

STM32CubeMX for STM32 configuration
and initialization C code generation

Introduction

STM32CubeMX is a graphical tool for STM32 microcontrollers. It is part of the STMCube™ initiative (see [Section 2](#)) and is available either as a standalone application or as an Eclipse plug-in for integration in Integrated Development Environments (IDEs).

STM32CubeMX has the following key features:

- Easy microcontroller selection covering the whole STM32 portfolio
- Board selection from a list of STMicroelectronics boards
- **Easy microcontroller configuration** (pins, clock tree, peripherals, middleware) and generation of the corresponding initialization C code
- **Easy switching to another microcontroller** by importing a previously-saved configuration to a new MCU project
- **Easy exporting of current configuration to a compatible MCU**
- **Generation of configuration reports**
- **Generation of embedded C projects** for a selection of integrated development environment tool chains. STM32CubeMX projects include the generated initialization C code, MISRA 2004 compliant STM32 HAL drivers, the middleware stacks required for the user configuration, and all the relevant files for opening and building the project in the selected IDE.
- **Power consumption calculation** for a user-defined application sequence
- **Self-updates** allowing the user to keep STM32CubeMX up-to-date
- Download and update of STM32Cube embedded software required for user application development (see [Appendix E: STM32Cube embedded software packages](#) for details on the STM32Cube embedded software offer)

Although STM32CubeMX offers a user interface and generates C code compliant with STM32 MCU design and firmware solutions, users need to refer to the product technical documentation for details on actual implementations of microcontroller peripherals and firmware.

The following documents are available from www.st.com:

- STM32 microcontroller reference manuals and datasheets
- *STM32Cube HAL/LL driver user manuals for STM32F0 (UM1785), STM32F1 (UM1850), STM32F2 (UM1940), STM32F3 (UM1786), STM32F4 (UM1725), STM32F7 (UM1905), STM32L0 (UM1749), STM32L1 (UM1816), STM32L4/L4+ (UM1884) and STM32H7 (UM2217).*



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1 General information

STM32CubeMX supports 32-bit Arm® Cortex®-based microcontrollers.



2 STM32Cube overview

STMCube™ is an STMicroelectronics original initiative to make developers' lives easier by reducing development effort, time and cost. STM32Cube is the implementation of STMCube™ that covers the whole STM32 portfolio.

STM32Cube includes:

- STM32CubeMX, a graphical software configuration tool that allows the generation of C initialization code using graphical wizards.
- A comprehensive embedded software platform, delivered per Series (such as STM32CubeF2 for STM32F2 Series and STM32CubeF4 for STM32F4 Series)
 - The STM32Cube HAL, STM32 abstraction layer embedded software ensuring maximized portability across the STM32 portfolio
 - Low-layer APIs (LL) offering a fast light-weight expert-oriented layer which is closer to the hardware than the HAL. LL APIs are available only for a set of peripherals.
 - A consistent set of middleware components such as RTOS, USB, TCP/IP, Graphics
 - All embedded software utilities, delivered with a full set of examples.

3 Getting started with STM32CubeMX

3.1 Principles

Customers need to quickly identify the MCU that best meets their requirements (core architecture, features, memory size, performance...). While board designers main concerns are to optimize the microcontroller pin configuration for their board layout and to fulfill the application requirements (choice of peripherals operating modes), embedded system developers are more interested in developing new applications for a specific target device, and migrating existing designs to different microcontrollers.

The time taken to migrate to new platforms and update the C code to new firmware drivers adds unnecessary delays to the project. STM32CubeMX was developed within STM32Cube initiative which purpose is to meet customer key requirements to maximize software reuse and minimize the time to create the target system:

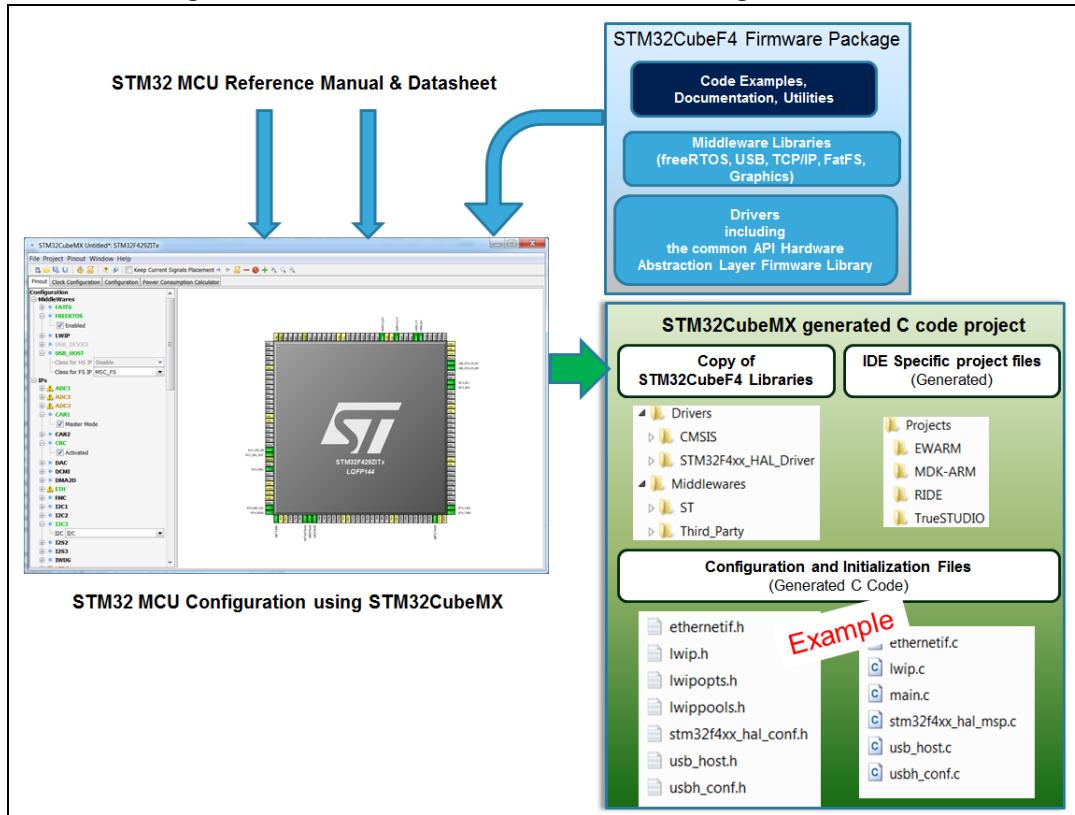
- Software reuse and application design portability are achieved through STM32Cube firmware solution proposing a common Hardware Abstraction Layer API across STM32 portfolio.
- Optimized migration time is achieved thanks to STM32CubeMX built-in knowledge of STM32 microcontrollers, peripherals and middleware (LwIP and USB communication protocol stacks, FatFs file system for small embedded systems, FreeRTOS).

STM32CubeMX graphical interface performs the following functions:

- Fast and easy configuration of the MCU pins, clock tree and operating modes for the selected peripherals and middleware
- Generation of pin configuration report for board designers
- Generation of a complete project with all the necessary libraries and initialization C code to set up the device in the user defined operating mode. The project can be directly open in the selected application development environment (for a selection of supported IDEs) to proceed with application development (see [Figure 1](#)).

During the configuration process, STM32CubeMX detects conflicts and invalid settings and highlights them through meaningful icons and useful tool tips.

Figure 1. Overview of STM32CubeMX C code generation flow



3.2 Key features

STM32CubeMX comes with the following features:

- **Project management**

STM32CubeMX allows creating, saving and loading previously saved projects:

- When STM32CubeMX is launched, the user can choose to create a new project or to load a previously saved project.
- Saving the project saves user settings and configuration performed within the project in an .ioc file that will be used the next time the project will be loaded in STM32CubeMX.

STM32CubeMX also allows importing previously saved projects in new projects.

STM32CubeMX projects come in two flavors:

- MCU configuration only: .ioc file are saved anywhere, next to other .ioc files.
- MCU configuration with C code generation: in this case .ioc files are saved in a dedicated project folder along with the generated source C code. There can be only one .ioc file per project.

- **Easy MCU and STMicroelectronics board selection**

When starting a new project, a dedicated window opens to select either a microcontroller or an STMicroelectronics board from STM32 portfolio. Different filtering options are available to ease the MCU and board selection.

- **Easy pinout configuration**

- From the **Pinout** view, the user can select the peripherals from a list and configure the peripheral modes required for the application. STM32CubeMX assigns and configures the pins accordingly.
- For more advanced users, it is also possible to directly map a peripheral function to a physical pin using the **Chip** view. The signals can be locked on pins to prevent STM32CubeMX conflict solver from moving the signal to another pin.
- Pinout configuration can be exported as a .csv file.

- **Complete project generation**

The project generation includes pinout, firmware and middleware initialization C code for a set of IDEs. It is based on STM32Cube embedded software libraries. The following actions can be performed:

- Starting from the previously defined pinout, the user can proceed with the configuration of middleware, clock tree, services (RNG, CRC, etc...) and peripheral parameters. STM32CubeMX generates the corresponding initialization C code. The result is a project directory including generated main.c file and C header files for configuration and initialization, plus a copy of the necessary HAL and middleware libraries as well as specific files for the selected IDE.
- The user can modify the generated source files by adding user-defined C code in user dedicated sections. STM32CubeMX ensures that the user C code is preserved upon next C code generation (the user C code is commented if it is no longer relevant for the current configuration).
- STM32CubeMX can generate user files by using user-defined freemarker .ftl template files.
- From the Project settings menu, the user can select the development tool chain (IDE) for which the C code has to be generated. STM32CubeMX ensures that the IDE relevant project files are added to the project folder so that the project can be

directly imported as a new project within third party IDE (IAR™ EWARM, Keil™ MDK-ARM, Atollic® TrueSTUDIO® and AC6 System Workbench for STM32).

- **Power consumption calculation**

Starting with the selection of a microcontroller part number and a battery type, the user can define a sequence of steps representing the application life cycle and parameters (choice of frequencies, enabled peripherals, step duration). STM32CubeMX Power Consumption Calculator returns the corresponding power consumption and battery life estimates.

- **Clock tree configuration**

STM32CubeMX offers a graphical representation of the clock tree as it can be found in the device reference manual. The user can change the default settings (clock sources, prescaler and frequency values). The clock tree is then updated accordingly. Invalid settings and limitations are highlighted and documented with tool tips. Clock tree configuration conflicts can be solved by using the solver feature. When no exact match is found for a given user configuration, STM32CubeMX proposes the closest solution.

- **Automatic updates of STM32CubeMX and STM32Cube MCU packages**

STM32CubeMX comes with an updater mechanism that can be configured for automatic or on-demand check for updates. It supports STM32CubeMX self-updates as well as STM32Cube firmware library package updates. The updater mechanism also allows deleting previously installed packages.

