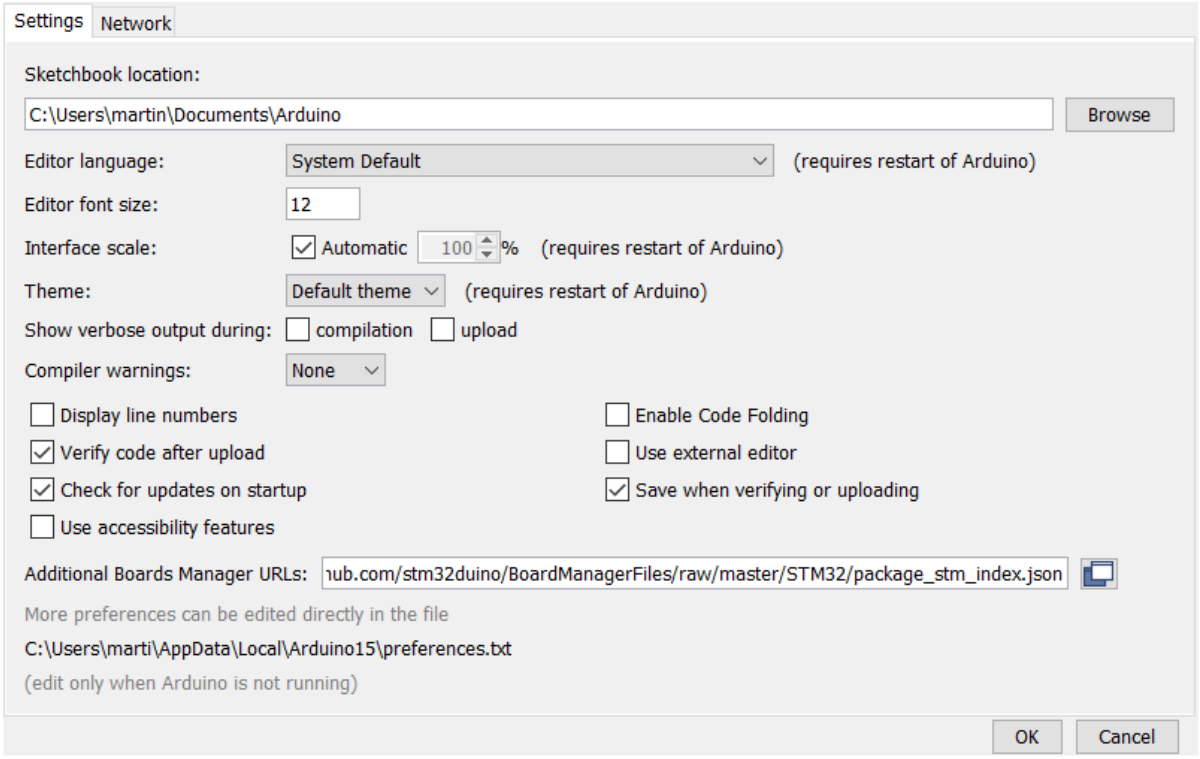
Downloading support for STM32 microcontrollers in Arduino IDE:

File -> Preferences

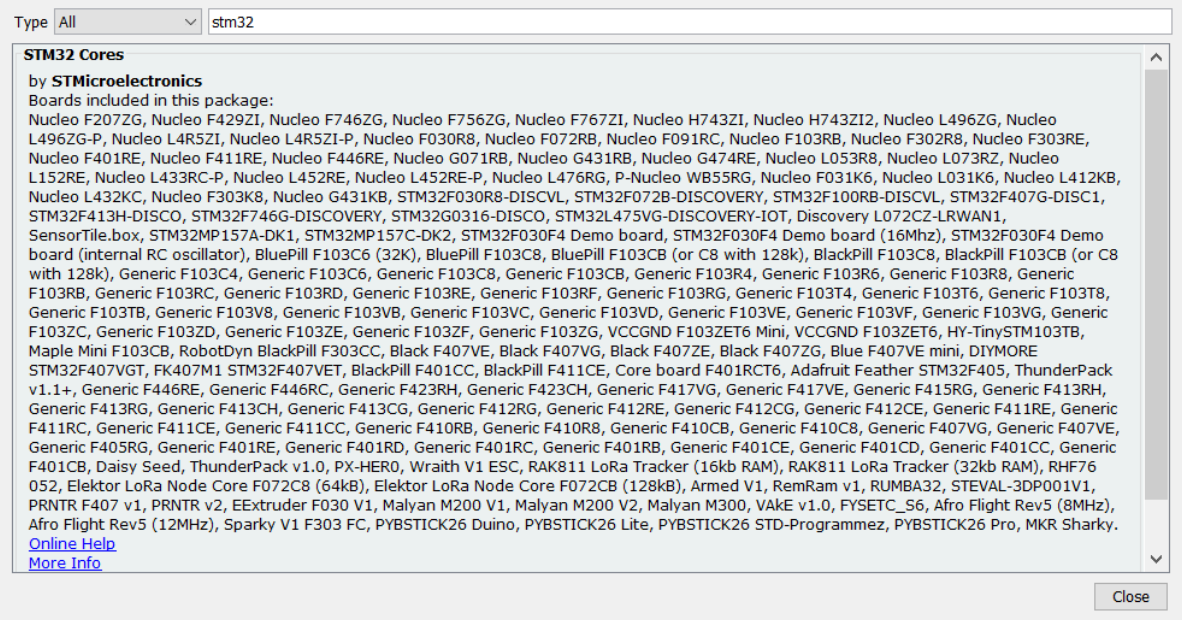
Add the following URL into the “Additional Boards Manager URLs” field:

