This directory contains two sub-directories. They are two external loaders. The loaders are necessary to load the necessary contents of the external storage (TouchGFX graphics and fonts) to the QuadSPI. The loaders differ by pin configuration and are hence hardware dependent. One uses port pin PF7 the other PE2 for QuadSPI D2. The loader must be placed in the active External Loader directory of the STMCubeIDE. See OneNote IMR Technology Demonstrator Project for a complete review of how to implement the QUADSPI.

* Select ST-LINK (ST-LINK GDB server)
* Check the box External Loader, Press Scan, then select the loader you are going to use
* NOTE: IF YOU DO NOT SEE THE LOADER YOU WANT TO USE IT IS BECASE THE .STLDR file is in the wrong directory
* NOTE: Place your loader in the directory that matches the build - there are several places it can go. For this project the build of the STM32CubeIDE was Version: 1.6.0

Goes in this folder **OR IN THE CURRENT FOLDER BASED ON YOUR PRESENT VERSION OF STM32CubeIDE**

Help >> About to see the Version of STM32CubeIDE

C:\ST\STM32CubeIDE\_1.4.0\STM32CubeIDE\plugins\com.st.stm32cube.ide.mcu.externaltools.cubeprogrammer.win32\_1.6.0.202101291314\tools\bin\ExternalLoader