- **Report generation**

.pdf and .csv reports can be generated to document user configuration work.

3.3 Rules and limitations

- C code generation covers only peripheral and middleware initialization. It is based on STM32Cube HAL firmware libraries.
- STM32CubeMX C code generation covers only initialization code for peripherals and middlewares that use the drivers included in STM32Cube embedded software packages. The code generation of some peripherals and middlewares is not yet supported.
- Refer to [Appendix A](#) for a description of pin assignment rules.
- Refer to [Appendix B](#) for a description of STM32CubeMX C code generation design choices and limitations.

4 Installing and running STM32CubeMX

4.1 System requirements

4.1.1 Supported operating systems and architectures

- Windows® 7: 32-bit (x86), 64-bit (x64)
- Windows® 8: 32-bit (x86), 64-bit (x64)
- Windows® 10: 32-bit (x86), 64-bit (x64)
- Linux®: 32-bit (x86) and 64-bit (x64) (tested on RedHat, Ubuntu and Fedora)
Since STM32CubeMX is a 32-bit application, some versions of Linux 64-bit distributions require to install 32-bit compliant packages such as ia32-libs.
- macOS: 64-bit (x64) (tested on OS X El Capitan and Sierra)

4.1.2 Memory prerequisites

- Recommended minimum RAM: 2 Gbytes.

4.1.3 Software requirements

The following software must be installed:

- For Windows and Linux, install Java™ Run Time Environment for 1.7.0_45 or later
If Java™ is not installed on your computer or if you have an old version, STM32CubeMX installer will open the Java™ download web page and stop.
- For macOS, install Java™ Development Kit 1.7.0_45 or later
- For Eclipse plug-in installation, install one of the following IDEs:
 - Eclipse Mars (4.5)
 - Eclipse Neon (4.6)
 - Eclipse Oxygen (4.7)

4.2 Installing/uninstalling STM32CubeMX standalone version

4.2.1 Installing STM32CubeMX standalone version

To install STM32CubeMX, follow the steps below:

1. Download STM32CubeMX installation package from www.st.com/stm32cubemx.
2. Extract (unzip) stm32cubemx.zip whole package into the same directory.
3. Check your access rights and launch the installation wizard:

On windows:

- a) Make sure you have administrators rights.
- b) Double-click the SetupSTM32CubeMX-VERSION.exe file to launch the installation wizard.

On Linux:

- a) Make sure you have access rights to the target installation directory. You can run the installation as root (or sudo) to install STM32CubeMX in shared directories.

- b) Double-click (or launch from the console window) on the SetupSTM32CubeMX-VERSION.linux file.

On macOS:

- a) Make sure you have administrators rights.
- b) Double-click SetupSTM32CubeMX-VERSION application file to launch the installation wizard.

In case of error, launch the exe file with the following command:

```
sudo java -jar SetupSTM32CubeMX-4.14.0.exe.
```

4. Upon successful installation of STM32CubeMX on Windows, STM32CubeMX icon is displayed on your desktop and STM32CubeMX application is available from the Program menu. STM32CubeMX .ioc files are displayed with a cube icon. Double-click them to open up them using STM32CubeMX.
5. Delete the content of the zip from your disk.

Note:

If the proper version of the Java™ Runtime Environment (version 1.7_45 or newer) is not installed, the wizard will propose to download it and stop. Restart STM32CubeMX installation once Java™ installation is complete. Refer to [Section 15: FAQ](#) for issues when installing the JRE.

When working on Windows, only the latest installation of STM32CubeMX will be enabled in the program menu. Previous versions can be kept on your PC (not recommended) when different installation folders have been specified. Otherwise, the new installation overwrites the previous ones.

4.2.2 Installing STM32CubeMX from command line

There are two ways to launch an installation from a console window: either in console interactive mode or via a script.

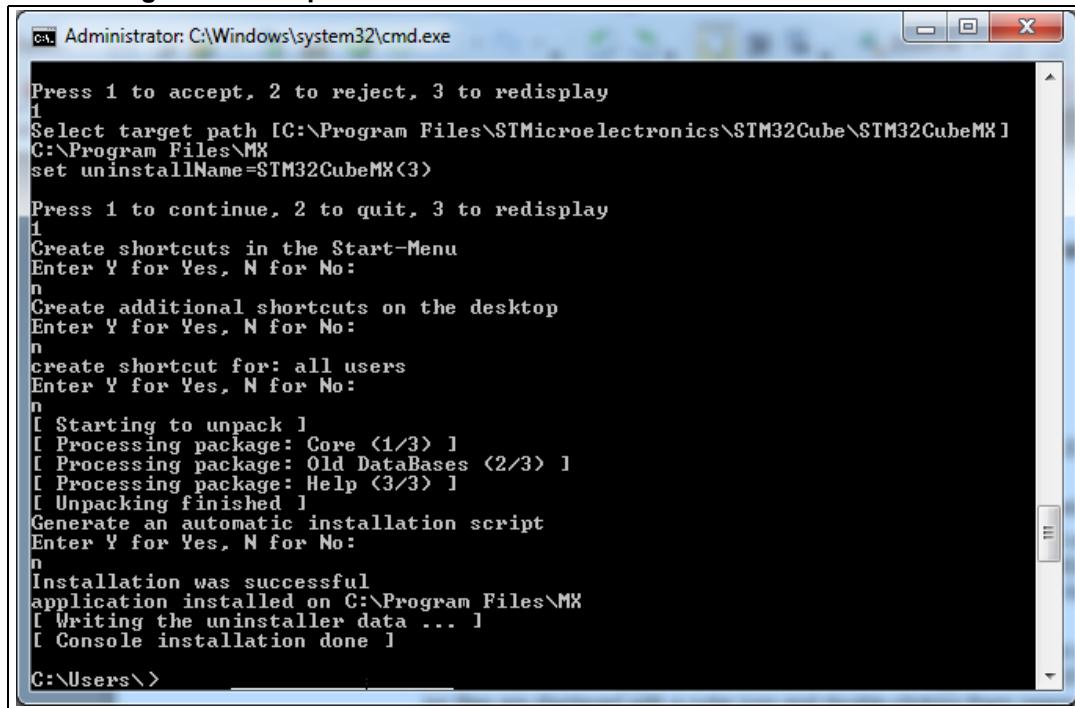
Interactive mode

To perform interactive installation, type the following command:

```
java -jar SetupSTM32CubeMX-4.14.0.exe -console
```

At each installation step, an answer is requested (see [Figure 2](#)).

Figure 2. Example of STM32CubeMX installation in interactive mode



The screenshot shows a Windows Command Prompt window titled "Administrator: C:\Windows\system32\cmd.exe". The window contains the following text output from the installation script:

```
Press 1 to accept, 2 to reject, 3 to redisplay
1
Select target path [C:\Program Files\STMicroelectronics\STM32Cube\STM32CubeMX]
C:\Program Files\MX
set uninstallName=STM32CubeMX<3>

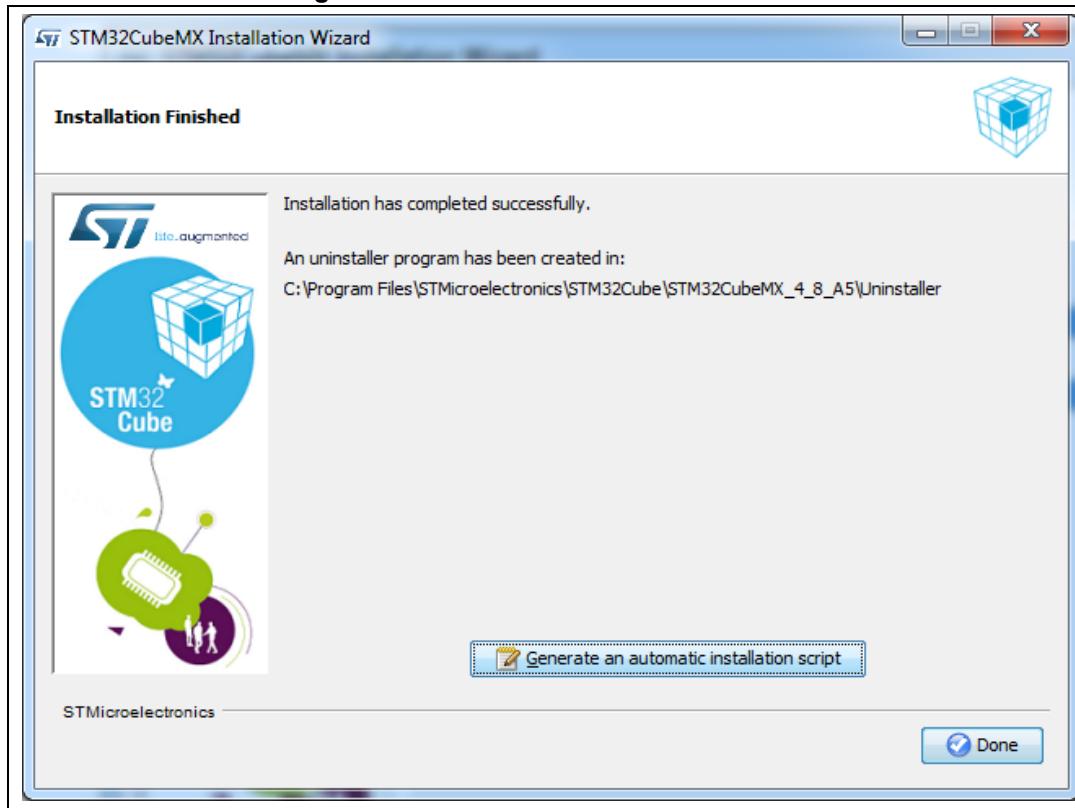
Press 1 to continue, 2 to quit, 3 to redisplay
1
Create shortcuts in the Start-Menu
Enter Y for Yes, N for No:
n
Create additional shortcuts on the desktop
Enter Y for Yes, N for No:
n
create shortcut for: all users
Enter Y for Yes, N for No:
n
[ Starting to unpack ]
[ Processing package: Core <1/3> ]
[ Processing package: Old DataBases <2/3> ]
[ Processing package: Help <3/3> ]
[ Unpacking finished ]
Generate an automatic installation script
Enter Y for Yes, N for No:
n
Installation was successful
application installed on C:\Program Files\MX
[ Writing the uninstaller data ... ]
[ Console installation done ]
```

The command prompt shows the user's input "1" at the first two prompts and "n" at the third and fourth prompts. The final message indicates a successful installation.

