

# **QSTM32**

# **SDK Quick Start Guide**

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## Revision History

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# 1 Introduction

Quectel User-Friendly Project, one SW framework designed for developer, is capable to implement various functions by calling API. Thus, the developer can focus on working logic alone without paying attention to handle data interaction between MCU and module, making it easier and more friendly to develop.

In this article, it will illustrate how to utilize Quectel User-Friendly Project SDK, including SDK directory structure, compilation framework, compilation environment building, HW components preparation, project building & compilation, cleaning, downloading and debugging in development stage.

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# 3 SDK Compilation Structure

Corresponding compilation structure of Quectel User-Friendly Project SDK supports all types of STM32 micro-processors. Different MCU can share the same SDK, which will differentiate in initialization configuration when building project. Additionally, all operations can be done automatically without user, making it friendly.

## 3.1. Main Characteristic

- **Build, compile, clean, download and debug**
- Cross-compilation tool-chain is embedded in SDK and no need to build compilation environment
- All relevant parameters and files among various MCUs can adapt automatically
- *Build files such as CMakeLists.txt & CMakePresets.json can generate automatically.*
- Configure automation script, which can accomplish above operation without configuring manually

## 3.2. Operation

1. **CLI:** Not rely on any IDE or code editor
2. **GUI:** VSCode + Plugin (Related parameters can be generated automatically)

## 3.3. Auto-configuration

- HAL driver-related code
- Flash link script .ld file
- cfg/.svd/interface/target file called by OpenOCD
- Compiler, linker, macro, compilation file and include directory
- *CMakeLists.txt / CMakePresets.json / xxx.json*
- Absent chip type and SW version
- Fool-proofing by **build.bat** in terms of exceptional parameters written by user.

### 3.4. Compilation Architecture

See **Figure 2** on Quectel User-Friendly Project SDK compilation architecture.

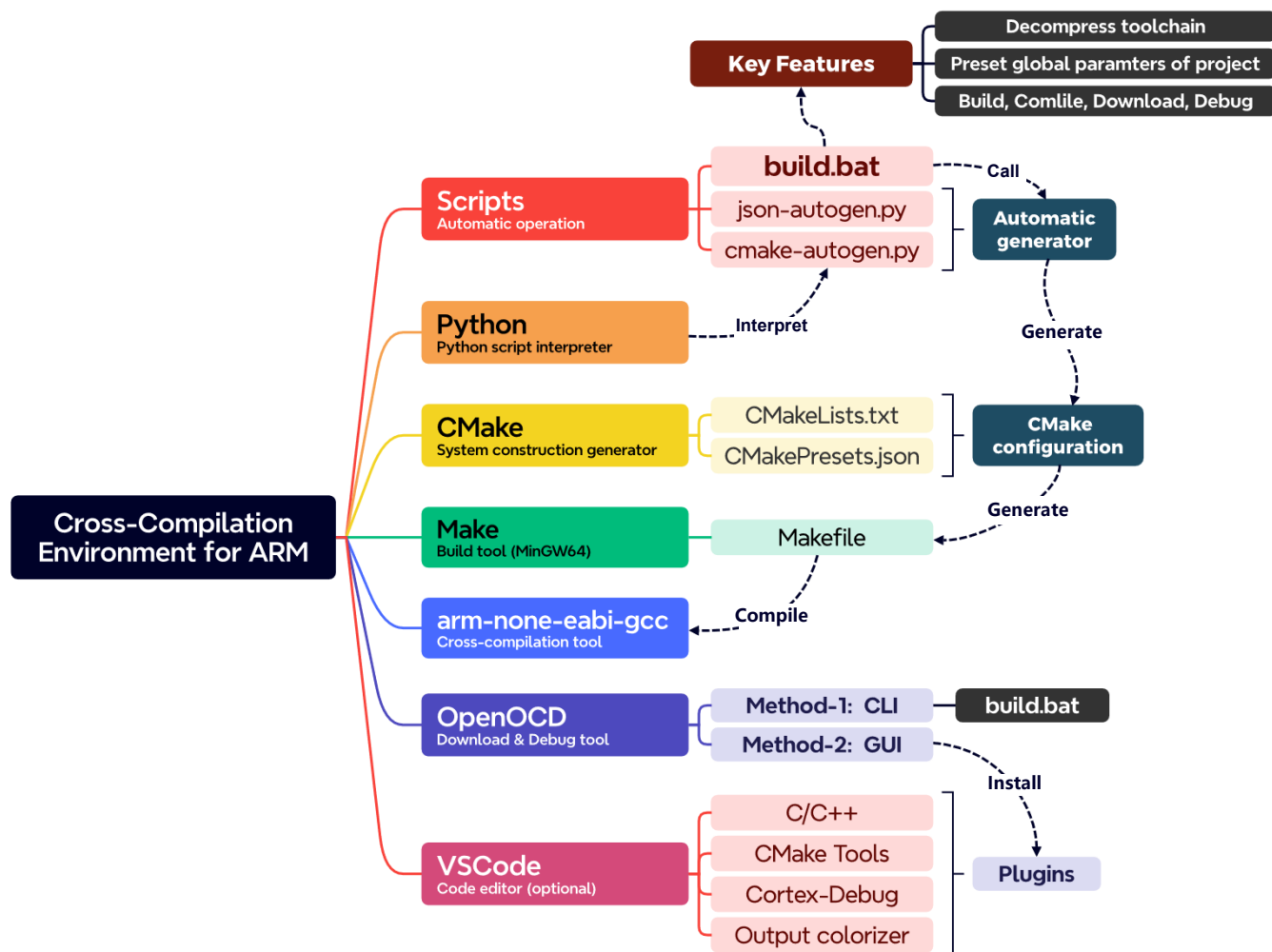


Figure 2: SDK Compilation Architecture





## 4 SDK Compilation Environment

## 4.1. Overview

The host with 64-bit Windows10 is suggested when running Quectel User-Friendly Project SDK compilation environment.

Intact compilation toolchain is integrated in SDK; the user can deploy it directly or build compilation environment on their own. See difference on above two methods as **Table 1**.

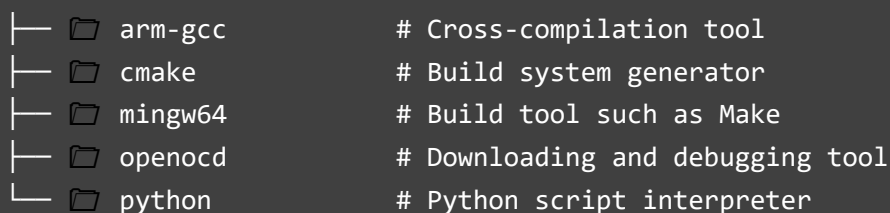
Table 1: SDK Compilation Environment Building Comparison

| Comparison             | SDK-embedded compilation<br>Toolchain <b>(Recommended)</b>  | Build on their own  |
|------------------------|---|---|
| Difficulty in Building | No need to build<br>   | Build according to <b>Chapter 4.3</b> in this article<br> |
| Occupied Space         | Intact toolchain: 2G.<br>By zipping: 332M<br>Time for unzipping: 4 minutes<br> | None<br>  |

## 4.2. SDK-embedded Compilation Tool-chain

In order to simplify development, save effort in building compilation and facilitate actual application, intact compilation tool-chain is embedded in SDK. Upon deploying SDK for the first time, the toolchain will be unzipped automatically when executing **build.bat**. See relevant path: **tools\toolchain**.

See directory structure after unzipping toolchain as **Figure 3**.



**Figure 3: Embedded Compilation Toolchain Directory Architecture in SDK**

### 4.3. Build Compilation Environment by yourself

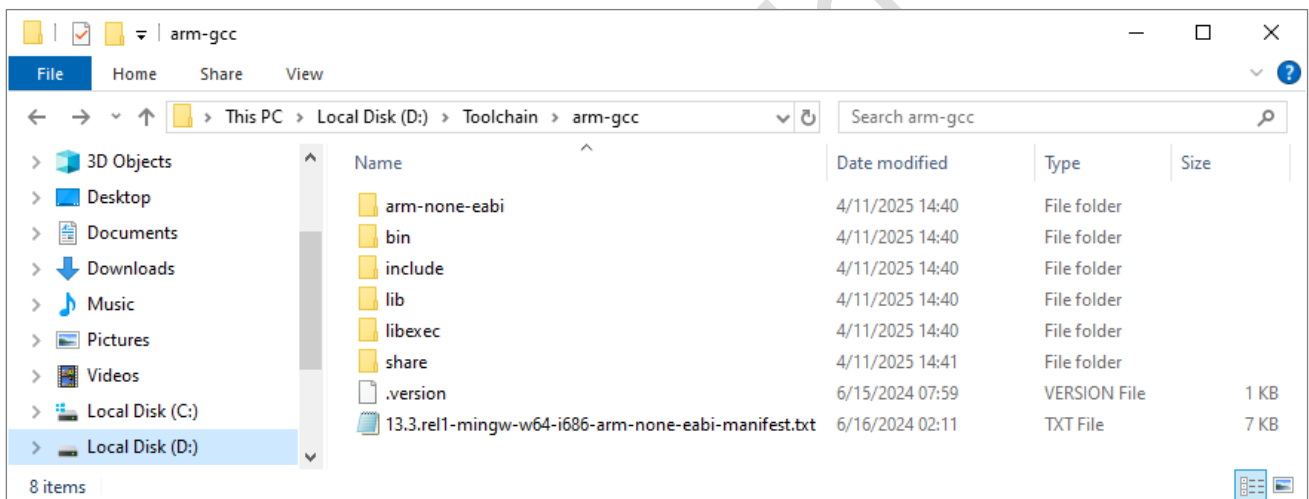
For user who does not want to utilize the embedded toolchain in SDK, you can build development environment by yourself. Therefore, following chapters will illustrate how to build it from scratch.

## Note

For user who selects embedded compilation tool-chain in SDK, please ignore this chapter.

### 4.3.1. Install ARM-GCC

1. Download [arm-gnu-toolchain-13.3.rel1-mingw-w64-i686-arm-none-eabi.zip](https://sourceware.org/pub/binutils-gdb/arm-gnu-toolchain-13.3.rel1-mingw-w64-i686-arm-none-eabi.zip)
2. Unzip it to the path of **D:\Toolchain\arm-gcc**, see **Figure 4** in detail.



### Figure 4: Install ARM-GCC

3. Add **D:\Toolchain\arm-gcc\bin** to the **Path** environment variable  
Please right click as following sequence: This PC→Properties→Advanced system settings  
Following that, operate according to steps shown in **Figure 5**.

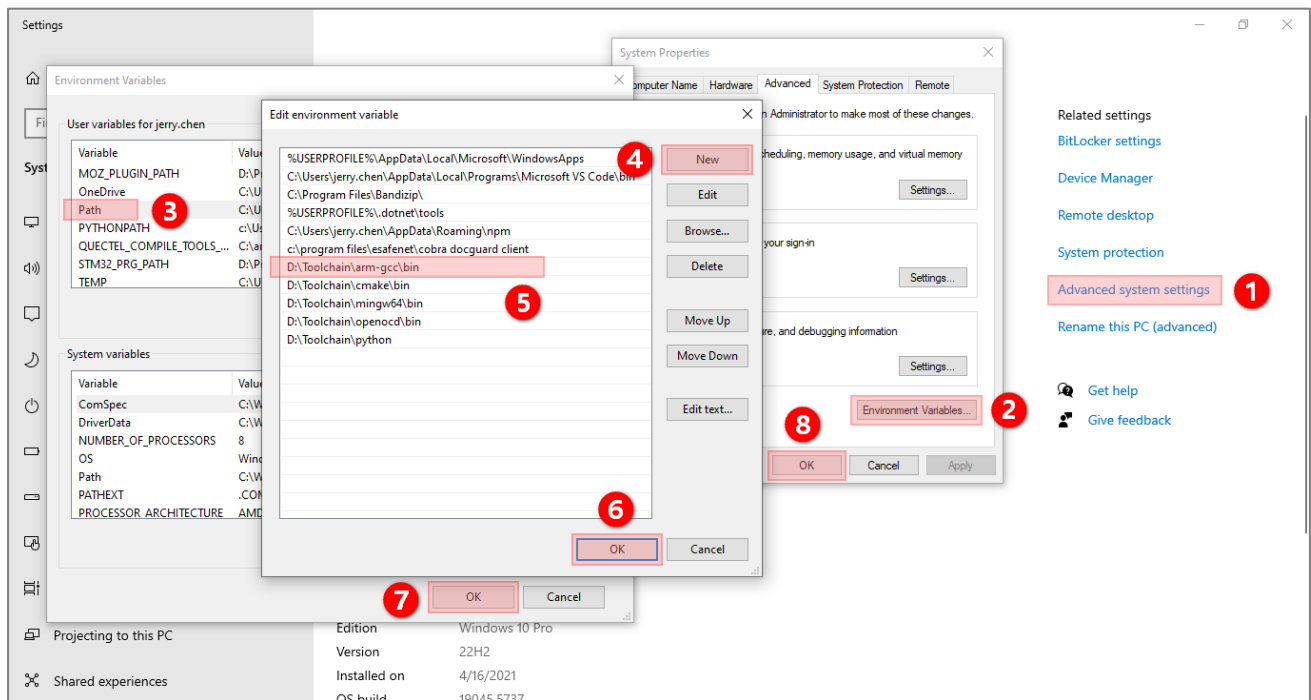


Figure 5: Set Environment Variable

#### 4. Verify the installed **arm-none-eabi-gcc -v**

If it is shown as **Figure 6**, which means a success to install CMake and configure environment variable.

