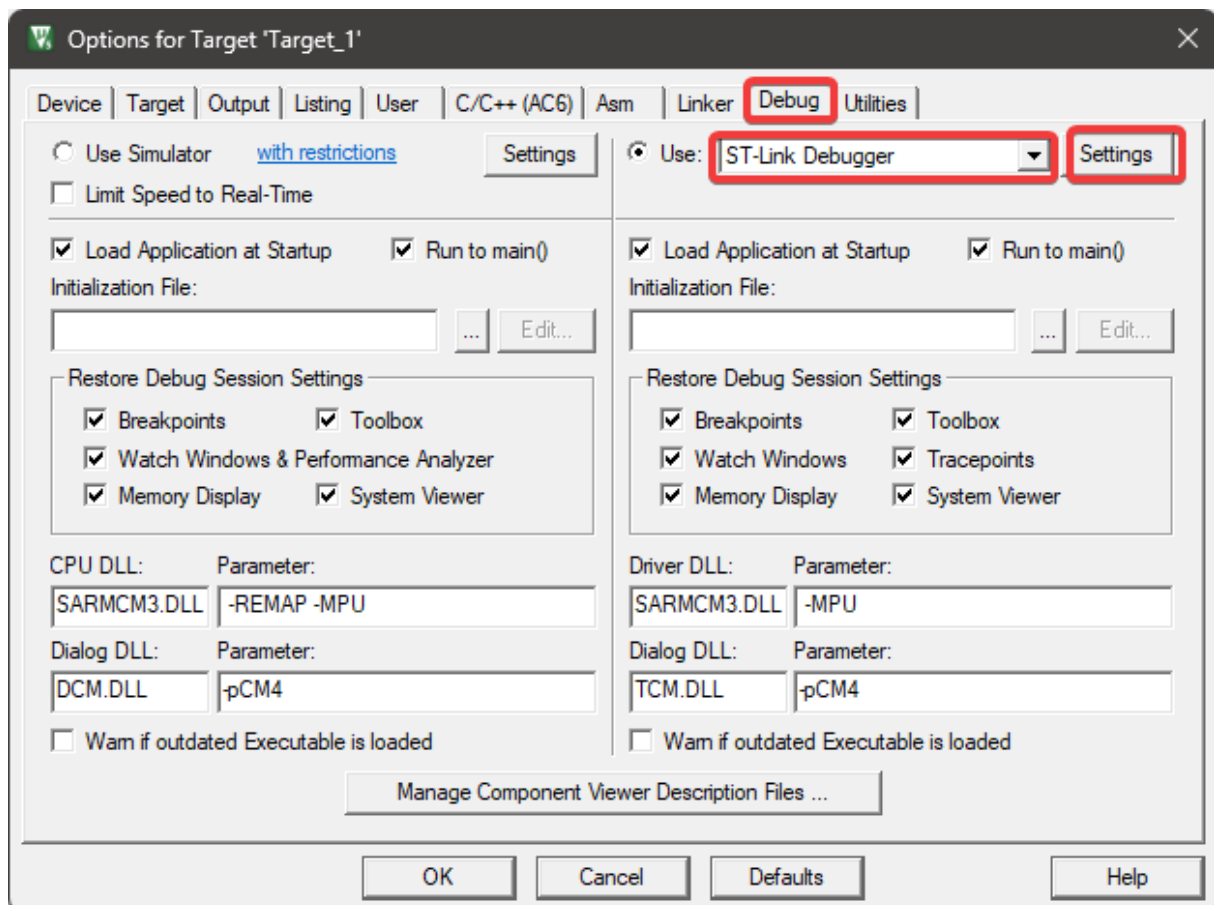
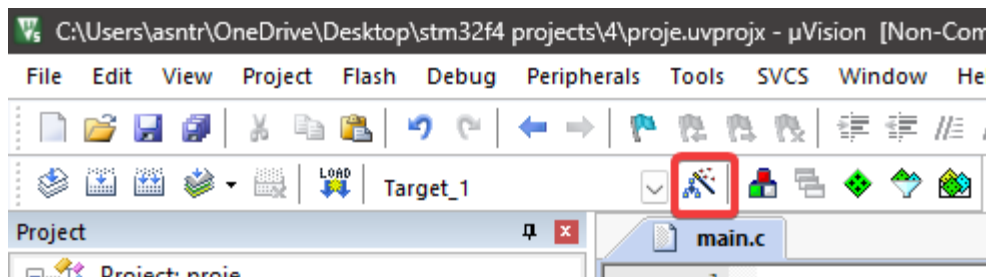
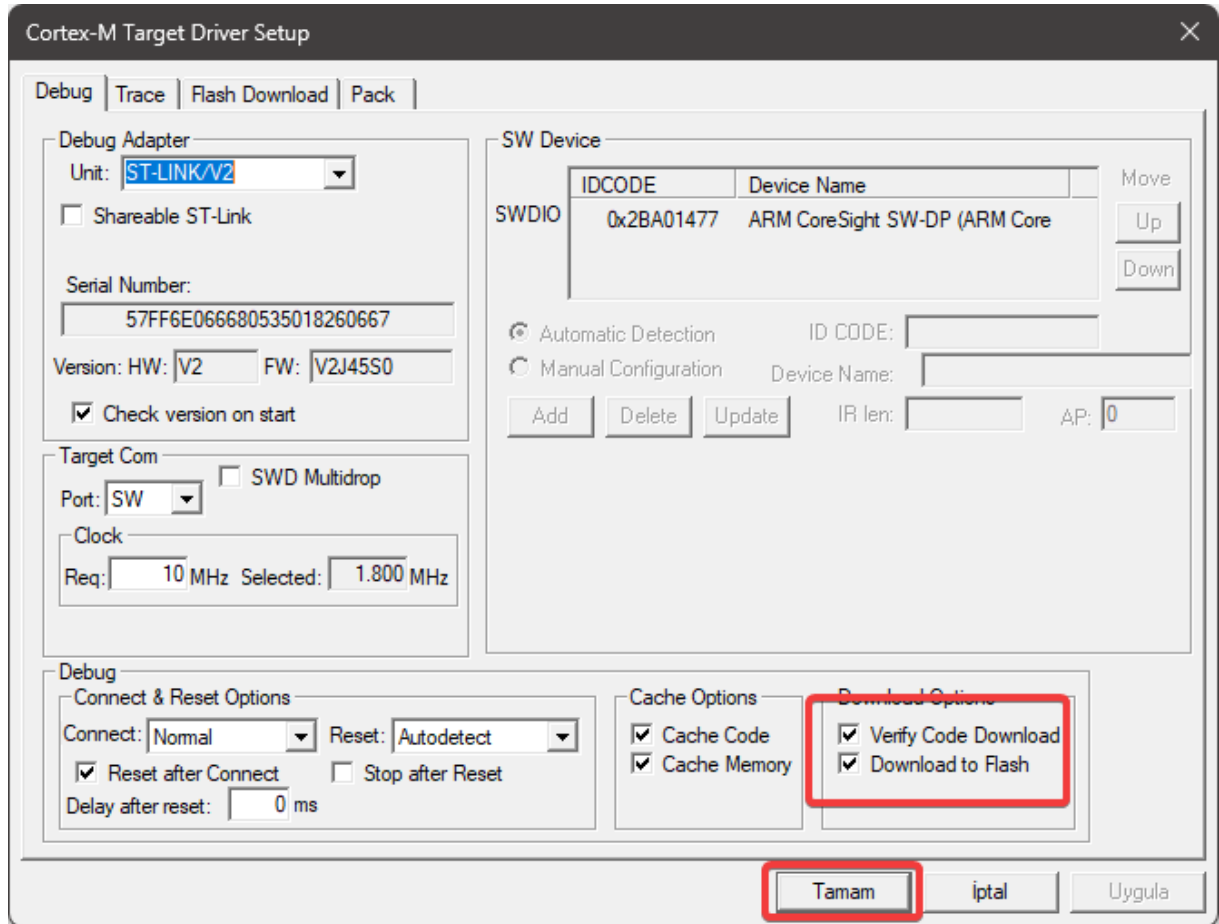


STM32Cumx Programı kapatılır







Options for Target penceresinde OK butonuna tıklanır.

Main.c dosyasındaki Cubemx tarafından oluşturulan kodlar silinir ve aşağıdaki gibi yeni kodlar yazılır.

```
main.c
1
2
3 int main() {
4
5
6 }
7
8
```