Auto-install mode

At end of an installation, performed either using STM32CubeMX graphical wizard or console mode, it is possible to generate an auto-installation script containing user installation preferences (see [Figure 3](#)):

Figure 3. STM32Cube Installation Wizard



You can then launch the installation by typing the following command:

```
java -jar SetupSTM32CubeMX-4.14.0.exe auto-install.xml
```

Figure 4. Auto-install command line

```

Administrator: C:\Windows\system32\cmd.exe
The STM32CubeMX installer you are attempting to run seems to have a copy already
running.

This could be from a previous failed installation attempt or you may have accidentally
launched
the installer twice. The recommended action is to select 'No' and wait for the other
copy of
the installer to start. If you are sure there is no other copy of the installer
running, click
the 'Yes' button to allow this installer to run.

Are you sure you want to continue with this installation?
Enter Y for Yes, N for No:
y
[ Starting automated installation ]
set uninstallName=STM32CubeMX<2>
[ Starting to unpack ]
[ Processing package: Core <1/3> ]
[ Processing package: Old DataBases <2/3> ]
[ Processing package: Help <3/3> ]
[ Unpacking finished ]
[ Writing the uninstaller data ... ]
[ Automated installation done ]

C:\Users\>

```

4.2.3 Uninstalling STM32CubeMX standalone version

Uninstalling STM32CubeMX on macOS

To uninstall STM32CubeMX on macOS, use the following command line:

```
java -jar <STM32CubeMX installation path>/Uninstaller/uninstaller.jar.
```

Uninstalling STM32CubeMX on Linux

There are three means to uninstall STM32CubeMX on Linux:

- By using the following command line


```
java -jar <STM32CubeMX installation path>/Uninstaller/uninstaller.jar.
```
- Through a Windows Explorer window:
 - a) Use a file explorer.
 - b) Go to the Uninstaller directory of STM32CubeMX installation.
 - c) Double-click the start uninstall desktop shortcut.

Uninstalling STM32CubeMX on Windows

There are three means to uninstall STM32CubeMX on Windows:

- By using the following command line


```
java -jar <STM32CubeMX installation path>/Uninstaller/uninstaller.jar.
```
- Through a Windows Explorer window:
 - a) Use a file explorer.
 - b) Go to the Uninstaller directory of STM32CubeMX installation.
 - c) Double-click the start uninstall desktop shortcut.
- Through the Windows Control Panel:
 - a) Select Programs and Features from the Windows Control Panel to display the list of programs installed on your computer.
 - b) Right-click STM32CubeMX and select uninstall.

4.3 Installing STM32CubeMX plug-in version

STM32CubeMX plug-in can be installed within Eclipse IDE development tool chain. Installation related procedures are described in this section.

4.3.1 Downloading STM32CubeMX plug-in installation package

To download STM32CubeMX plug-in, follow the sequence below:

1. Go to <http://www.st.com/stm32cubemx>.
2. Download STM32CubeMX- Eclipse-plug-in .zip file to your local disk.

4.3.2 Installing STM32CubeMX as an Eclipse IDE plug-in

To install STM32CubeMX as an Eclipse IDE plug-in, follow the sequence below:

1. Launch the Eclipse environment.
2. Select Help > Install New Software from the main menu bar. The Available Software window appears.
3. Click Add. The Add Repository window opens.
4. Click Archive. The Repository archive browser opens.
5. Select the STM32CubeMX- Eclipse-plug-in .zip file that you downloaded and click Open (see *Figure 5*).
6. Click OK in the Add Repository dialog box,
7. Check STM32CubeMX_Eclipse_plug-in and click Next (see *Figure 6*).
8. Click Next in the Install Details dialog box.
9. Click "I accept the terms of the license agreement" in the Review Licenses dialog box and then click Finish.
10. Click OK in the Security Warning menu.
11. Click OK when requested to restart Eclipse IDE (see *Section 4.4.2: Running STM32CubeMX in command-line mode*).

Figure 5. Adding STM32CubeMX plug-in archive

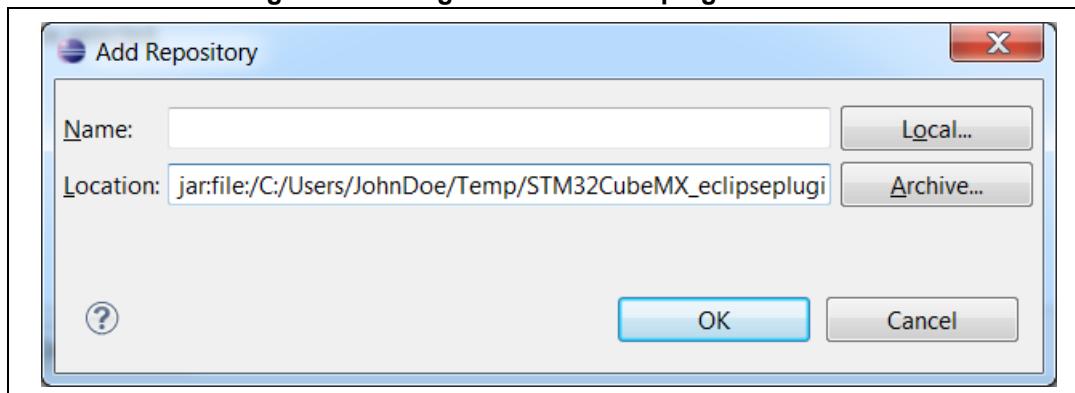
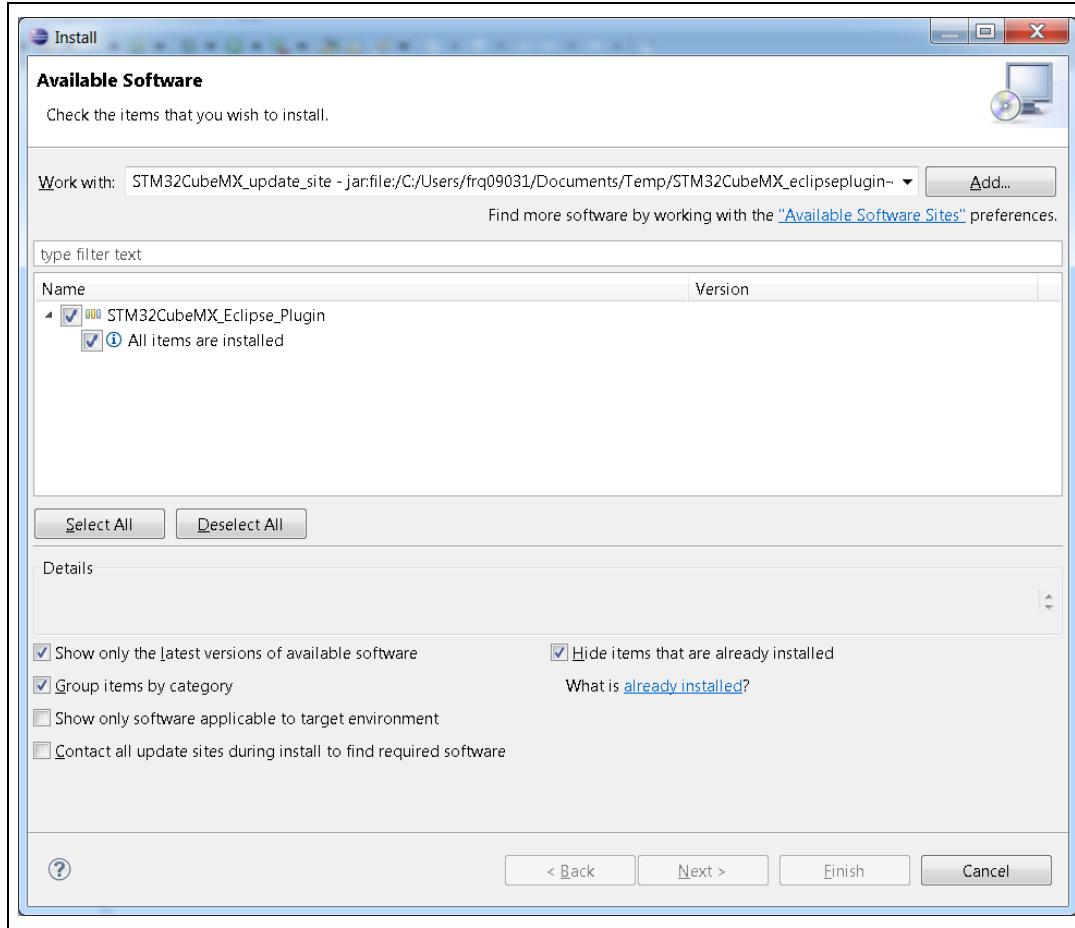


Figure 6. Installing STM32CubeMX plug-in

4.3.3

Uninstalling STM32CubeMX as Eclipse IDE plug-in

To uninstall STM32CubeMX plug-in in Eclipse IDE, follow the sequence below:

1. In Eclipse, right-click STM32CubeMX perspective Icon (see [Figure 7](#)) and select Close.
2. From Eclipse Help menu, select Install New Software.
3. Click Installed Software tab, then select STM32CubeMX and click Uninstall.
4. Click Finish in Uninstall Details menu (see [Figure 8](#)).