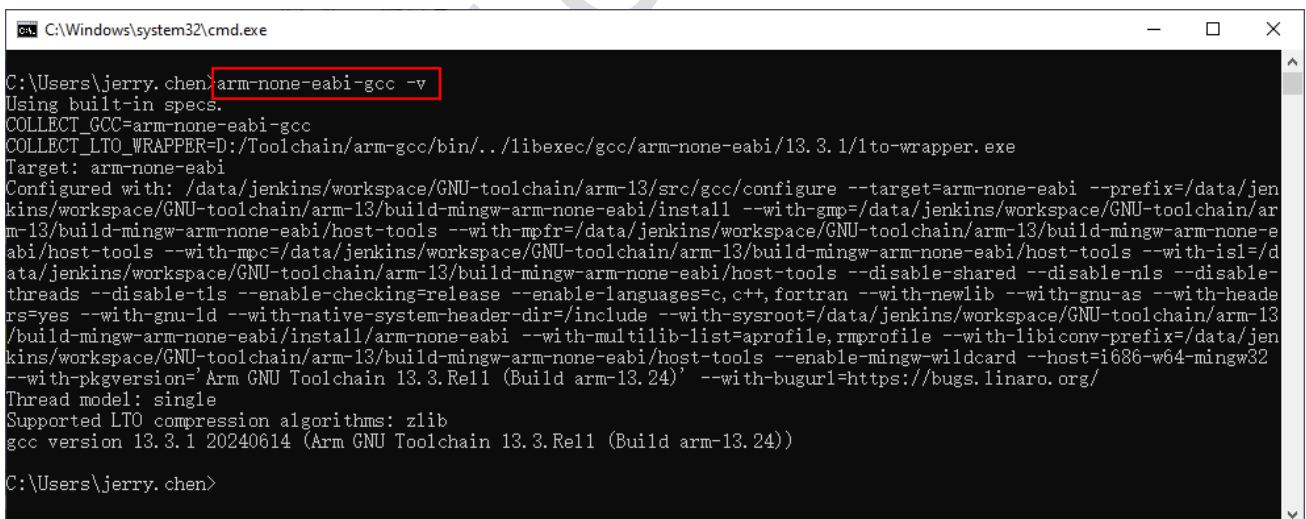
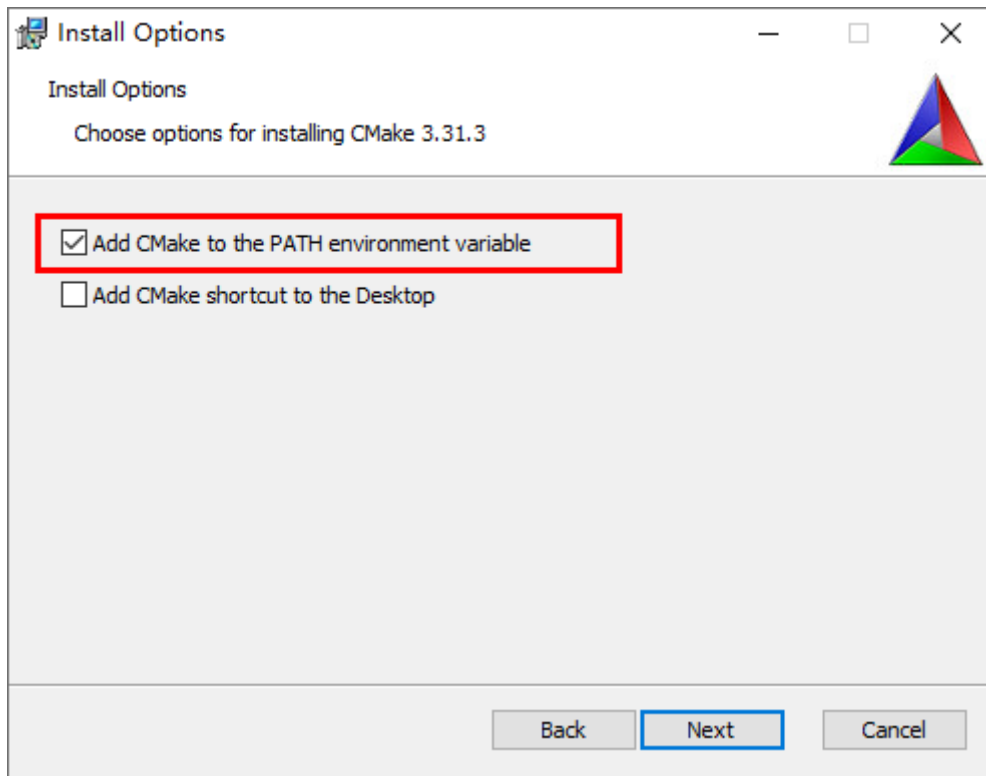


Figure 6: Verify ARM-GCC

### 4.3.2. Install CMake

1. Download [cmake-3.31.3-windows-x86\\_64.msi](#)
2. Install it to the path of **D:\Toolchain\cmake**

Note: please tick “☒ **Add CMake to the PATH environment variable**”, otherwise, you need to add environment variable as shown in **Figure 7** manually.



**Figure 7: Install CMake**

5. Verify the installed **cmake --version**

If it is shown as **Figure 8**, which means a success to install CMake and configure environment variable.

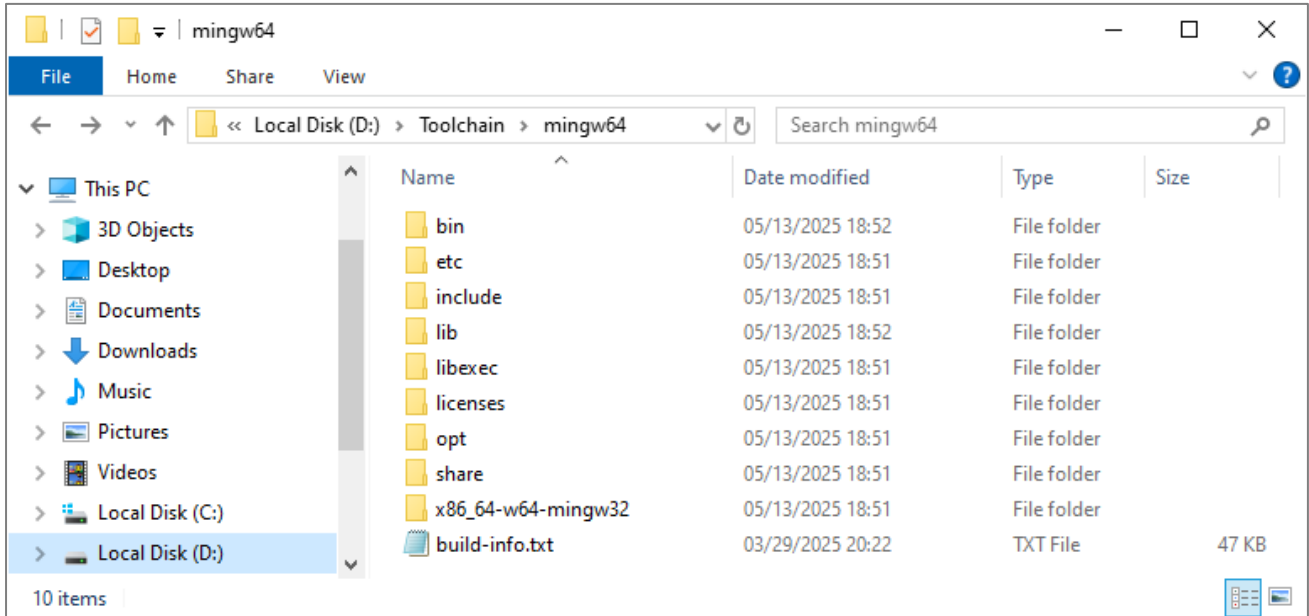


**Figure 8: Verify CMake**



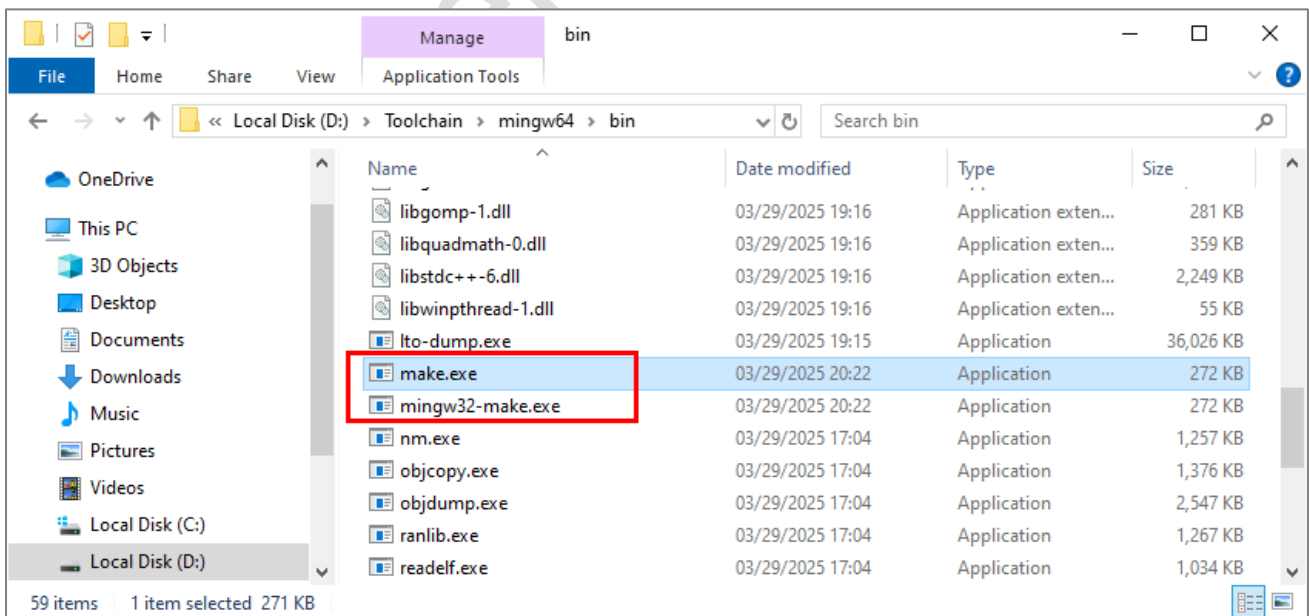
### 4.3.3. Install MinGW

1. Download via this link -- [x86\\_64-14.2.0-release-posix-seh-ucrt-rt\\_v12-rev2.7z](#)
2. Unzip it to the path of **D:\Toolchain\mingw64**, See specific as **Figure 9**.



**Figure 9: Install MinGW**

3. Copy **mingw32-make.exe** in the directory of **D:\Toolchain\mingw64\bin** and rename it as **make.exe**. For specific, please refer to **Figure 10**.



