Chapters 4-6 : bugs, clarifications, and tips

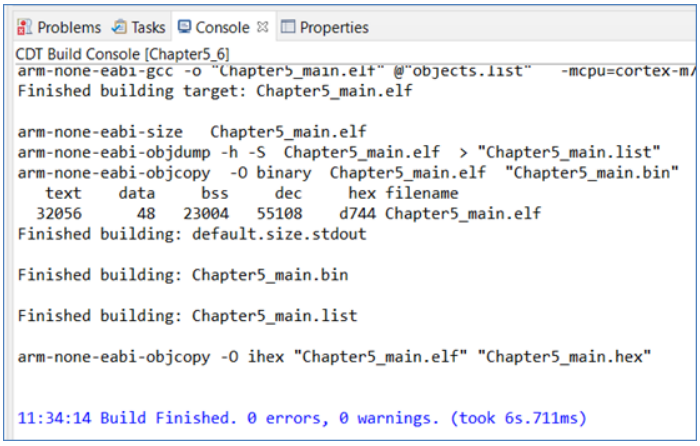
1 Chapter 4: Selecting the Right MCU (pg 71)

- **Commentary**
  - This chapter was over my head. So, I just skimmed it. I expect it will make more sense later, after getting experience with the technology.

2 Chapter 5: Selecting an IDE (pg 103)

- **Commentary**
  - The first part of this chapter was over my head. So I just skimmed it, up to the section *Code generation trade-offs* (page 120).

- **Clarification**, pages 123-124
  - The book states, "*right-click on Chapter5_6 and select Build*"
    - There's several build options, but no option "Build". Use "Build Project".
  - The console output I got looks different than what is shown in the book. A screen-shot of my console-output is below.
  - These issues are probably due to TrueSTUDIO being used in the book, instead of STM32CubeIDE. This was described in "Getting started".



- **Build error**, page 123
  - For the build-system, it's possible to get an error message when running "clean".
  - More info is in the study-guide's web-page on STM32CubeIDE, in its section "Build clean fails"

3 Chapter 6: Debugging Tools for Real-Time Systems (pg 127)

3.1 Section: Creating Ozone projects (page 137)

- **Tip**, page 137
  - Check the Ozone console messages, when starting a debug session
    - Errors are shown in red font.
    - The severity of an error may not be clear. Errors can vary from being ignorable-warnings to being fatal.
    - The messages for a successful start are shown in the page "Ozone". They can be useful for determining if Ozone started successfully, and for diagnosing problems.

- **Clarification**, page 137
  - This book section shows how to create an Ozone project file (*.jdebug), on pages 137 to 139.
  - If you're working through the book, the instructions shown here in the book are not intended to be followed at this point. The instructions are for future reference, for when you need to create an Ozone project file. This is stated in the book, and quoted below. I overlooked that, and mistakenly tried to follow the instructions, at this point in reading the book.
    - *All projects included in the source tree for this book already have Ozone projects created for them. The following steps are for your reference—you'll only need to go through these steps for your own future projects. Ozone project files, the *.jdebug files, are already included for all of the projects in this book.*

- **Bug** in the book, page 137
  - In the GUI shown, the Peripherals textbox contains an incorrect value