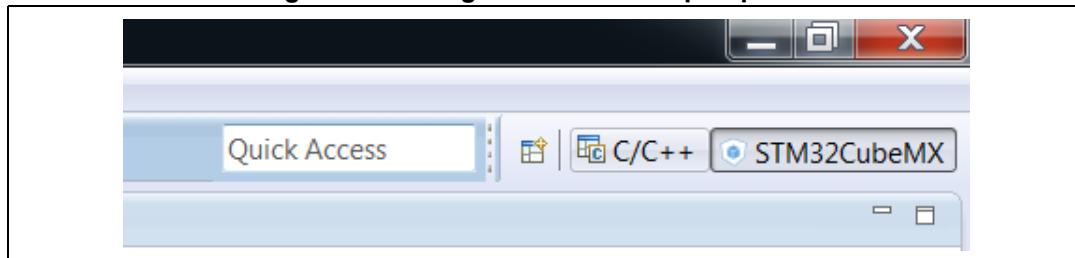
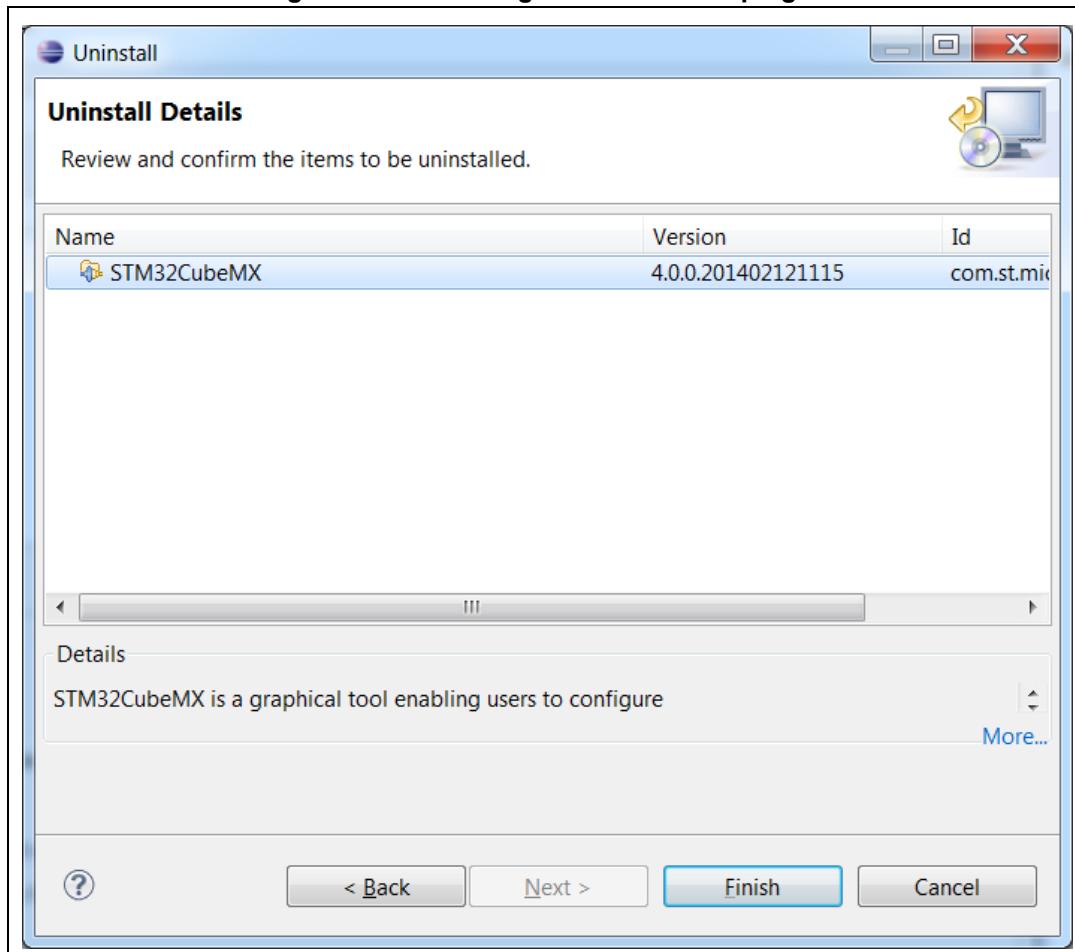
Figure 7. Closing STM32CubeMX perspective

Figure 8. Uninstalling STM32CubeMX plug-in



4.4 Launching STM32CubeMX

4.4.1 Running STM32CubeMX as standalone application

To run STM32CubeMX as a standalone application on Windows:

- select STM32CubeMX from Program Files > ST Microelectronics > STM32CubeMX.
- or double-click STM32CubeMX icon on your desktop.

To run STM32CubeMX as a standalone application on Linux, launch the STM32CubeMX executable from STM32CubeMX installation directory.

To run STM32CubeMX as a standalone application on macOS, launch the STM32CubeMX application from the launchpad.

Note: There is no STM32CubeMX desktop icon on macOS.

4.4.2 Running STM32CubeMX in command-line mode

To facilitate its integration with other tools, STM32CubeMX provides a command-line mode.

Using a set of commands, you can:

- Load an MCU
- Load an existing configuration
- Save a current configuration
- Set project parameters and generate corresponding code
- Generate user code from templates.

Three command-line modes are available:

- To run STM32CubeMX in interactive command-line mode, use the following command line:

- On Windows:

```
java -jar STM32CubeMX.exe -i
```

- On Linux and macOS:

```
java -jar STM32CubeMX -i
```

The “MX>” prompt is then displayed to indicate that the application is ready to accept commands.

- To run STM32CubeMX in command-line mode getting commands from a script, use the following command line:

- On Windows:

```
java -jar STM32CubeMX.exe -s <script filename>
```

- On Linux and macOS:

```
java -jar STM32CubeMX -s <script filename>
```

All the commands to be executed must be listed in the script file. An example of script file content is shown below:

```
load STM32F417VETx
project name MyFirstMXGeneratedProject
project toolchain "MDK-ARM v4"
project path C:\STM32CubeProjects\STM32F417VETx
project generate
```

```
exit
```

- To run STM32CubeMX in command-line mode getting commands from a scripts and without UI, use the following command line:

- On Windows:

```
java -jar STM32CubeMX.exe -q <script filename>
```

- On Linux and macOS:

```
java -jar STM32CubeMX -q <script filename>
```

Here again, the user can enter commands when the MX prompt is displayed.

See [Table 1](#) for available commands.

Table 1. Command line summary

Command line	Purpose	Example
help	This command displays the list of available commands	help
load <mcu>	This command loads the selected MCU	load STM32F101RCTx load STM32F101Z(F-G)Tx
config load <filename>	This command loads a previously saved configuration	config load C:\Cube\ccmram\ccmram.ioc
config save <filename>	This command saves the current configuration	config save C:\Cube\ccmram\ccmram.ioc
config saveext <filename>	This command saves the current configuration with all parameters, including those for which values have been kept to defaults (unchanged by the user).	config saveext C:\Cube\ccmram\ccmram.ioc
config saveas <filename>	This command saves the current project under a new name	config saveas C:\Cube\ccmram2\ccmram2.ioc
csv pinout <filename>	This command exports the current pin configuration as a csv file. This file could later be imported into a board layout tool.	Csv pinout mypinout.csv
script <filename>	This command runs all commands in the script file. There must be one command per line.	script myscript.txt
project couplefilesbyip <0 1>	This code generation option allows choosing between 0 for generating the peripheral initializations in the main or 1 for generating each peripheral initialization in dedicated .c/.h files.	project couplefilesbyip 1

Table 1. Command line summary (continued)

Command line	Purpose	Example
setDriver <Peripheral Name> <HAL LL>	<p>For supported Series, STM32CubeMX can generate peripheral initialization code based on LL drivers or on HAL drivers.</p> <p>This command line allows choosing, for each peripheral, between HAL-based and LL-based code generation.</p> <p>By default code generation is based on HAL drivers.</p>	setDriver ADC LL setDriver I2C HAL
generate code <path>	<p>This command generates only “STM32CubeMX generated” code and not a complete project that would include STM32Cube firmware libraries and Toolchains project files.</p> <p>To generate a project, use “project generate”.</p>	generate code C:\mypath
set tpl_path <path>	<p>This command sets the path to the source folder containing the .ftl user template files.</p> <p>All the template files stored in this folder will be used for code generation.</p>	set tpl_path C:\myTemplates\
set dest_path <path>	This command sets the path to the destination folder that will hold the code generated according to user templates.	set dest_path C:\myMXProject\inc\
get tpl_path	This command retrieves the path name of the user template source folder	get tpl_path
get dest_path	This command retrieves the path name of the user template destination folder.	get dest_path
project toolchain <toolchain>	This command specifies the tool chain to be used for the project. Then, use the “project generate” command to generate the project for that tool chain.	project toolchain EWARM project toolchain “MDK-ARM V4” project toolchain “MDK-ARM V5” project toolchain TrueSTUDIO project toolchain SW4STM32
project name <name>	This command specifies the project name	project name ccmram
project path <path>	This command specifies the path where to generate the project	project path C:\Cube\ccmram
project generate	Generate the full project	project generate
exit	End STM32CubeMX process	exit

4.4.3 Running STM32CubeMX plug-in from Eclipse IDE

To run STM32CubeMX plug-in from Eclipse:

1. Launch Eclipse environment.
2. Once Eclipse IDE is open, click open new perspective: 
3. Select STM32CubeMX to open STM32CubeMX as a perspective (see [Figure 9](#)).
4. STM32CubeMX perspective opens (see [Figure 10](#)). Enter STM32CubeMX user interface via the Welcome menus.