**Figure 10: Copy and Rename as make.exe**

4. Add **D:\Toolchain\mingw64\bin** to **Path** environment variable. See **Section 4.3.1**.
5. Verify the installed **make -v**

If it is shown as **Figure 11**, which means a success to install MinGW and configure environment variable.



```

C:\Windows\system32\cmd.exe
C:\Users\jerry.chen>make -v
GNU Make 4.4.1
Built for x86_64-w64-mingw32
Copyright (C) 1988-2023 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <https://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.

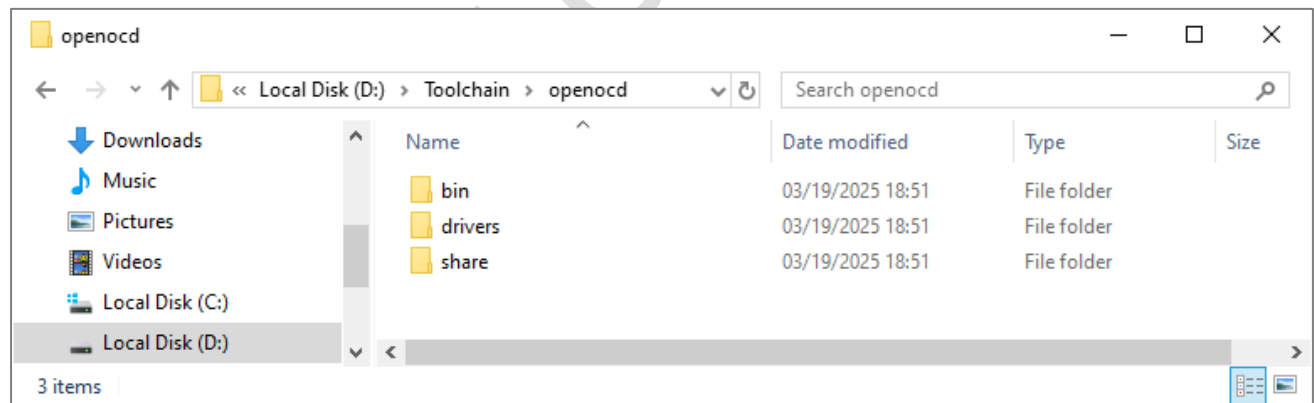
C:\Users\jerry.chen>

```

**Figure 11: Verify MinGW**

#### 4.3.4. Install OpenOCD

1. Download [openocd-0.12.0-20240916.7z](#)
2. Unzip it to the directory of **D:\Toolchain\openocd**, see **Figure 12** in detail.



**Figure 12: Install OpenOCD**

3. Add **D:\Toolchain\openocd\bin** to **Path** environment variable. See **Section 4.3.1**.
4. Verify the installed **openocd -v**

If it is shown as **Figure 13**, which means a success to install OpenOCD and configure environment variable.

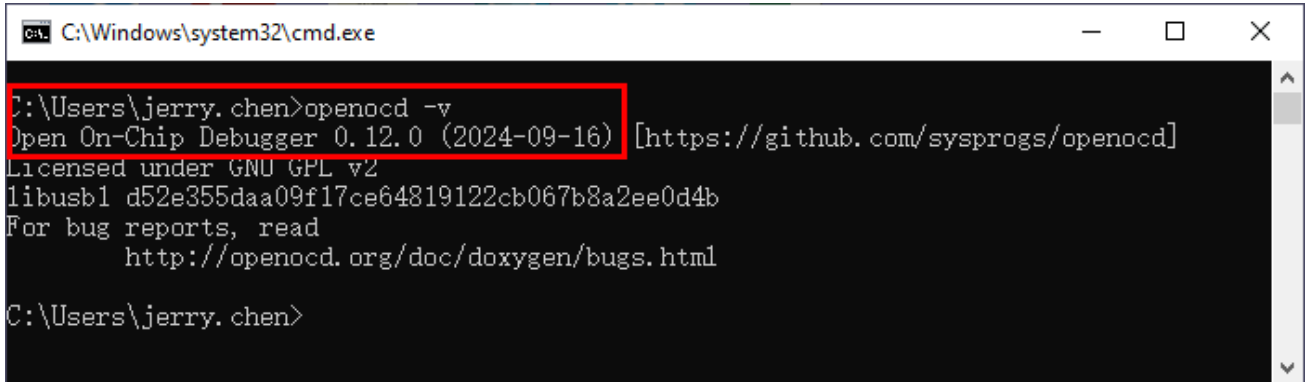


Figure 13: Verify OpenOCD

#### 4.3.5. Install Python

1. Download this link---[python-3.9.6-amd64.exe](#)
2. Install Python

Note: It is needed to tick ☒ **Add Python 3.9 to PATH** before clicking **Install Now**, otherwise, you need to add environment variable as shown in **Figure 14** manually.