https://github.com/stm32duino/BoardManagerFiles/raw/master/STM32/package_stm_index.json



Tools -> Board -> Boards Manager

Search for “stm32”:



Install the latest version of the STM32 Cores board support package, this is around 190 MB in total (version 1.90).

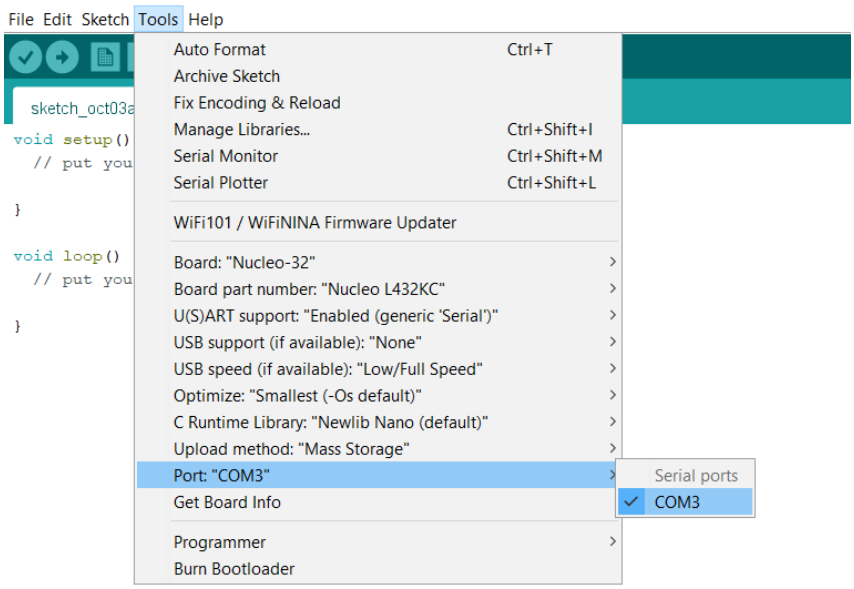
Hello World on STM32:

Tools -> Boards -> STM32 Boards

Select the family of boards that you are using. In this guide, I will be using the Nucleo L432KC, so I selected Nucleo-32.

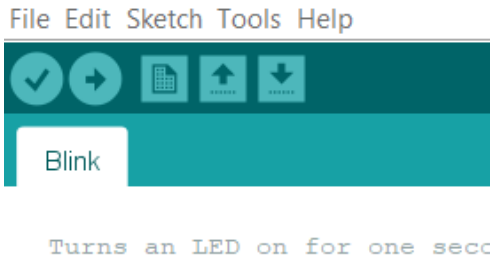
Staying in the Tools menu, the specific part number can now be selected. For this example, all the other settings can be left as the default options.

After plugging in the development board, an entry should appear in Tools -> Port. The board's name will likely not appear, instead it will be identified by it's COM port number, as shown below.



From here, any program can be compiled and uploaded. However, in this example the Blink sketch will be used. This can be opened from File -> Examples -> 01.Basics -> Blink.

The design can now be compiled by clicking the tick in the upper left corner and uploaded to the board using the arrow beside it. The black terminal at the bottom indicates the status of the compilation and uploading.



One of the boards LEDs should now be blinking at 0.5 Hz.