Figure 9. Opening Eclipse plug-in

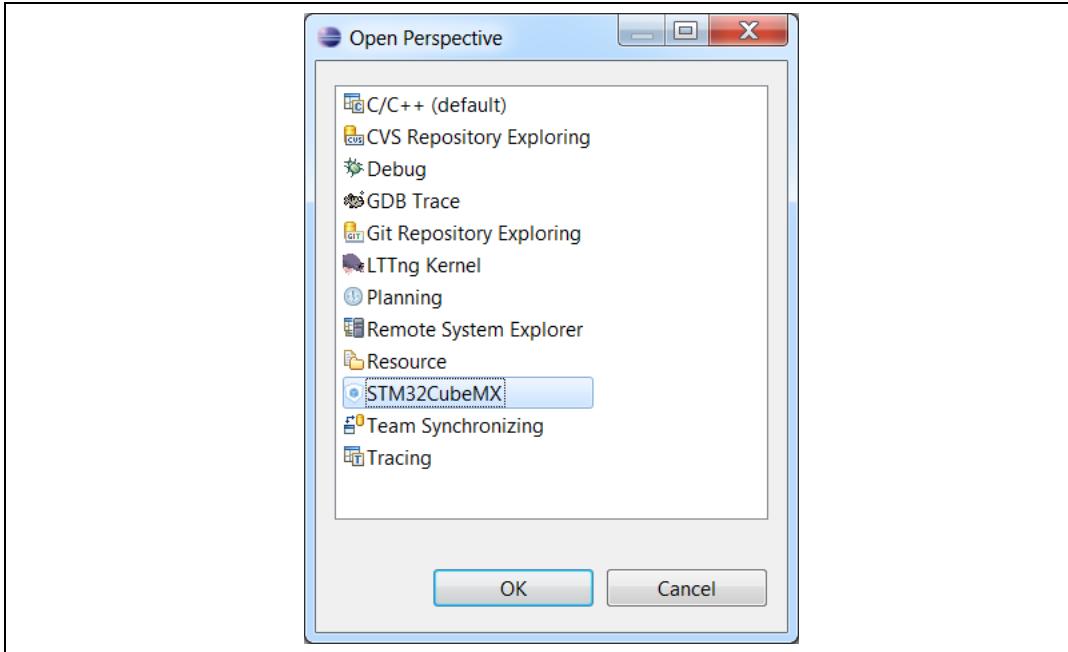
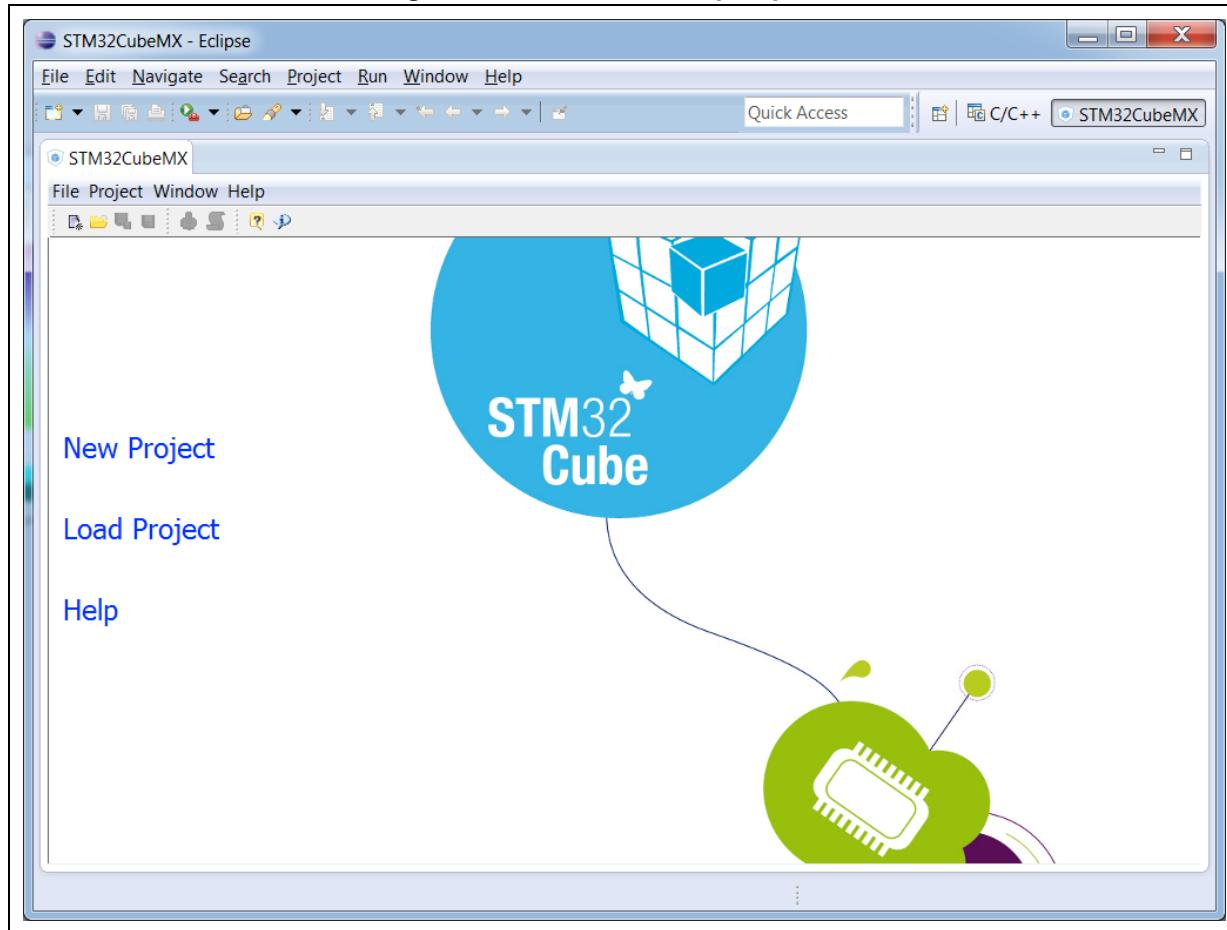


Figure 10. STM32CubeMX perspective

4.5 Getting STM32Cube and third-party software releases and updates

STM32CubeMX implements a mechanism to access internet and to:

- download embedded software packages: STM32Cube MCU packages (full releases and patches) and third-party packages (.pack) based on the Arm® CMIS pack format,
- manage a user-defined list of third-party packs,
- check for STM32CubeMX and embedded software packages updates,
- perform self-updates of STM32CubeMX,
- refresh STM32 MCUs descriptions and documentation offer.

Installation and update related sub-menus are available under the Help menu.

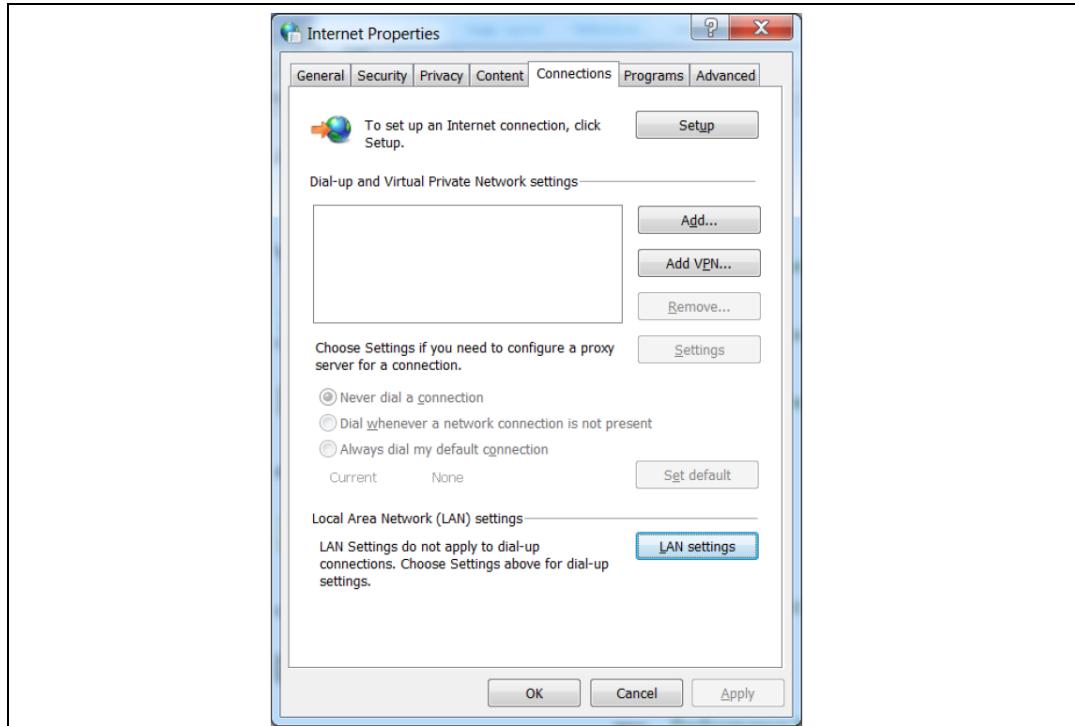
Off-line updates can also be performed on computers without internet access (see [Figure 16](#)). This is done by browsing the filesystem and selecting available STM32Cube MCU packages.

If the PC on which STM32CubeMX runs is connected to a computer network using a proxy server, STM32CubeMX needs to connect to that server to access the internet, get self-

updates and download firmware packages. Refer to [Section 4.5.1](#) for a description of this connection configuration.

To view Windows default proxy settings, select Internet options from the Control panel and select LAN settings from the Connections tab (see [Figure 11](#)).

Figure 11. Displaying Windows default proxy settings



Several proxy types exist and different computer network configurations are possible:

- Without proxy: the application directly accesses the web (Windows default configuration).
- Proxy without login/password
- Proxy with login/password: when using an internet browser, a dialog box opens and prompts the user to enter its login/password.
- Web proxies with login/password: when using an internet browser, a web page opens and prompts the user to enter its login/password.

If necessary, contact your IT administrator for proxy information (proxy type, http address, port).

STM32CubeMX does not support web proxies. In this case, the user will not be able to benefit from the update mechanism and will need to manually copy the STM32Cube MCU packages from <http://www.st.com/stm32cube> to the repository. To do it, follow the sequence below:

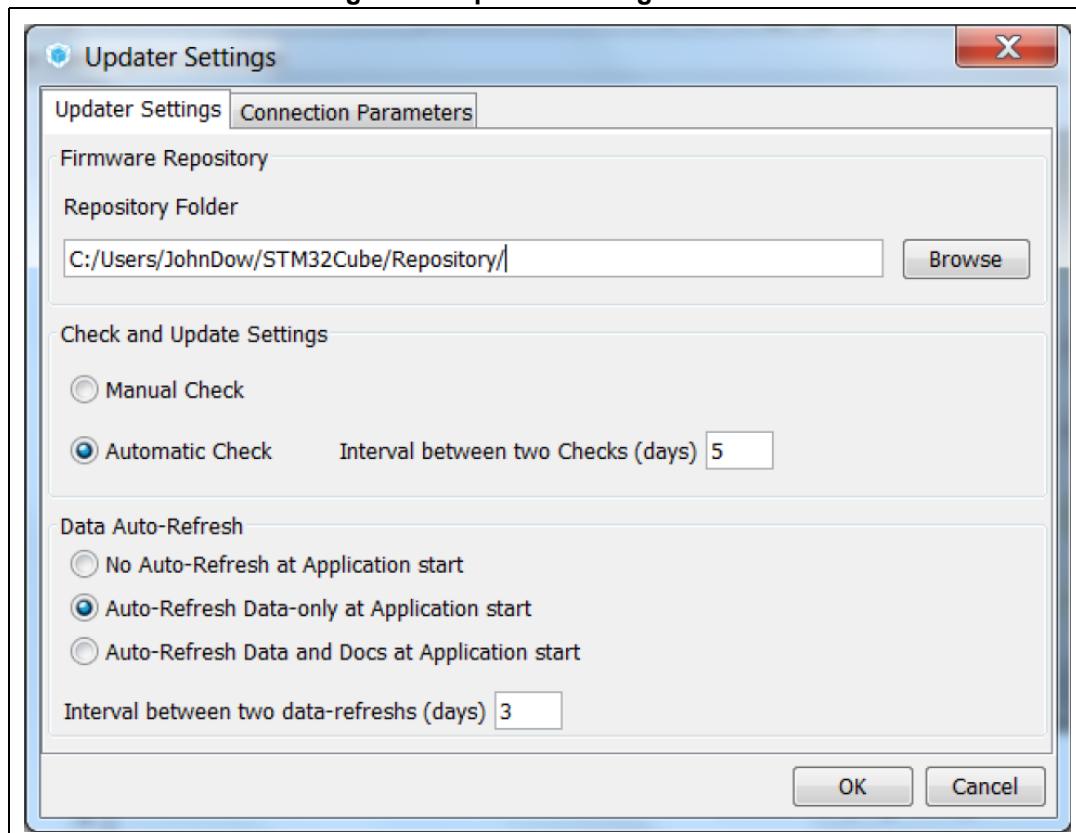
1. Go to <http://www.st.com/stm32cube> and download the relevant STM32Cube MCU package from the *Associated Software* section.
2. Unzip the zip package to your STM32Cube repository. Find out the default repository folder location in the Updater settings tab as shown in [Figure 12](#) (you might need to update it to use a different location or name).