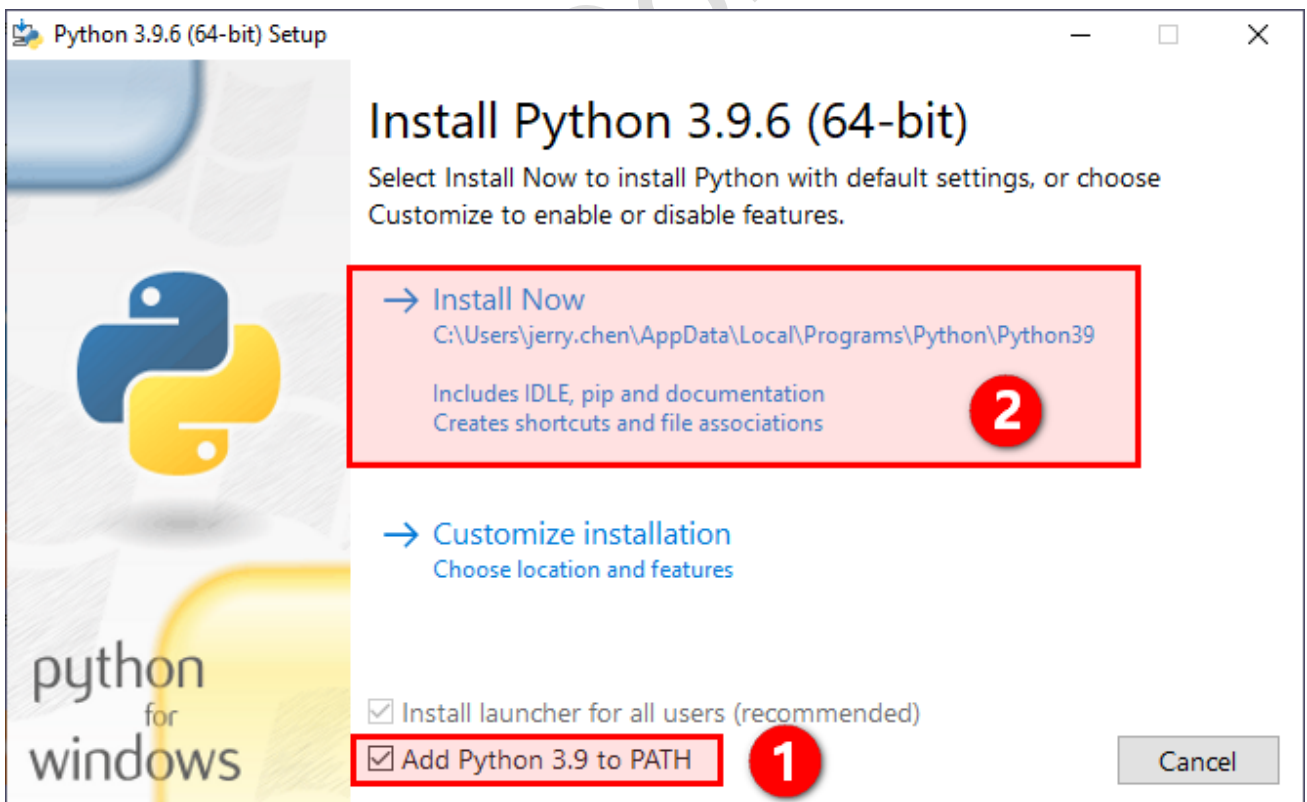


Figure 14: Install Python

### 3. Verify the installed Python

As displayed in **Figure 15**, it proves a success to install Python and configure environment variable.

```
C:\Windows\system32\cmd.exe - python

C:\Users\jerry.chen>python
Python 3.9.6 (tags/v3.9.6:db3ff76, Jun 28 2021, 15:26:21) [MSC v.1929 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

Figure 15: Verify Python

### 4.3.6. Delete SDK-embedded Compilation Tool-chain

Delete **toolchain.7z** package in **tools** directory. Once unzipped before, the **tools\toolchain** folder shall be deleted alongside. See **Figure 16** for reference.

After that, the embedded toolchain will be invisible in **Build** and **Compile** script. Instead, it will adapt the toolchain in the environment variable of **Path**.

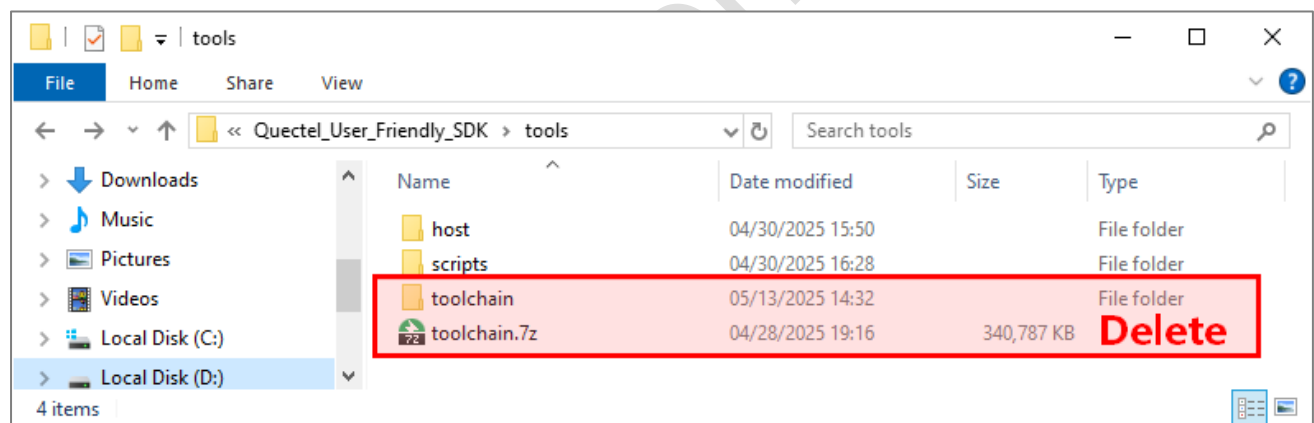


Figure 16: Delete SDK-embedded Compilation Tool-chain

# 5 Hardware Components

## 5.1. Component Assembly and Wire Connection

Before SW development, the user shall make all components ready and connected.  
Please assemble mandatory components and connect wires in accordance with **Figure 17**.

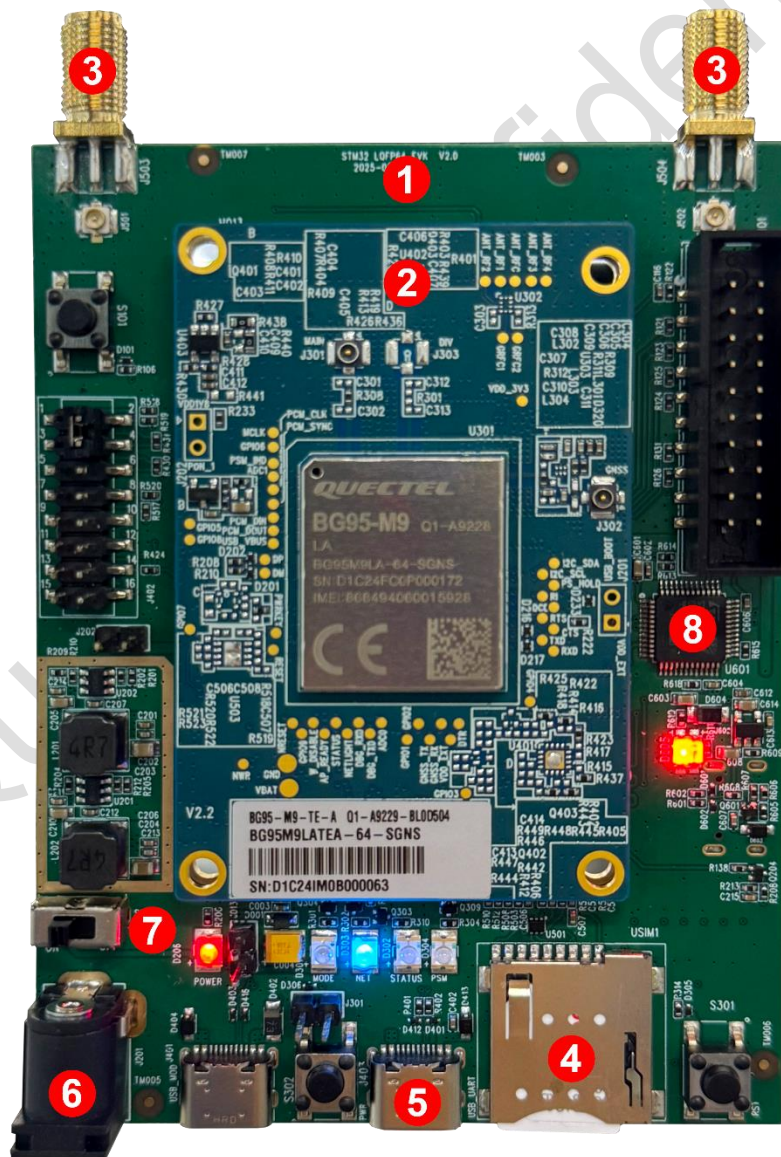


Figure 17: Components Checklist

- ① EVK
- ② TE-A
- ③ Antenna
- ④ Micro SIM Card
- ⑤ Type-C USB Cable (Debug)
- ⑥ 5V-DC Adapter
- ⑦ Power Switch (Left: ON. Right: OFF)
- ⑧ ST-Link Debugger

Once above connections are ready, switch the ⑦ Power Button to the Left to power on.

## 5.2. Install Driver

### 5.2.1. Module Driver

If it is necessary for module to send/receive AT command or capture log via USB, please install corresponding driver according to module type embedded on TE-A. If not, the module driver can be ignored. I.e., if the module type is BG95, the corresponding driver will be shown as

*Quectel\_LTE&5G\_Windows\_USB\_Driver\_V2.2.4.zip*

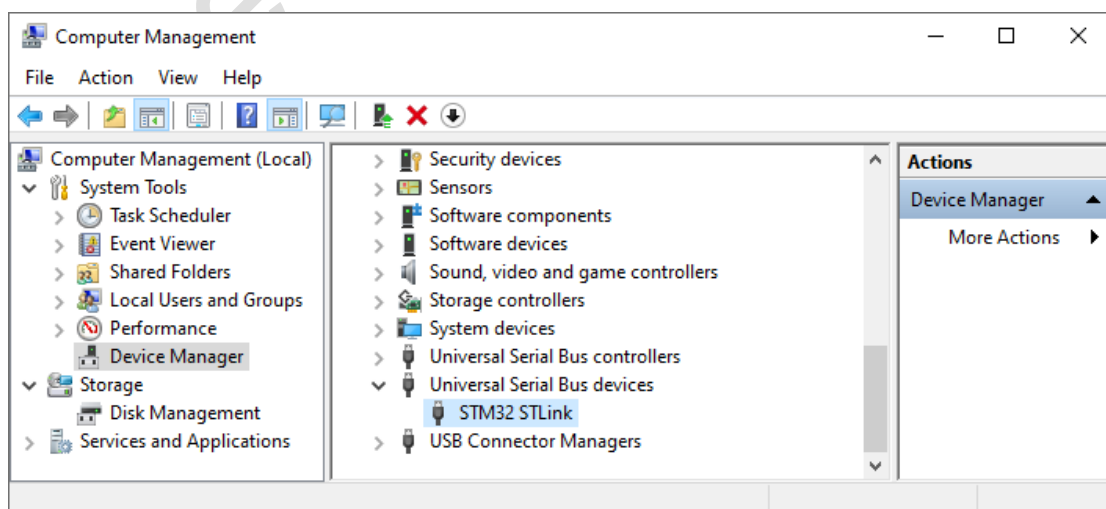
Driver for corresponding module is needed, please send your request to [support@quectel.com](mailto:support@quectel.com)

### 5.2.2. Debugger Driver

Download and install corresponding the ⑧ ST-Link driver.

- ST-Link: <https://www.st.com.cn/zh/development-tools/stsw-link009.html>

After installing driver, the device manager will display STM32 STLink successfully after plugging it into PC with driver installed. See **Figure 18** for reference.

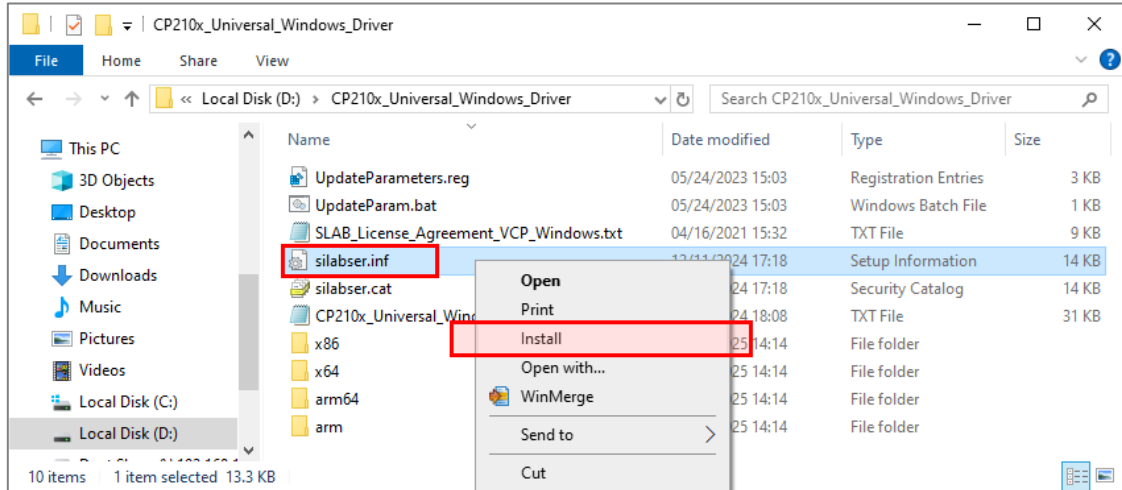


**Figure 18: Debugger in Device Manager**



### 5.2.3. Serial Port Driver

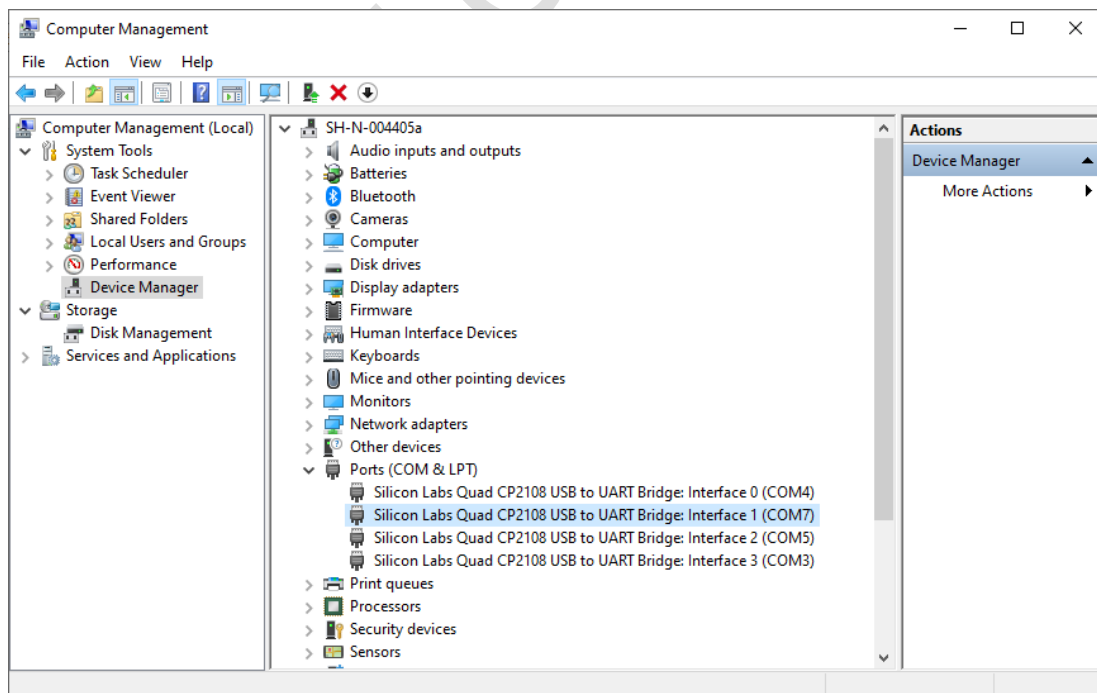
1. Download driver: [CP210x Universal Windows Driver](#)
2. Unzip package-> Right click “silabser.inf”-> Click “Install”. See specific steps in **Figure 19**.



**Figure 19: Install Serial Port Driver**

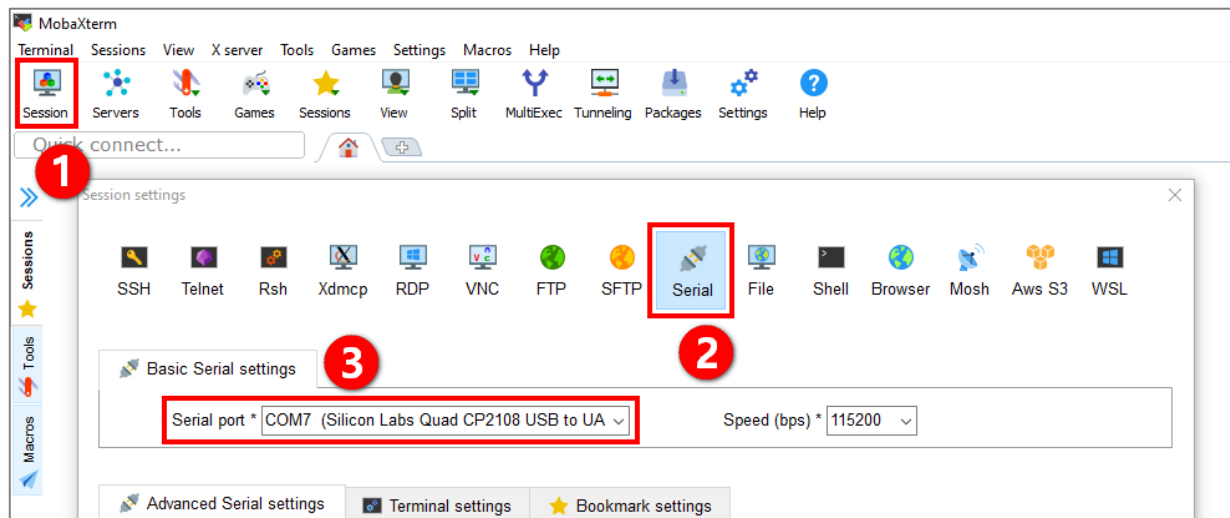
After it is a success to install driver, it is available to display **Ports** in device manager.

Among them, the “**Silicon Labs Quad CP2108 USB to UART Bridge: Interface 1 (COM7)**” will be played as the MCU debug port to be used later. See **Figure 20** in detail.



**Figure 20: PC Device Manager**

Subsequently, open serial port interaction tool like **MobaXterm** and select **COM7** as shown in **Figure 21**.



**Figure 21: Serial Port Interaction Tool**

### Note

- 1) The port number will be varied in different PC. As a result, **COM7** is just a reference instead. However, **Interface 1** is mandatory to select.
- 2) For specific HW application note, please see **Document [1]**.



# 6 Build Project

For Quectel User-Friendly Project SDK, it supports various MCU. However, before developing based on this SDK, it is necessary to execute **build** command for sake of configuring designated MCU type, version number, compiling link dependencies and generating mandatory **Build** file such as **CMakeLists.txt** / **xxx.json**. For specific log, please refer to **Chapter 3**.

## 6.1. Build Command

```
build.bat config [ChipType] [Version]
```

### Note

#### build.bat config

This command can carry with two parameters **[Chip type]** **[Version]**

E.g. build.bat config **STM32F413RGT6** **your\_firmware\_version**

Once both parameters **[Chip type]** **[Version]** are not given, former chip type and version shall be deployed instead.

When you use this SDK firstly, without former configuration, the **STM32F413RGT6** will be utilized by default. Upon version format, **Quectel\_UFP\_Chip\_Date** will be selected.

E.g. Quectel\_UFP\_**STM32F413RGT6\_20250430**

See Cmdline log in **Figure 22**.

When it builds successfully, **.vscode** and **build** directories will be generated in the root directory of SDK. Additionally, two files- **CMakeLists.txt** and **CMakePresets.json** will be displayed as well in **Figure 23**.