4.5.1 Updater configuration

To perform STM32Cube new library package installation or updates, the tool must be configured as follows:

1. Select **Help > Updater Settings** to open the **Updater Settings** window.
2. From the **Updater Settings** tab (see [Figure 12](#))
 - a) Specify the repository destination folder where the downloaded packages will be stored.
 - b) Enable/Disable the automatic check for updates.

Figure 12. Updater Settings window



3. In the **Connection Parameters** tab, specify the proxy server settings appropriate for your network configuration by selecting a proxy type among the following possibilities:
 - No Proxy (see [Figure 13](#))
 - Use System Proxy Parameters (see [Figure 14](#))
On Windows, proxy parameters will be retrieved from the PC system settings.

- Uncheck “Require Authentication” if a proxy server without login/password configuration is used.
- Manual Configuration of Proxy Server (see [Figure 15](#))
Enter the Proxy server http address and port number. Enter login/password information or uncheck “Require Authentication” if a proxy server without login/password configuration is used.
4. Uncheck **Remember my credentials** to prevent STM32CubeMX to save encrypted login/password information in a file. This implies reentering login/password information each time STM32CubeMX is launched.
 5. Click the Check Connection button to verify if the connection works. A green check mark appears to confirm that the connection operates correctly 

Figure 13. Connection Parameters tab - No proxy

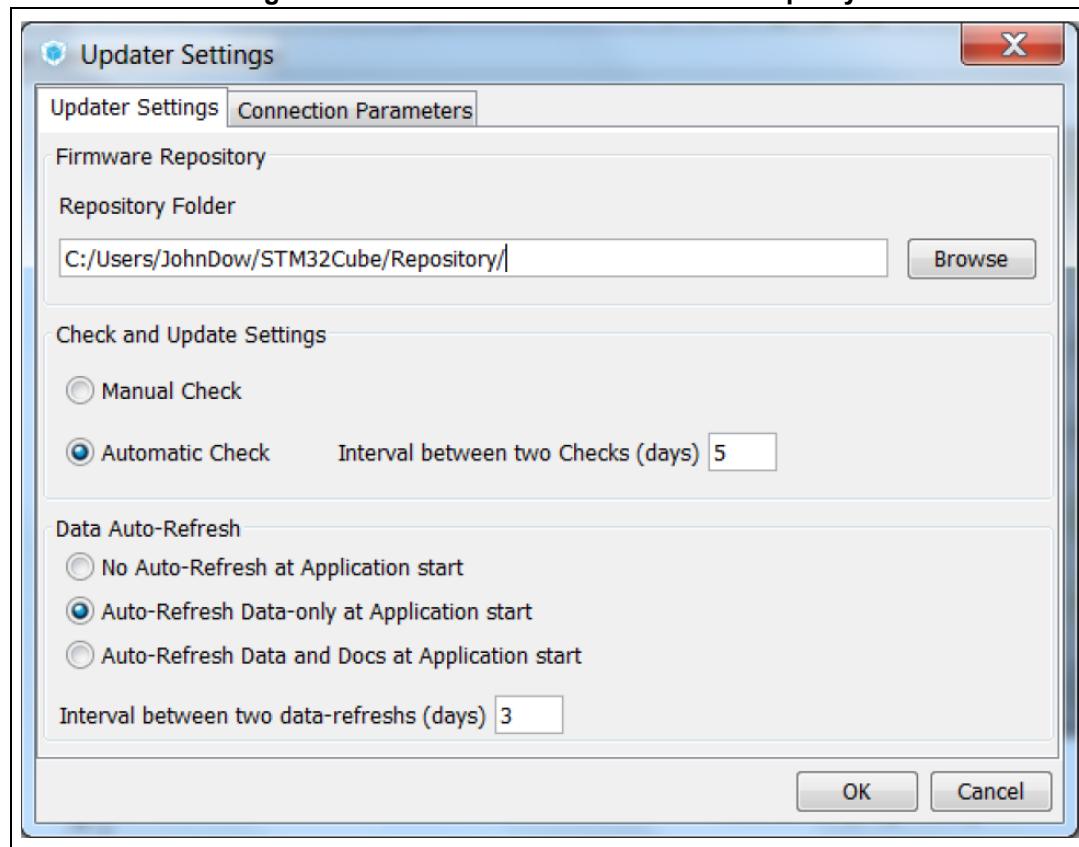
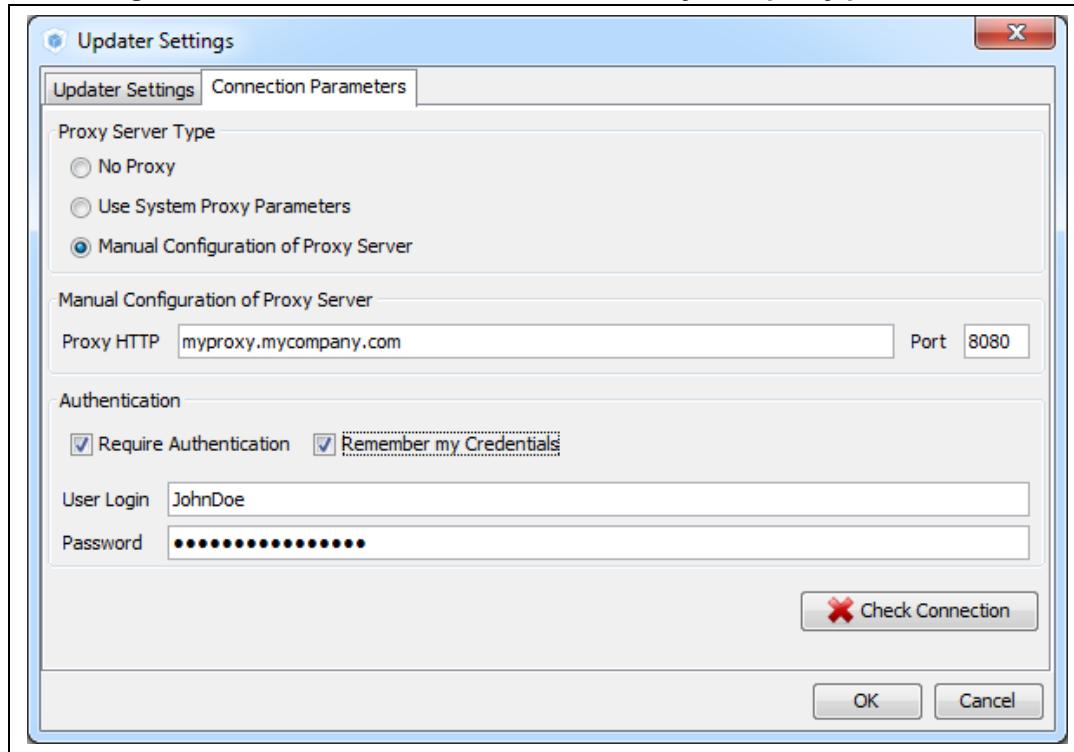
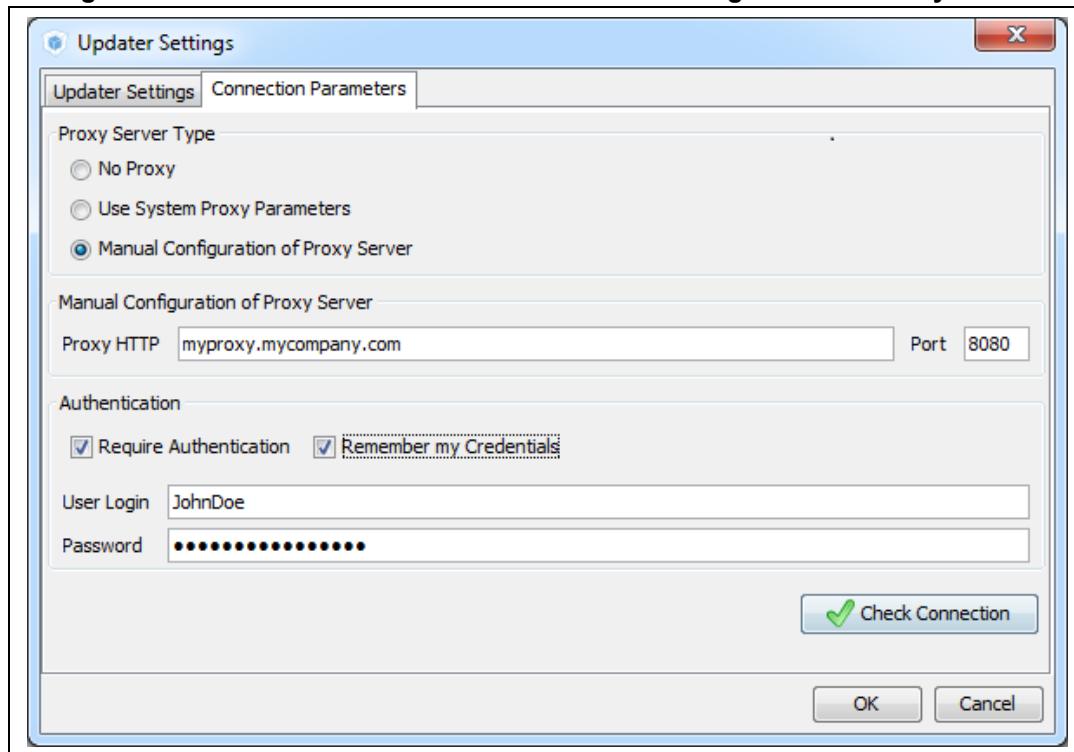


Figure 14. Connection Parameters tab - Use System proxy parameters**Figure 15. Connection Parameters tab - Manual Configuration of Proxy Server**

6. Select **Help > Install New Libraries** sub-menu to select among a list of possible packages to install.
7. If the tool is configured for manual checks, select **Help > Check for Updates** to find out about new tool versions or firmware library patches available to install.

4.5.2 Installing STM32 MCU packages

To download new STM32 MCU packages, follow the steps below:

1. Select **Help > Manage embedded software packages** to open the **Embedded Software Packages Manager** (see *Figure 16*).

Expand/collapse buttons expands/collapses the list of packages, respectively.

If the installation was performed using STM32CubeMX, all the packages available for download are displayed along with their version including the version currently installed on the user PC (if any), and the latest version available from <http://www.st.com>.