```

C:\Windows\System32\cmd.exe
CMAKE_CXX_COMPILER="arm-none-eabi-g++.exe"
CMAKE_C_COMPILER="arm-none-eabi-gcc.exe"
CMAKE_EXPORT_COMPILE_COMMANDS=TRUE
CMAKE_MAKE_PROGRAM="D:/Quectel_User_Friendly_SDK/tools/toolchain/mingw64/bin/make.exe"

Preset environment variables:

  PATH="D:/Quectel_User_Friendly_SDK/tools/toolchain/arm-gcc/bin"

-- The C compiler identification is GNU 12.3.1
-- The CXX compiler identification is GNU 12.3.1
-- The ASM compiler identification is GNU
-- Found assembler: D:/Quectel_User_Friendly_SDK/tools/toolchain/arm-gcc/bin/arm-none-eabi-gcc.exe
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Check for working C compiler: D:/Quectel_User_Friendly_SDK/tools/toolchain/arm-gcc/bin/arm-none-eabi-gcc.exe - skipped
-- Detecting C compile features
-- Detecting C compile features - done
-- Detecting CXX compiler ABI info
-- Detecting CXX compiler ABI info - done
-- Check for working CXX compiler: D:/Quectel_User_Friendly_SDK/tools/toolchain/arm-gcc/bin/arm-none-eabi-g++.exe - skipped
-- Detecting CXX compile features
-- Detecting CXX compile features - done
----- PROJECT_NAME [Quectel_UPP_STM32F413RGT6_20250430] -----
-- Compiler Optimization Level [-O0;-g]
-- Using Unix Makefiles generator
-- Configuring done (8.1s)
-- Generating done (0.1s)
-- Build files have been written to: D:/Quectel_User_Friendly_SDK/build

D:\Quectel_User_Friendly_SDK>
  
```

Figure 22: Build Command Execution Log

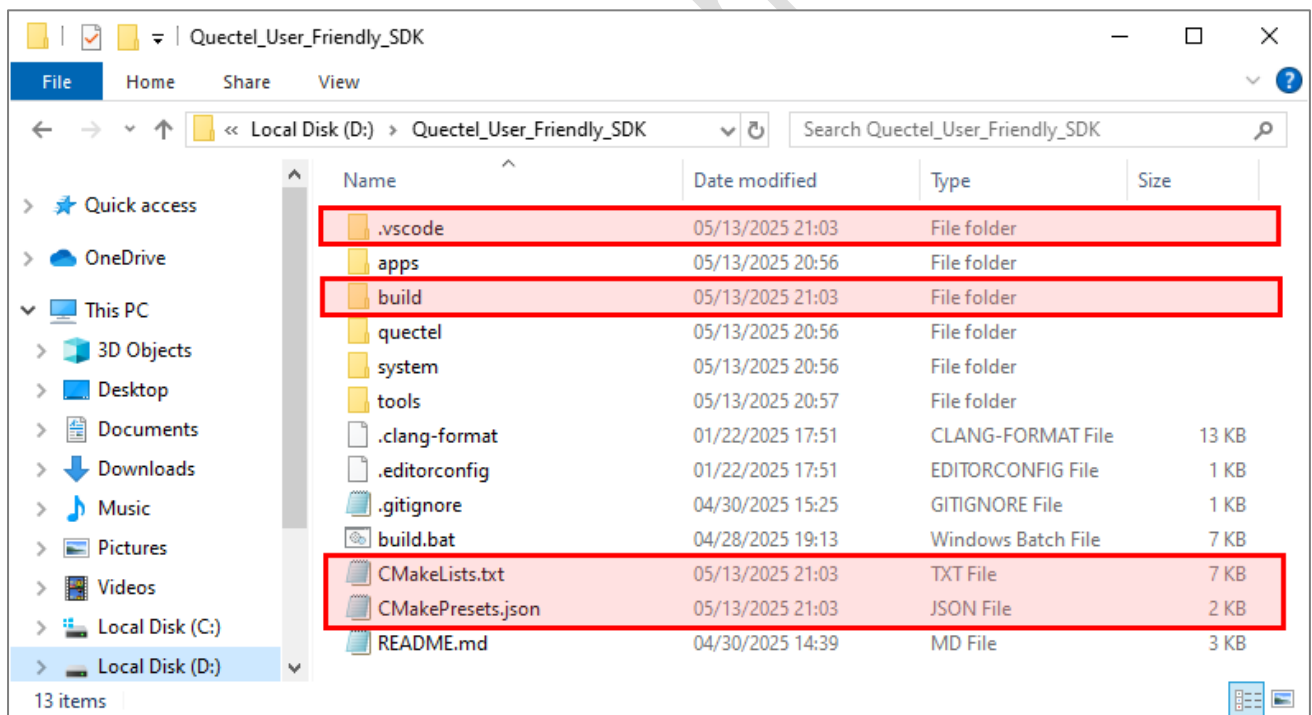


Figure 23: File Generated by Build Command Automatically

# 7 Develop & Debug

Two kinds of operation are used to develop & debug by Quectel User-Friendly Project SDK, in this situation, the user can select either or both of them according to actual scenario.

1. **CLI:** Not rely on any IDE or code editor
2. **GUI:** VSCode + Plugin (Related parameters can be generated automatically)

## Note

For user who selects Cmdline, please refer to Chapter 7.1;  
 For user who selects GUI, please refer to Chapter 7.2;  
 For user who selects both, Chapter 7.1 and Chapter 7.2 shall be taken into consideration both.

## 7.1. Cmdline Operation

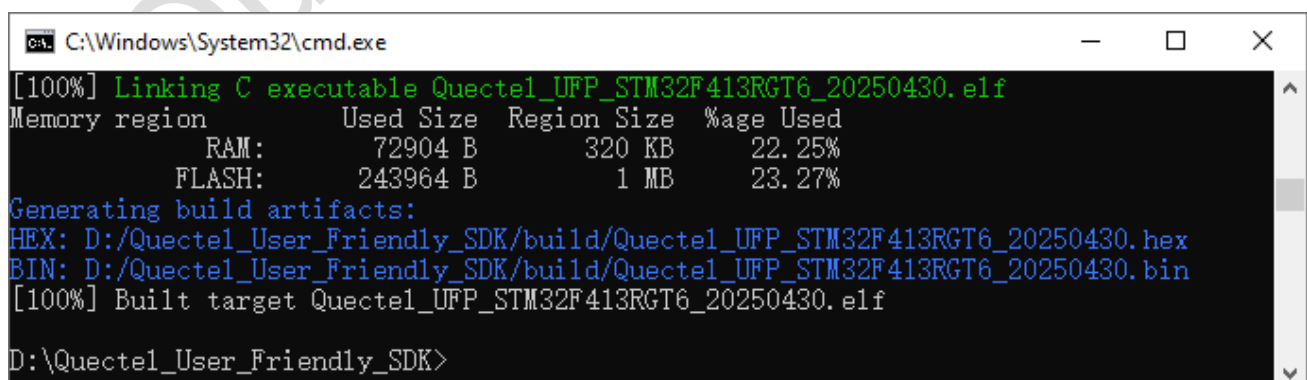
### 7.1.1. Compile

See relevant command.

```
build.bat all
```

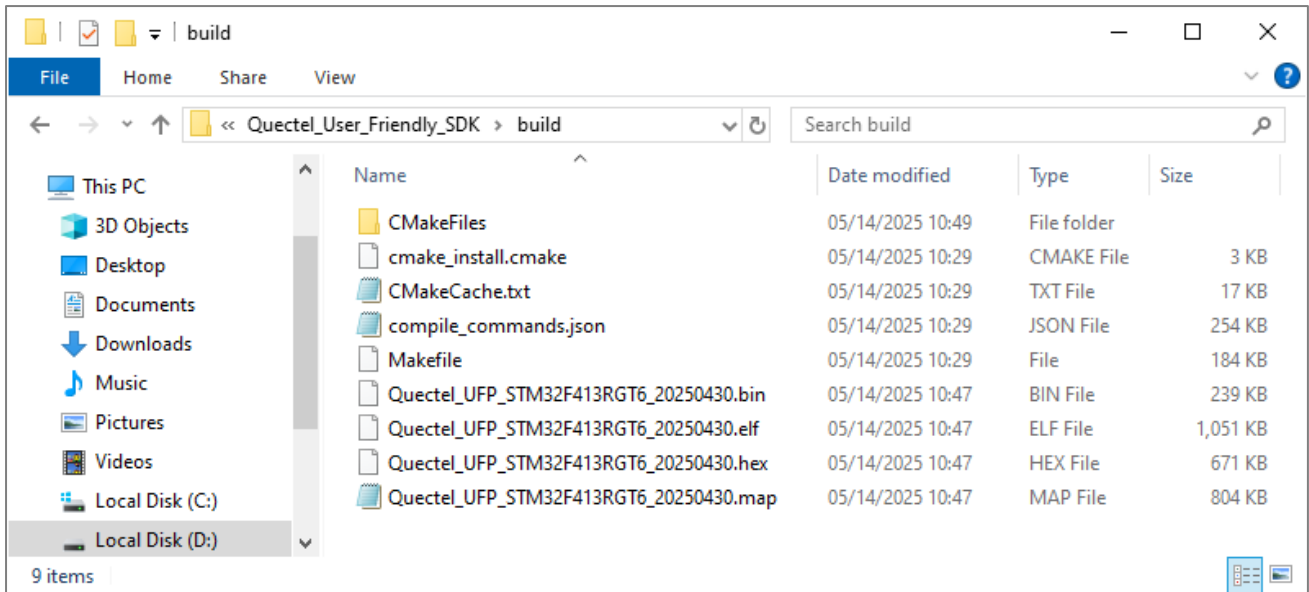
After executing **build.bat all** command, if it displays log as shown in **Figure 24**, which means the compilation is successful.

Moreover, after it is a success to compile, target files such as **elf / hex / bin / map** will be generated in **build** directory. See **Figure 25** in detail.



```
C:\Windows\System32\cmd.exe
[100%] Linking C executable Quectel_UFP_STM32F413RGT6_20250430.elf
Memory region      Used Size  Region Size  %age Used
      RAM:          72904 B      320 KB      22.25%
     FLASH:        243964 B      1 MB       23.27%
Generating build artifacts:
HEX: D:/Quectel_User_Friendly_SDK/build/Quectel_UFP_STM32F413RGT6_20250430.hex
BIN: D:/Quectel_User_Friendly_SDK/build/Quectel_UFP_STM32F413RGT6_20250430.bin
[100%] Built target Quectel_UFP_STM32F413RGT6_20250430.elf
D:\Quectel_User_Friendly_SDK>
```

Figure 24: Compilation Log



**Figure 25: Compile Newly-born Target File**

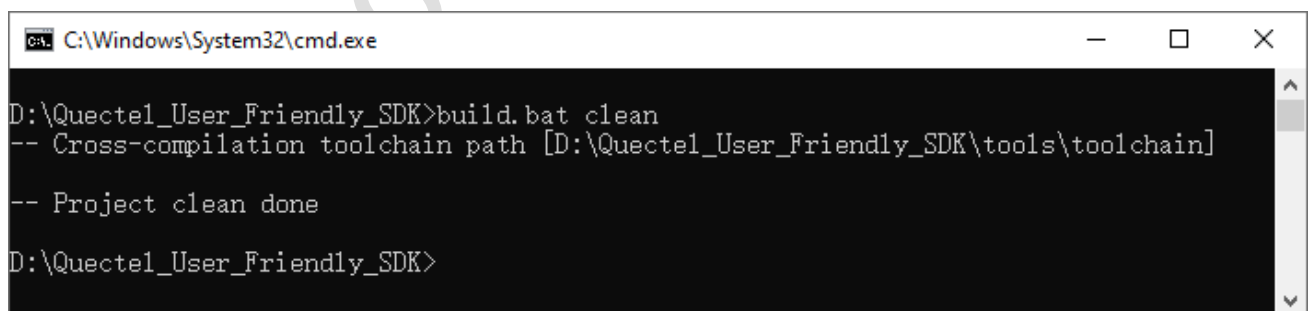
### 7.1.2. Clean

See relevant command.

***build.bat clean***

After executing ***build.bat clean*** command, it succeeds in cleaning if log as **Figure 26** displays.

If it fails to execute command or demands cleaning fundamentally, please delete ***build*** directory in the root directory of SDK.



**Figure 26: Log Related to Clean**

### 7.1.3. Download

See relevant command.

**build.bat download**

After executing **build.bat download** command, it illustrates the download is a success if log as **Figure 27** displays.

For MCU boot log, please refer to **Figure 28**.

```

C:\Windows\System32\cmd.exe
D:\Quectel_User_Friendly_SDK>build.bat download
-- Cross-compilation toolchain path [D:\Quectel_User_Friendly_SDK\tools\toolchain]

-- Firmware path [D:\Quectel_User_Friendly_SDK\build\Quectel_UFP_STM32F413RGT6_20250430.elf]
-- Prepare to download...

Open On-Chip Debugger 0.12.0 (2024-09-16) [https://github.com/sysprogs/openocd]
Licensed under GNU GPL v2
libusb1 d52e355daa09f17ce64819122cb067b8a2ee0d4b
For bug reports, read
    http://openocd.org/doc/doxygen/bugs.html
Info : auto-selecting first available session transport "hla_swd". To override use 'transport select <transport>'.
Info : The selected transport took over low-level target control. The results might differ compared to plain JTAG/SWD
Info : clock speed 2000 kHz
Info : STLINK V2J45S7 (API v2) VID:PID 0483:3748
Info : Target voltage: 3.232941
Info : [stm32f4x.cpu] Cortex-M4 r0p1 processor detected
Info : [stm32f4x.cpu] target has 6 breakpoints, 4 watchpoints
Info : [stm32f4x.cpu] Examination succeed
Info : [stm32f4x.cpu] starting gdb server on 3333
Info : Listening on port 3333 for gdb connections
[stm32f4x.cpu] halted due to debug-request, current mode: Thread
xPSR: 0x01000000 pc: 0x0801c9e0 msp: 0x20050000
** Programming Started **
Info : device id = 0x10006463
Info : flash size = 1024 KiB
** Programming Finished **
** Verify Started **
** Verified OK **
** Resetting Target **
shutdown command invoked

D:\Quectel_User_Friendly_SDK>

```

Figure 27: Log Related to Download

```

COM7 (Silicon Labs Quad CP2108 USB to UART Bridge: Interface 1 (COM7))
Terminal Sessions View X server Tools Games Settings Macros Help
Session Servers Tools Games Sessions View Split MultiExec Tunneling Packages Settings Help
Quick connect... 2 COM7 (Silicon Labs Quad CP2108 USB to UART Bridge: Interface 1 (COM7))

[INFO] [D:/Quectel_User_Friendly_SDK/apps/user_main.c]: user_main():0227 Welcome to Quectel User Friendly Project !
[INFO] [D:/Quectel_User_Friendly_SDK/apps/user_main.c]: user_main():0228 Current version: Quectel_UFP_STM32F413RGT6_20250430
[INFO] [D:/Quectel_User_Friendly_SDK/apps/user_main.c]: SPI_Flash_Selftest():0203 ==Detected Flash! DeviceID [0xEF16]
[INFO] [D:/Quectel_User_Friendly_SDK/apps/user_main.c]: SPI_Flash_Selftest():0206 ==Write: Hello, this is just an external Flash self test code..
[INFO] [D:/Quectel_User_Friendly_SDK/apps/user_main.c]: SPI_Flash_Selftest():0208 ==Read : Hello, this is just an external Flash self test code..
[INFO] [D:/Quectel_User_Friendly_SDK/apps/user_main.c]: SPI_Flash_Selftest():0211 ==Matched. Flash test successfully!
[INFO] [D:/Quectel_User_Friendly_SDK/common/src/sd_fatfs.c]: SD_INIT():0087] sd card mount success!
[INFO] [D:/Quectel_User_Friendly_SDK/quctel/common/src/debug_service.c]: debug_input_service_create():0330] debug_input_service_create over(20006258)
[INFO] [D:/Quectel_User_Friendly_SDK/quctel/third_party/at_client/src/at_client.c]: at_client_init():1005] AT client(V1.3.1) initialize success
[INFO] [D:/Quectel_User_Friendly_SDK/quctel/common/src/broadcast_service.c]: bcast_service_create():0230] bcast_service_create over(20007e50)
[INFO] [D:/Quectel_User_Friendly_SDK/quctel/modules/bg95/bg95_socket.c]: bg95_socket_service_create():1102] bg95_socket_service_create over(20009220)
[INFO] [D:/Quectel_User_Friendly_SDK/quctel/modules/bg95/bg95_net.c]: ql_module_init():1468] ATE0 command successful

```

Figure 28: Boot Log

## 7.1.4. Debug

See relevant command

**build.bat debug**

After executing **build.bat debug** command, the system will initiate one GDB service process named OpenOCD. Once log panel displays as **Figure 29**, it proves a success to enter debugging mode.

The screenshot shows two windows. The top window is a command prompt titled 'C:\Windows\System32\cmd.exe - build.bat debug'. It shows the execution of 'build.bat debug' and the output of the 'build.bat' script, which includes the cross-compilation toolchain path and the OpenOCD debugger path. The bottom window is the OpenOCD log, which displays the initialization of the OpenOCD debugger, including the GDB port (3333), adapter speed (2000 kHz), and the connection to the target device (STM32F4x). The log also shows the detection of the Cortex-M4 r0p1 processor and the successful examination of the target.

```

C:\Windows\System32\cmd.exe - build.bat debug
D:\Qectel_User_Friendly_SDK>build.bat debug
-- Cross-compilation toolchain path [D:\Qectel_User_Friendly_SDK\tools\toolchain]

-----Connection Information-----
-- GDB port: [3333]
-- Adapter speed: [2000] kHz
-- Starting OpenOCD debugger...

-- Firmware: [D:\Qectel_User_Friendly_SDK\build\Qectel
GNU gdb (GNU Tools for STM32 12.3.rel1.20240612-1315)
Copyright (C) 2023 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu
This is free software; you are free to change and red
There is NO WARRANTY, to the extent permitted by law.
Type 'show copying' and 'show warranty' for details.
This GDB was configured as '--host=x86_64-w64-mingw32
Type 'show configuration' for configuration details.
For bug reporting instructions, please see:
<https://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources
<http://www.gnu.org/software/gdb/documentation/>.

For help, type 'help'.
Type 'apropos word' to search for commands related to
Reading symbols from D:\Qectel_User_Friendly_SDK\buil
Remote debugging using localhost:3333
prvIdleTask (pvParameters=0x0)
    at D:\Qectel_User_Friendly_SDK\system\platform\ar
3432
    if (listCURRENT_LIST_L
Loading section .isr_vector, size 0x1d8 lma 0x80000000
Loading section .text, size 0x2c23c lma 0x80001e0
Loading section .rodata, size 0xf2d4 lma 0x802c41c
Loading section .ARM, size 0x8 lma 0x803b6f0
Loading section .init_array, size 0x4 lma 0x803b6f8
Loading section .fini_array, size 0x4 lma 0x803b6fc
Loading section .data, size 0x1fc lma 0x803b700
Start address 0x0801c9e0, load size 243956
Transfer rate: 33 KB/sec, 9758 bytes/write.
(gdb)