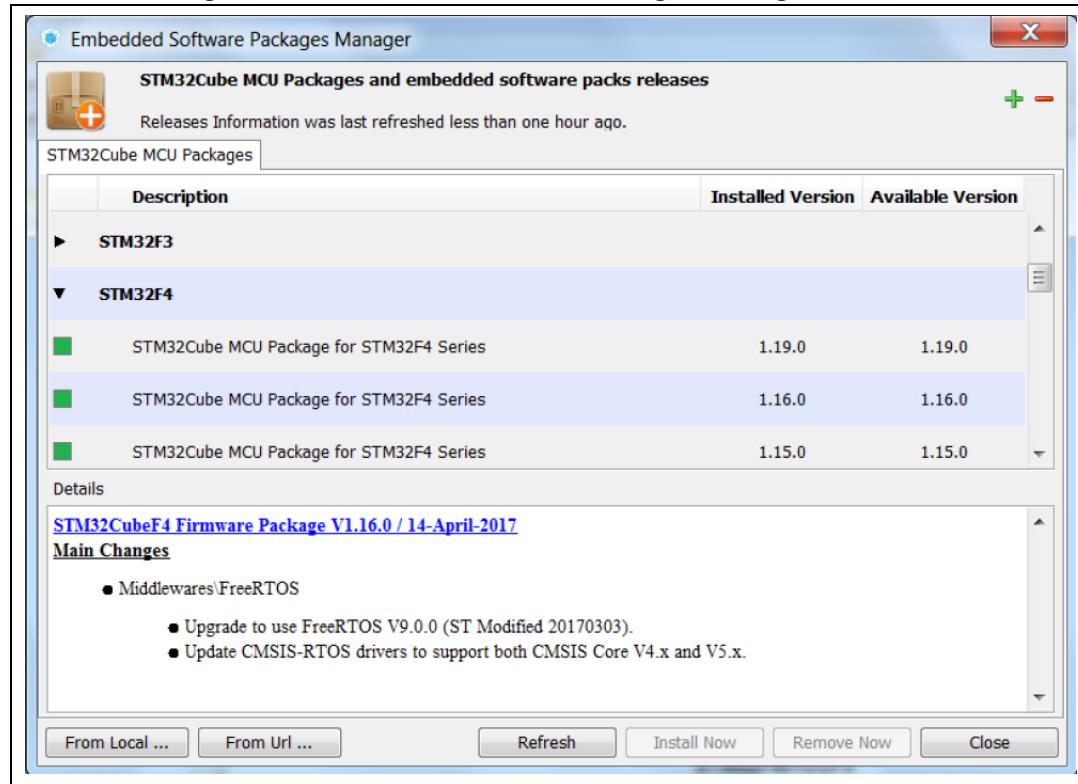
If no Internet access is available at that time, choose “Local File”. Then, browse to select the zip file of the desired STM32Cube MCU package that has been previously downloaded from st.com. An integrity check is performed on the file to ensure that it is fully supported by STM32CubeMX.

The package is marked in green when the version installed matches the latest version available from <http://www.st.com>.

2. Click the checkbox to select a package then “Install Now” to start the download.

See *Figure 16* for an example.

Figure 16. Embedded Software Packages Manager window



4.5.3 Installing STM32 MCU package patches

Use the procedure described in [Section 4.5.2](#) to download STM32 MCU package patches.

A library patch, such as STM32Cube_FW_F7_1.4.1, can be easily identified by its version number which third digit is non-null (e.g. '1' for the 1.4.1 version).

The patch is not a complete library package but only the set of library files that need to be updated. The patched files go on top of the original package (e.g. STM32Cube_FW_F7_1.4.1 complements STM32Cube_FW_F7_1.4.0 package).

Prior to 4.17 version, STM32CubeMX copies the patches within the original baseline directory (e.g. STM32Cube_FW_F7_V1.4.1 patched files are copied within the directory called STM32Cube_FW_F7_V1.4.0).

Starting with STM32CubeMX 4.17, downloading a patch leads to the creation of a dedicated directory. As an example, downloading STM32Cube_FW_F7_V1.4.1 patch creates the STM32Cube_FW_F7_V1.4.1 directory that contains the original STM32Cube_FW_F7_V1.4.0 baseline plus the patched files contained in STM32Cube_FW_F7_V1.4.1 package.

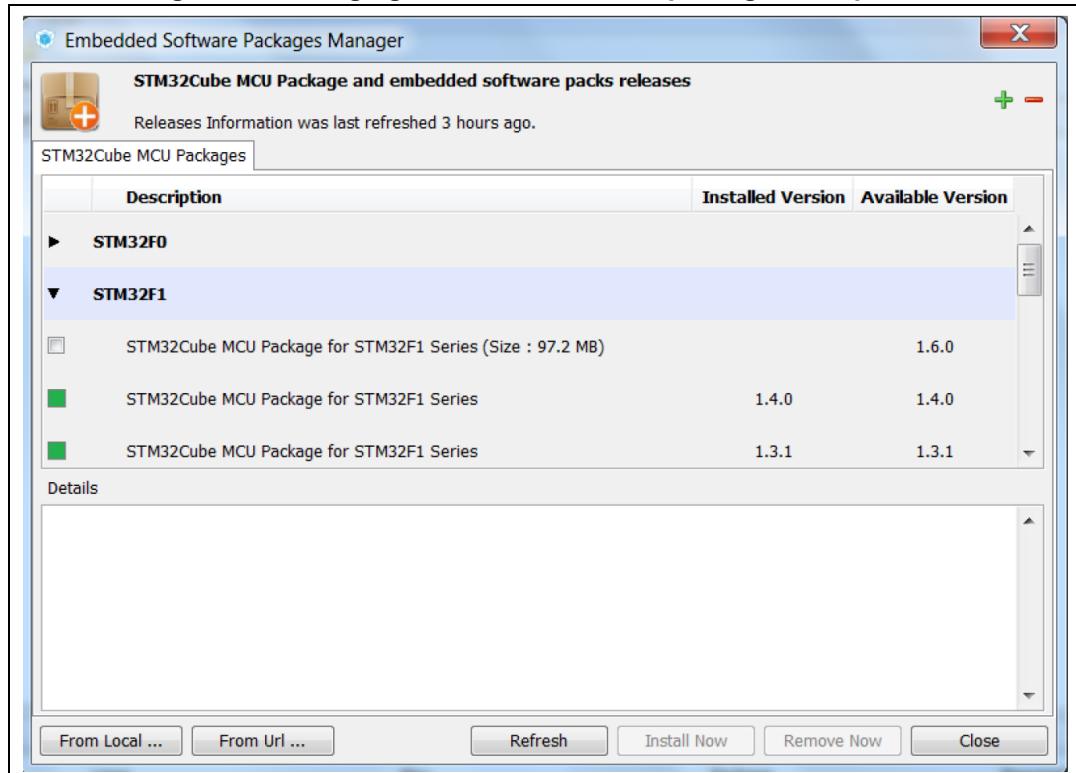
Users can then choose to go on using the original package (without patches) for some projects and upgrade to a patched version for others projects.

4.5.4 Installing embedded software packs

Starting from the release 4.24, STM32CubeMX offers the possibility to select third-party embedded software packages coming in the Arm® Keil™ CMSIS pack format (.pack), which contents are described thanks to the pack description (.pdsc) file. Reference documentation is available from <http://www.keil.com>.

1. Select **Help > Manage embedded software packages** to open the **New Libraries Manager window** (see [Figure 17](#)).

Use Expand/collapse buttons to expand/collapse the list of packages, respectively.

Figure 17. Managing embedded software packages - Help menu

2. Click **From Local ...** button to browse computer filesystem and select an embedded software package. STM32Cube MCU packages come as zip archives and embedded software packs come as .pack archives.

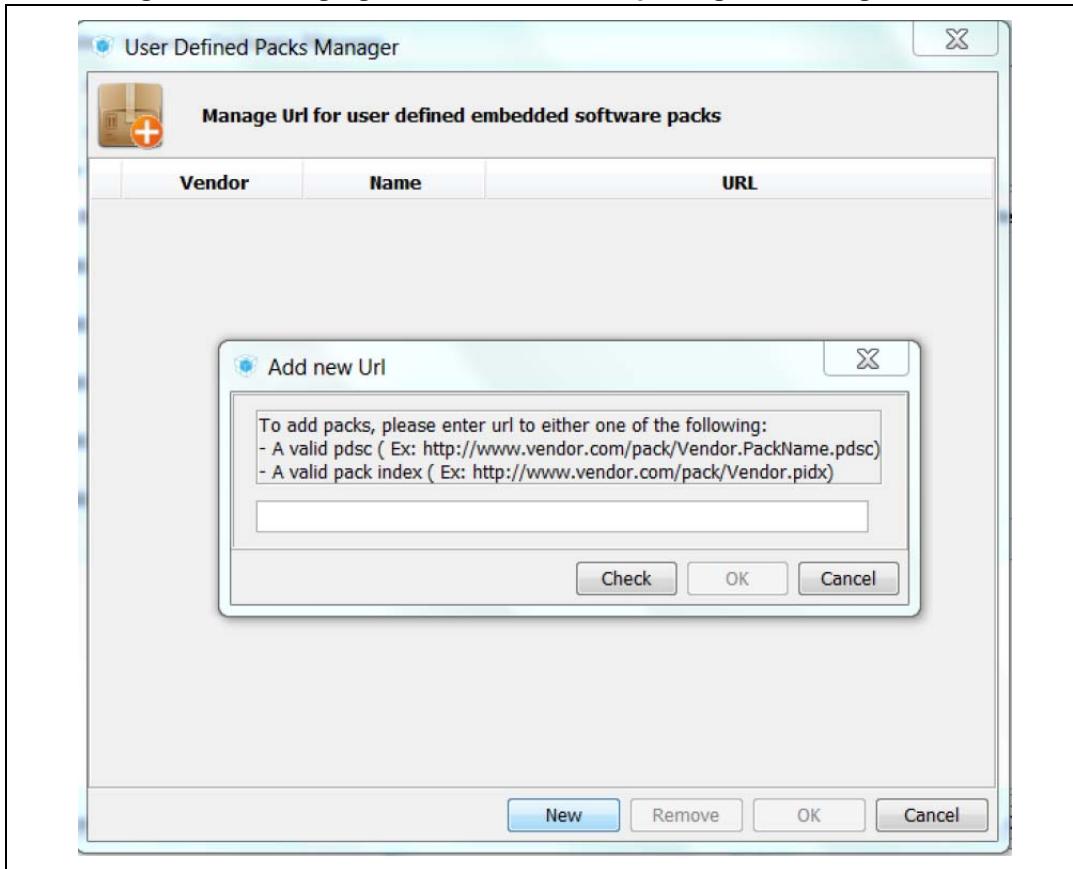
This action is required in the following cases:

- No Internet access is possible but the embedded software package is available locally on the computer.
- The embedded software package is not public and hence not available on Internet. For such packages, STM32CubeMX cannot detect and propose updates.