OpenOCD
For bug reports, read
http://openocd.org/doc/doxygen/bugs.html
Info : auto-selecting first available session transport "hla_swd". To override use 'transport
select <transport>'.
Info : The selected transport took over low-level target control. The results might differ com
pared to plain JTAG/SWD
adapter speed: 2000 kHz
Info : Listening on port 6666 for tcl connections
Info : Listening on port 4444 for telnet connections
Info : clock speed 2000 kHz
Info : STLINK V2J45S7 (API v2) VID:PID 0483:3748
Info : Target voltage: 3.221961
Info : [stm32f4x.cpu] Cortex-M4 r0p1 processor detected
Info : [stm32f4x.cpu] target has 6 breakpoints, 4 watchpoints
Info : [stm32f4x.cpu] Examination succeed
Info : [stm32f4x.cpu] starting gdb server on 3333
Info : Listening on port 3333 for gdb connections
[stm32f4x.cpu] halted due to breakpoint, current mode: Thread
xPSR: 0x01000000 pc: 0x0801c9e0 msp: 0x20050000
Info : accepting gdb connection on tcp/3333
Info : device id = 0x10006463
Info : flash size = 1024 KiB
Info : flash size = 512 bytes
Warn : Prefer GDB command "target extended-remote :3333" instead of "target remote :3333"
[stm32f4x.cpu] halted due to debug-request, current mode: Thread
xPSR: 0x01000000 pc: 0x0801c9e0 msp: 0x20050000
Info : Padding image section 0 at 0x080001d8 with 8 bytes
[stm32f4x.cpu] halted due to debug-request, current mode: Thread
xPSR: 0x01000000 pc: 0x0801c9e0 msp: 0x20050000
  
```

**Figure 29: GDB Debugging Surface**

For common commands in GDB debugging, please see **Table 2** below.

Table 2: Common Commands in GDB Debugging

| Function             | Command               | Description  | Sample  |
|----------------------|-----------------------|--|---|
| Set breakpoint       | b <Location> or break | Set breakpoint in function or address                | b main<br>b *0x08001234                       |
| Skip over            | n or next             | Execute next-line codes (Skip over function)         | n   |
| Step in              | s or step             | Execute next-line codes (Step in function)           | s   |
| Continue running     | c or continue         | Continue executing till next break-point or end      | c   |
| Check Memory         | x/<format> <address>  | Check memory<br>Format: Hex                          | x/4x 0x20000000<br>(Check four 32-bit values) |
| Check variable value | p <variable> or print | Print variable or Expression                         | p cnt<br>p (uint32_t*)0x20000000              |
| Check register       | p/x \$r0 ~ p/x \$r15  | Check ARM Register                                   | p/x \$sp<br>(Check stack pointer)             |
| Check all registers  | info reg              | Check all registers                                  | info reg                                      |
| Check call stack     | bt or backtrace       | Check call stack                                     | bt  |
| Switch stack frame   | f <No.> or frame      | Switch to stack frame in designated layer            | frame 1                                       |
| Delete break-point   | delete <No.>          | Delete designated break-point                        | delete 2                                      |
| List source-code     | l or list             | Check source codes in current or designated location | list 20,30<br>(Display Line 20 & 30)          |
| Reset MCU            | monitor reset         | Reset MCU  | monitor reset                                 |
| Quit debugging       | q or quit             | Quit GDB   | q   |

## 7.2. GUI Operation

### 7.2.1. Install VSCode and Plugin

1. Download via this link-- <https://code.visualstudio.com>
2. Install VSCode according to prompt
3. Install VSCode plugin  
Open VSCode, click “**Extensions**” on the left or display plugin manager via “**Ctrl+Shift+X**”. Subsequently, search and install following 4 plugins in searching box as **Figure 30**.

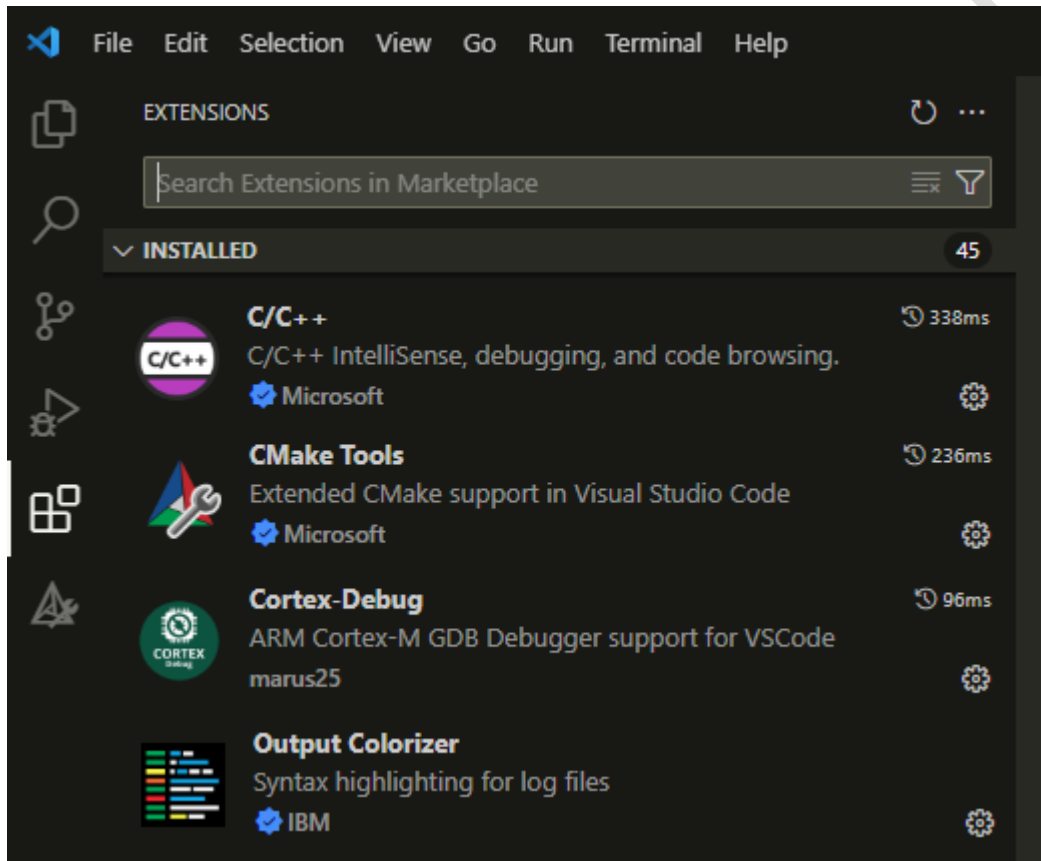


Figure 30: Install VSCode Plugins

### 7.2.2. Configure

Initially, please open Quectel\_User\_Friendly\_SDK Project.

As shown in **Figure 31**, it is available to select SDK Project folder via shortcut “**Ctrl+K Ctrl+O**” or click “**Open Folder...**” in the drop-list of “**File**”.



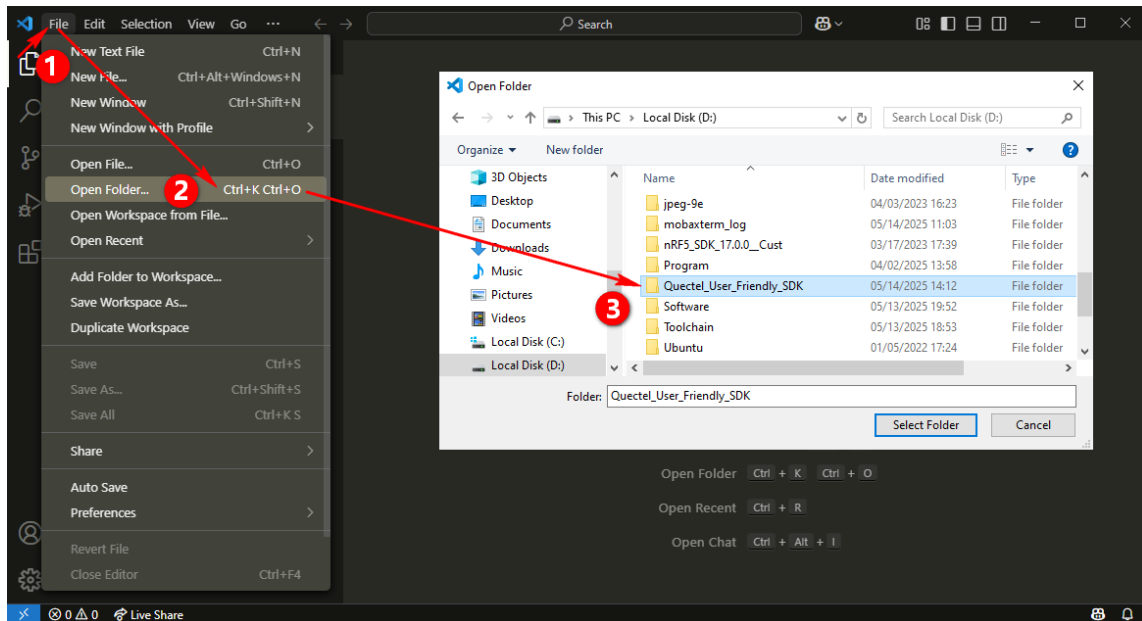


Figure 31: Open Project Folder in VSCode

Once a success to open project folder, VSCode will load CMake Tools plugin and configure automatically. Without automatic configuration or **build** deletion, it is available to re-configure by clicking “**Delete Cache and Reconfigure**” button in CMake Tools. For specific, please refer to **Figure 32**.

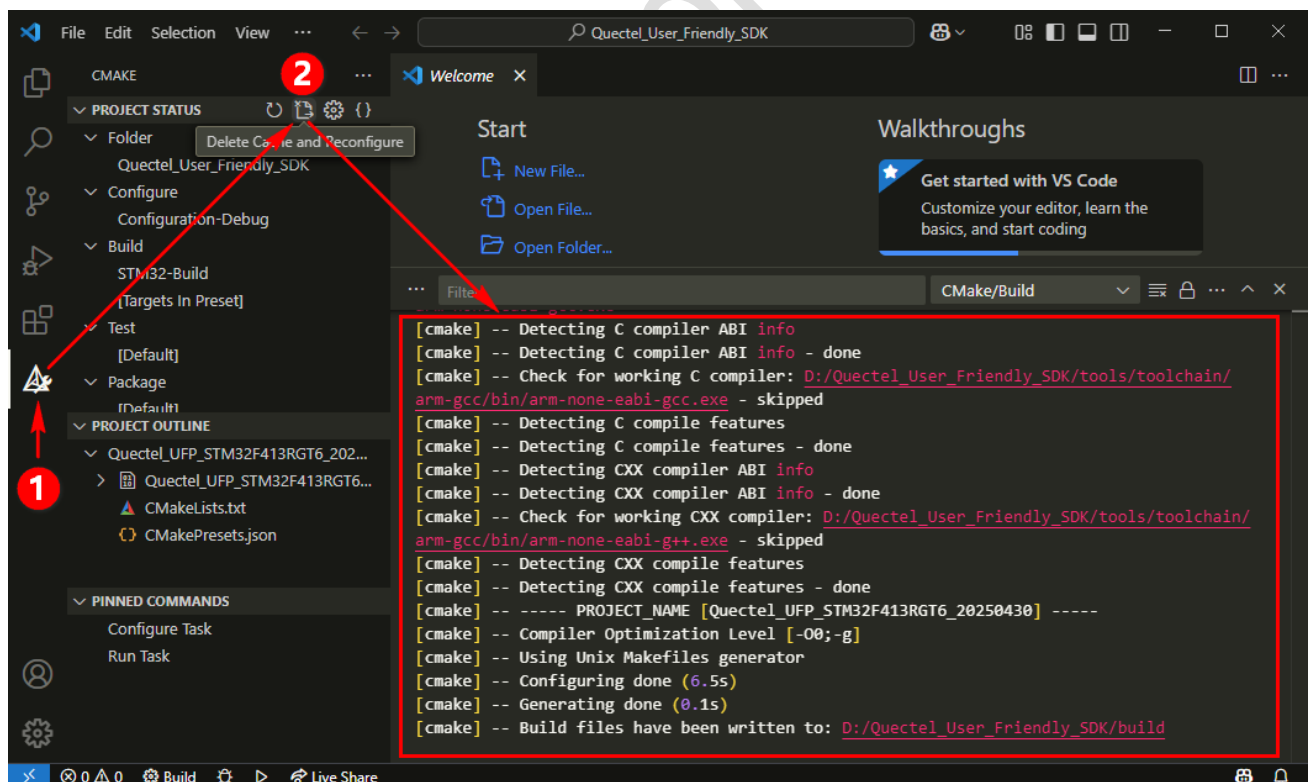


Figure 32: CMake Configuration in VSCode

### 7.2.3. Compile

As illustrated in **Figure 33**, it is available to compile via shortcut “F7” or “Build all projects” in CMake Tools.

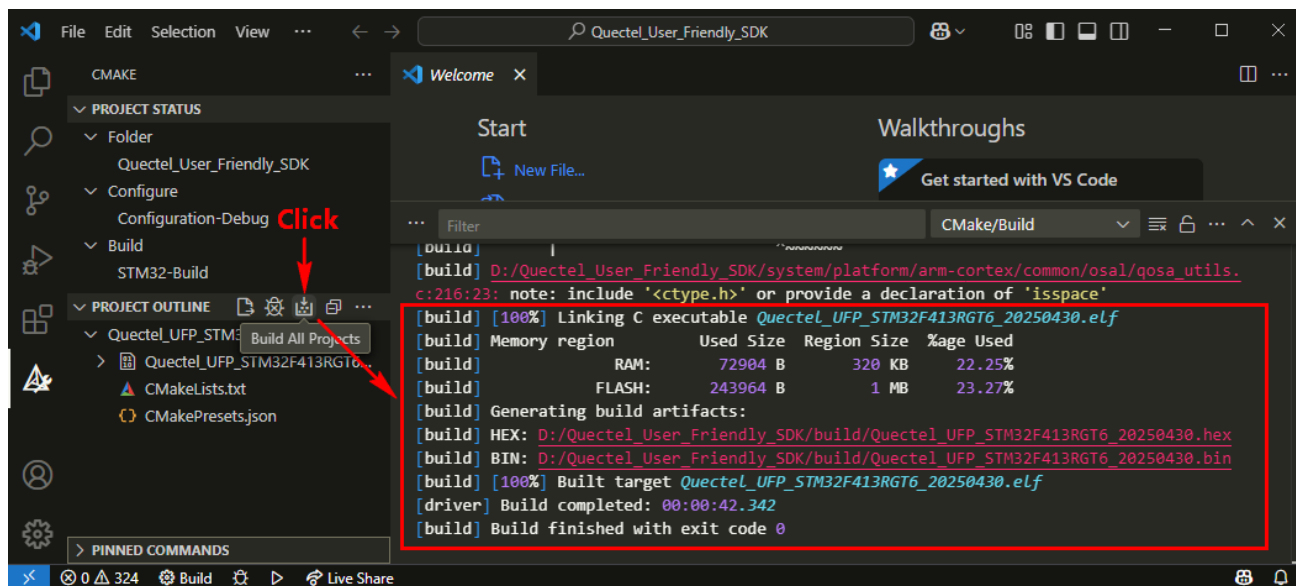


Figure 33: Compile in VSCode

### 7.2.4. Clean

Click “Clean all projects” in CMake Tools displayed as **Figure 34**.

If it fails to execute build command or demands cleaning fundamentally, please delete build directory in the root directory of SDK.

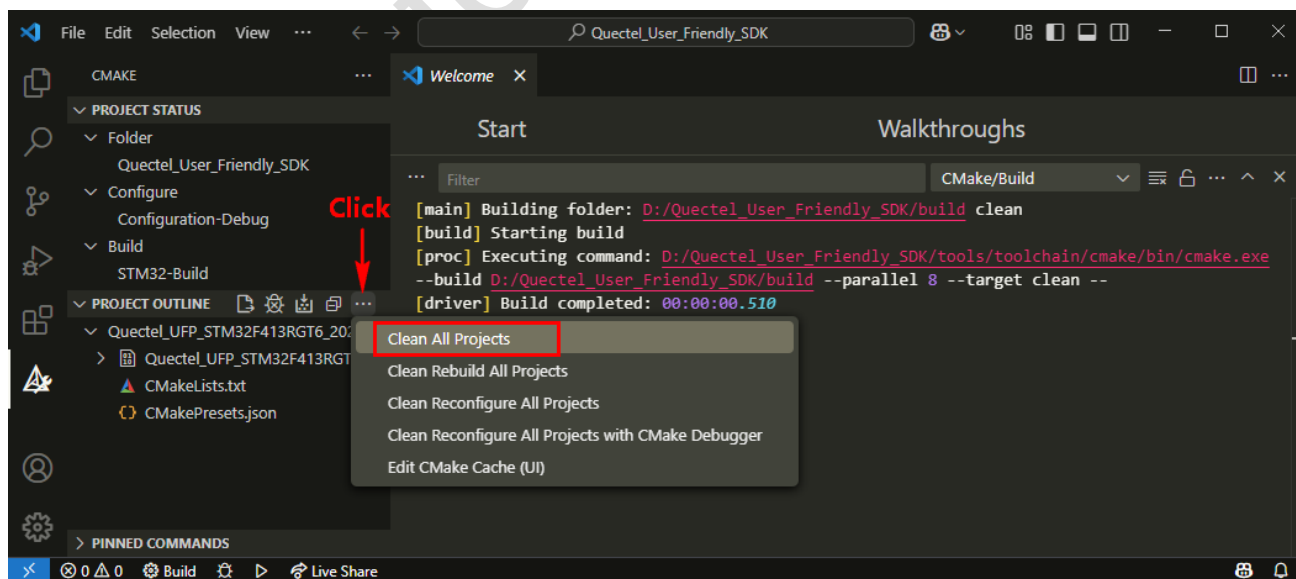


Figure 34: Clean in VSCode

### 7.2.5. Download

By clicking Shortcut “**Ctrl +Shift+B**” or “**Run Task...**” in the drop-list of “**Terminal**”, you can click “**Download**” to start downloading in Task Panel. For details, please refer to following **Figure 35** & **Figure 36**.

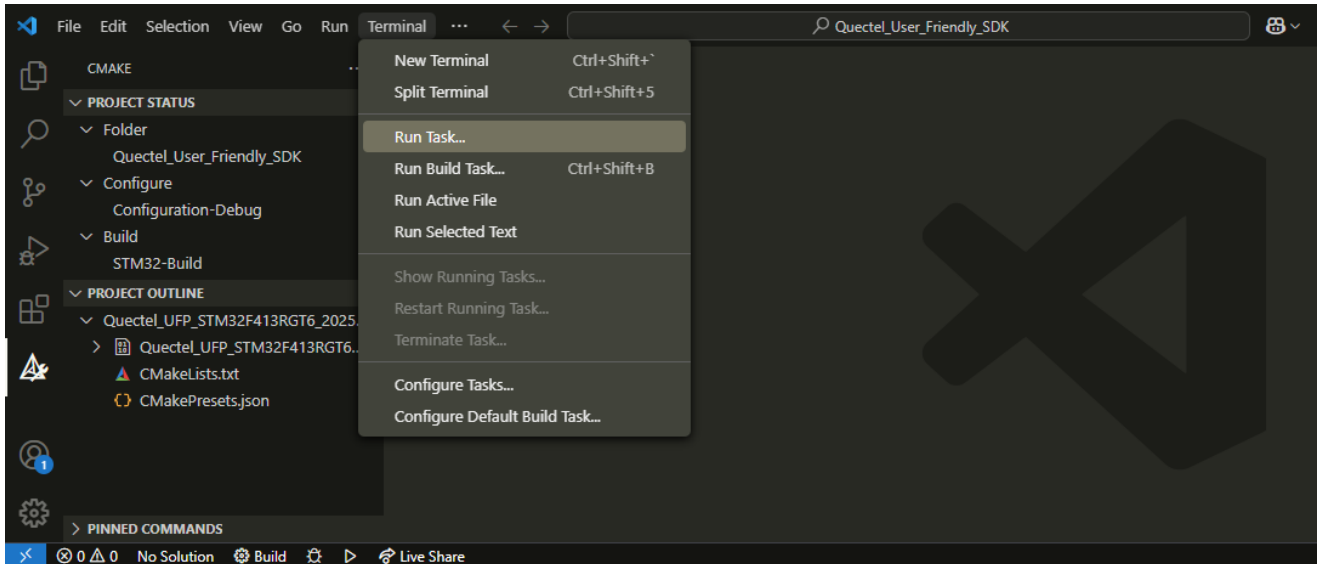


Figure 35: Open Task Panel in VSCode

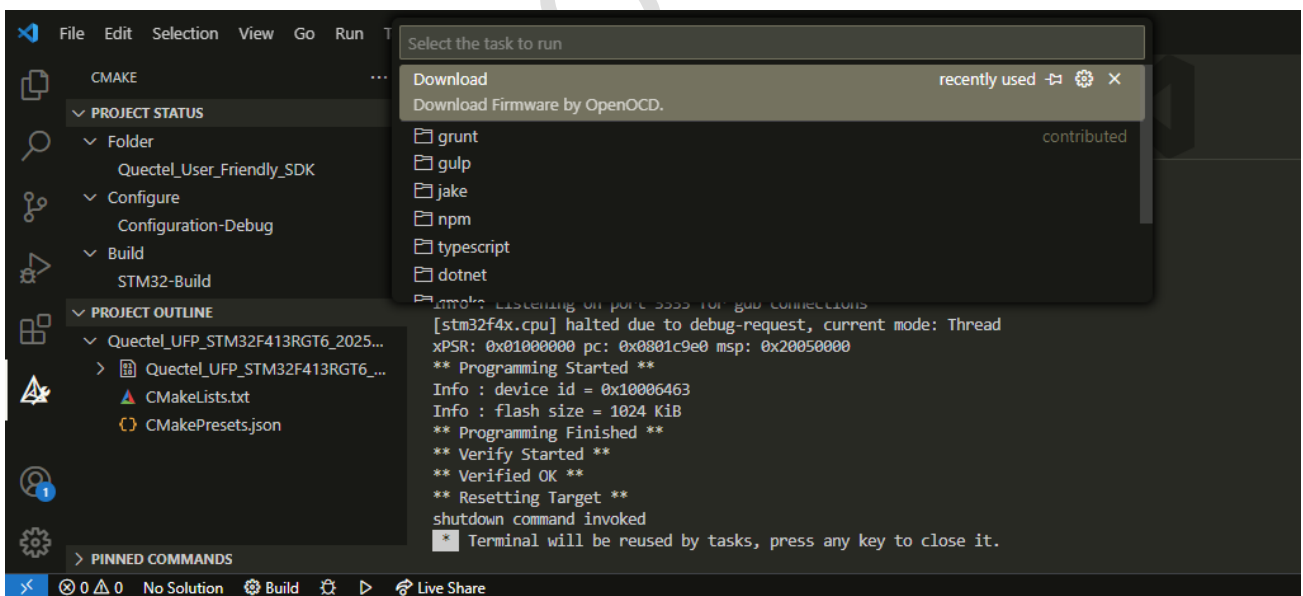


Figure 36: Download in VSCode

### 7.2.6. Debug

After clicking “Configure All Projects with CMake Debugger” in CMake Tools, the debugging button below will turn to “Debug with OpenOCD” once the configuration is done. See **Figure 37** in detail.

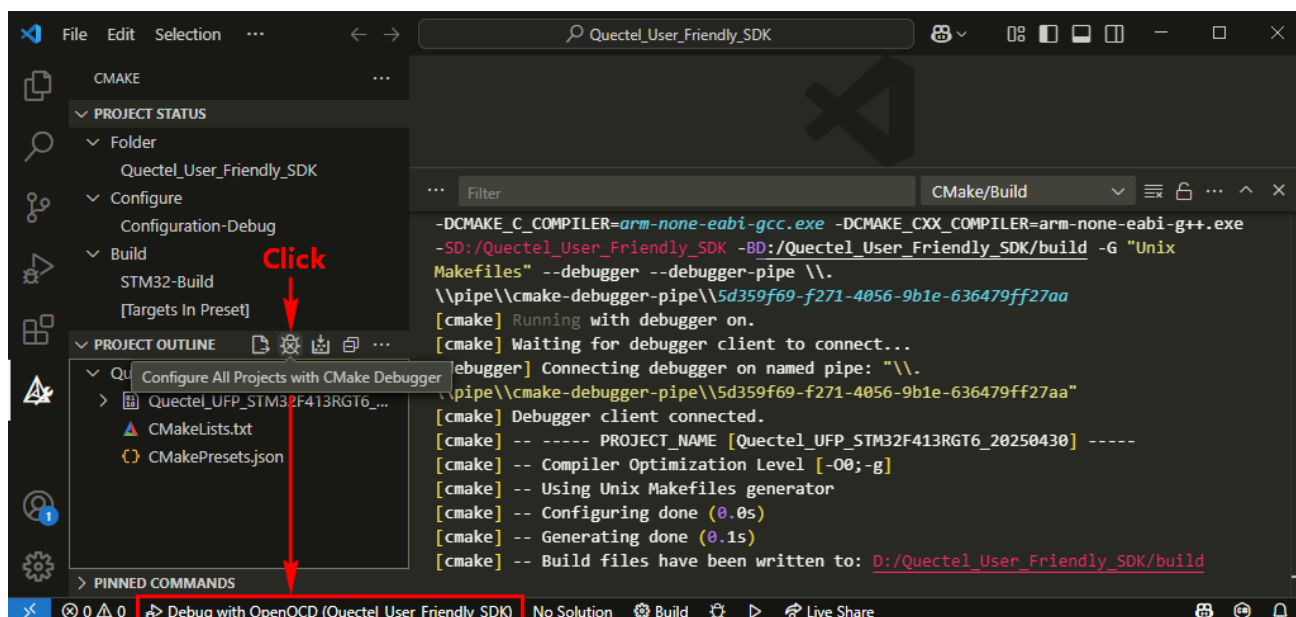


Figure 37: Configure Debugger in VSCode

Following that, by clicking “Debug with OpenOCD” below, corresponding configuration panel will display. In this situation, please initiate debugging by clicking it.

Once a success to initiate, one “Debug panel” as shown in **Figure 38** will occur. Additionally, the default break-point is located in the entrance of `main()`.

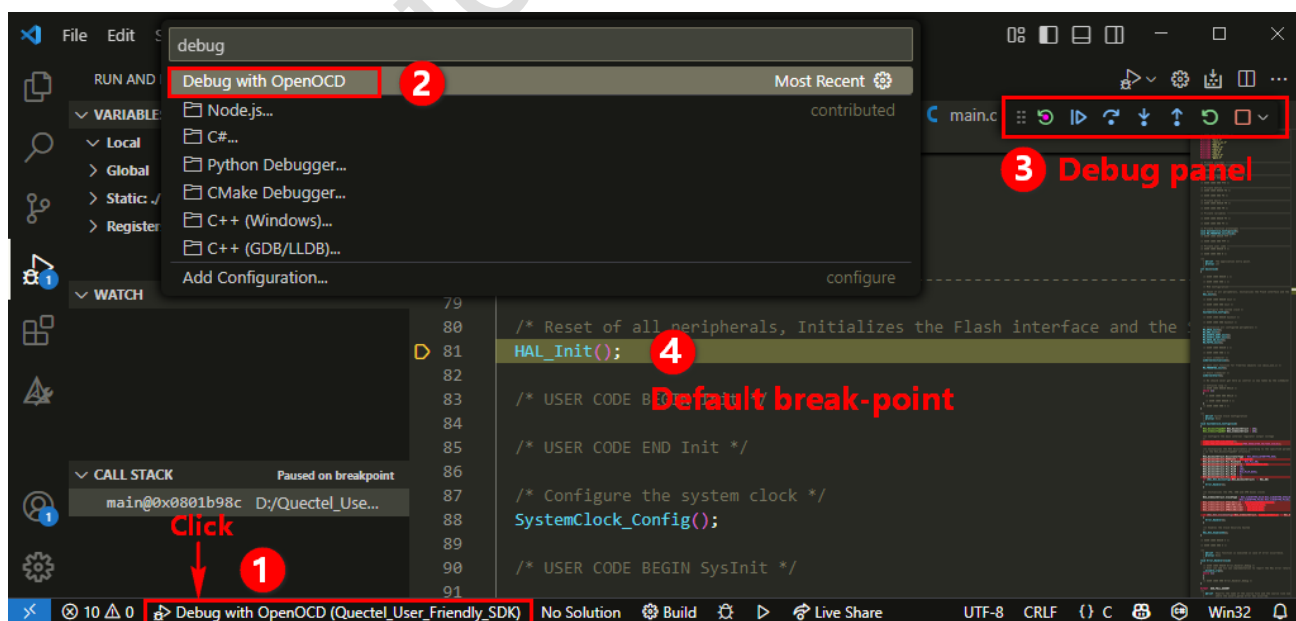


Figure 38: Debug in VSCode

Apart from above methods, you can also initiate debugging process via shortcut “F5”. Subsequently, it is available to set break-point, step-in, check variable & call stack and reset. For specific, please refer to **Figure 39**.

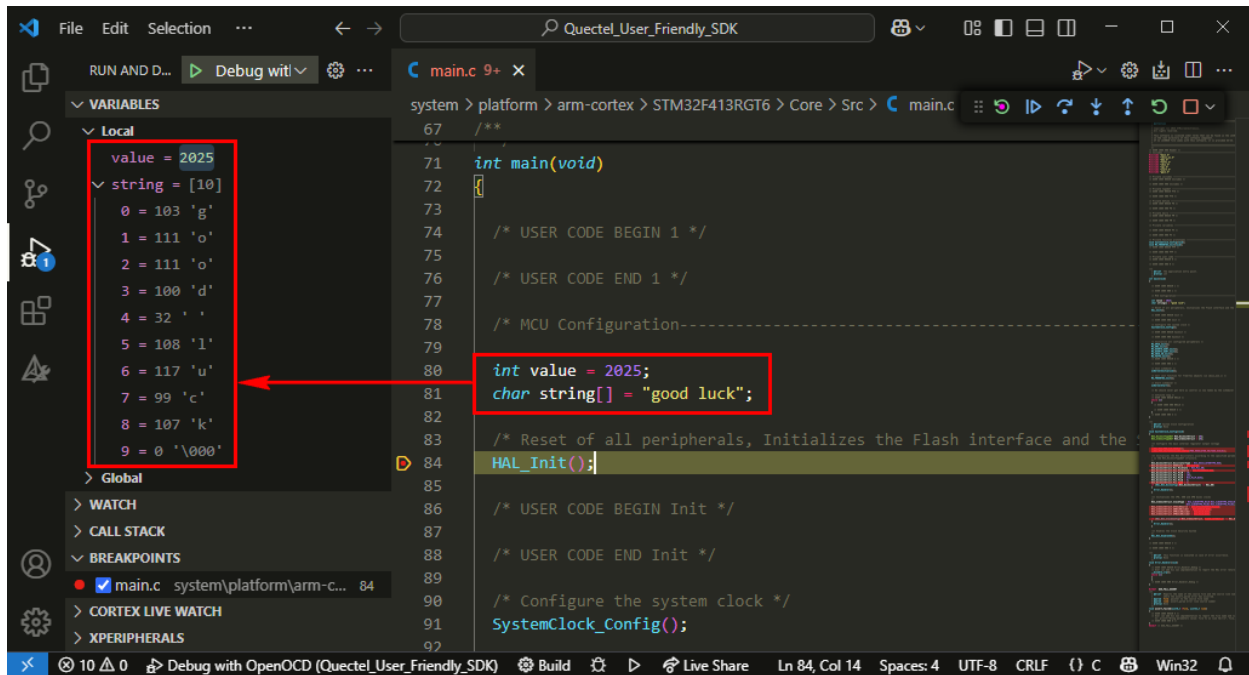


Figure 39: Debug & Check Variable in VSCode

# 8 Appendix Referential Documentation and Term Abbreviation

**Table 3: Referential Documentation**

| Documentation   |
|---|
| [1] Quectel_User_Friendly_Project_Hardware Application Note |
| [2] Quectel_User_Friendly_Project_Test Guide                |
| [3] Quectel_LTE_Standard(U) Series_AT Command Manual_V1.1   |

**Table 4: Term Abbreviation**

| Abbr. | Full English Name                  |
|-------|------------------------------------|
| API   | Application Programming Interface  |
| AT    | Attention Command                  |
| EVK   | Evaluation Kit                     |
| GCC   | GNU Compiler Collection            |
| GUI   | Graphical User Interface           |
| HAL   | Hardware Abstraction Layer         |
| IDE   | Integrated Development Environment |
| IoT   | Internet of Things                 |
| JSON  | JavaScript Object Notation         |
| LED   | Light Emitting Diode               |
| MCU   | Micro Controller Unit              |

|        |   |
|--------|---|
| RTOS   | Real-Time Operating System                  |
| SDK    | Software Development Kit                    |
| UART   | Universal Asynchronous Receiver/Transmitter |
| USB    | Universal Serial Bus                        |
| (U)SIM | (Universal) Subscriber Identity Module      |

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