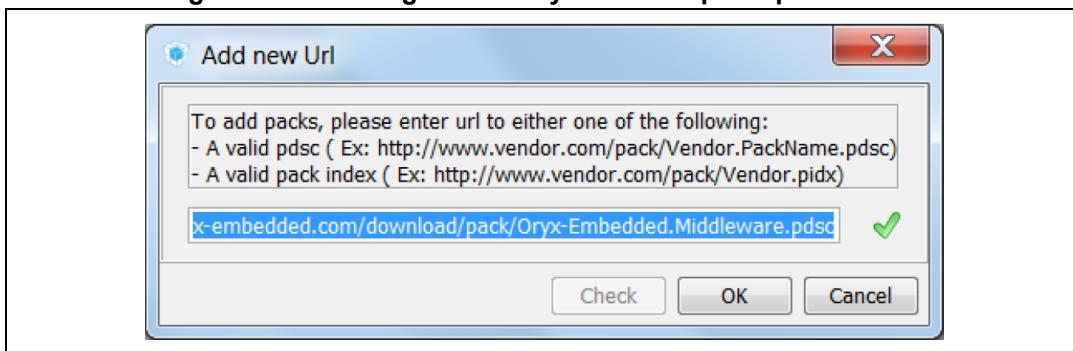
3. Click **From URL...** button to specify the download location from Internet for either one of the pack .pdsc file or the vendor pack index (.pidx).

Proceed as follow:

- a) Choose **From URL ...** and click **New** (see [Figure 18](#)).
- b) Specify the .pdsc file url. As an example, the url of Oryx-Embedded middleware pack is <https://www.oryx-embedded.com/download/pack/Oryx-Embedded.Middleware.pdsc> (see [Figure 19](#)).

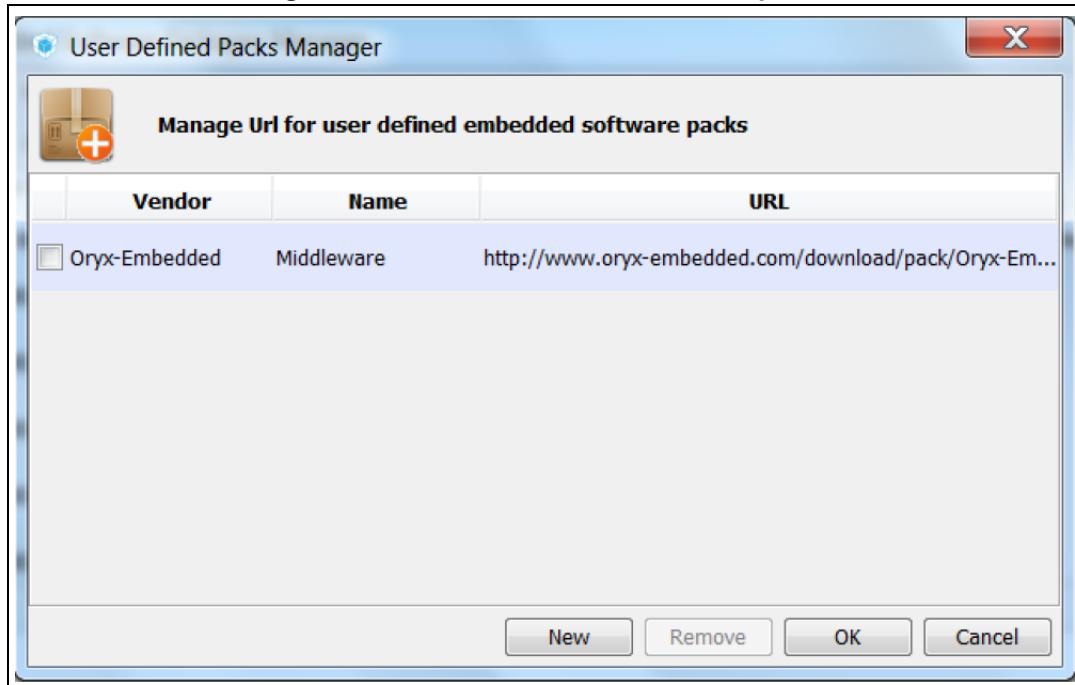
Figure 18. Managing embedded software packages - Adding new url

- c) Click the **Check** button to verify that the url provided is valid (see [Figure 19](#)).

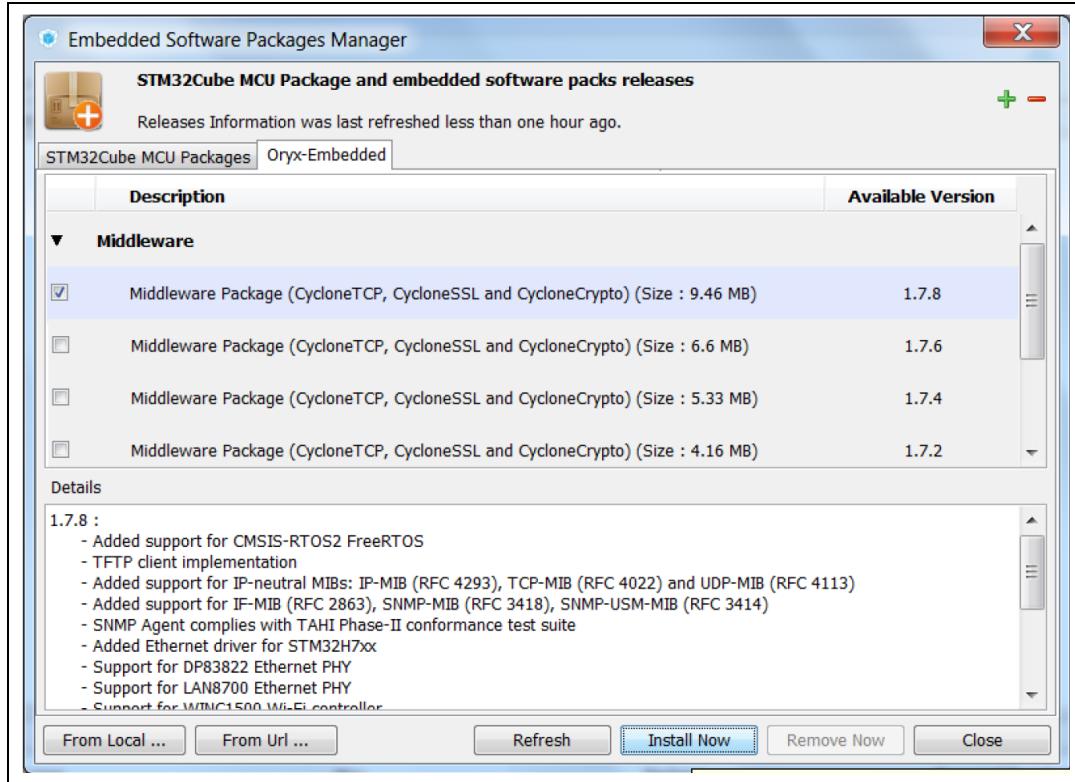
Figure 19. Checking the validity of vendor pack .pdsc file url

- d) Click **OK**. The pack pdsc information is now available in the user defined pack list (see [Figure 20](#)).

To delete a url from the list, select the url checkbox and click **Remove**.

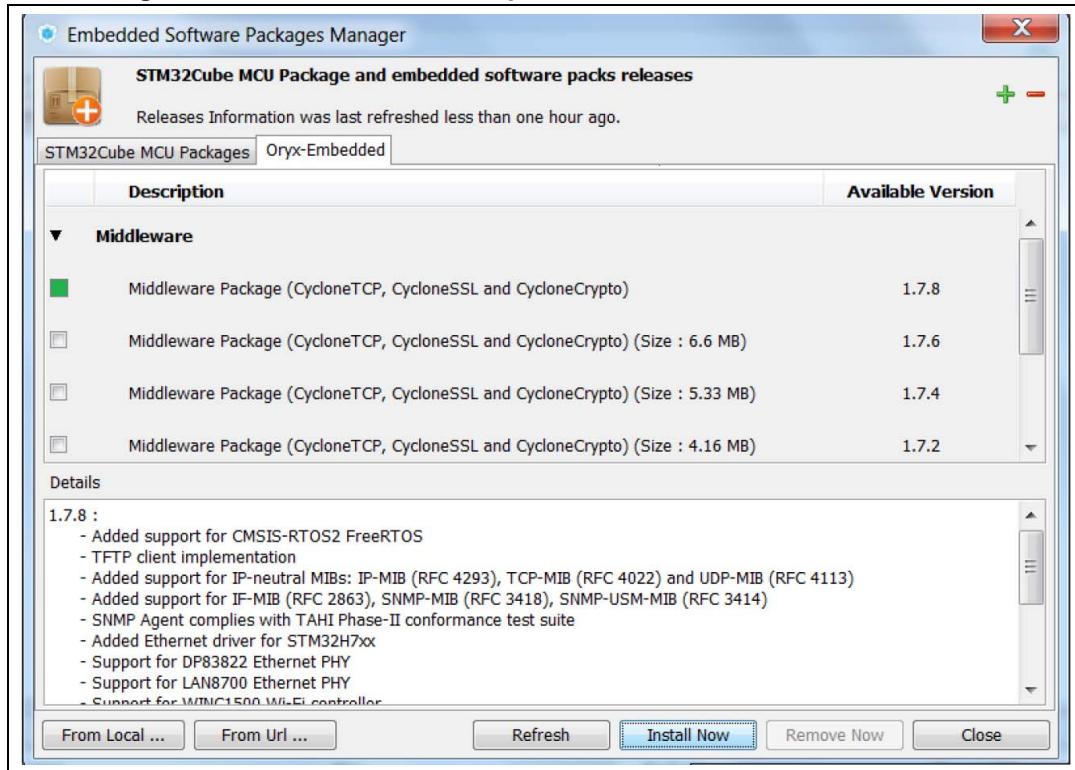
Figure 20. User-defined list of software packs

- e) Click **OK** to close the window and start retrieving psdc information. Upon successful completion, the available pack versions are shown in the list of libraries that can be installed. Use the corresponding checkbox to select a given release (see [Figure 21](#)).

Figure 21. Selecting an embedded software pack release

- f) Click **Install Now** to start downloading the software pack. A progress bar opens to indicate the installation progress. When the installation is successful, the check box turns green (see *Figure 22*).
The user will then be able to add software components from this pack to its projects.

Figure 22. Embedded software pack release - Successful installation



4.5.5 Removing already installed embedded software packages

Proceed as follows to clean up the repository from old library versions thus saving disk space:

1. Select **Help > Manage embedded software packages** to open the **Embedded Software Packages Manager**.
2. Click a green checkbox to select a package available in stm32cube repository.
3. Click the **Remove Now** button and confirm. A progress window then opens to show the deletion status.

Refer to [Figure 23](#) to [Figure 25](#) for an example.

Figure 23. Removing libraries

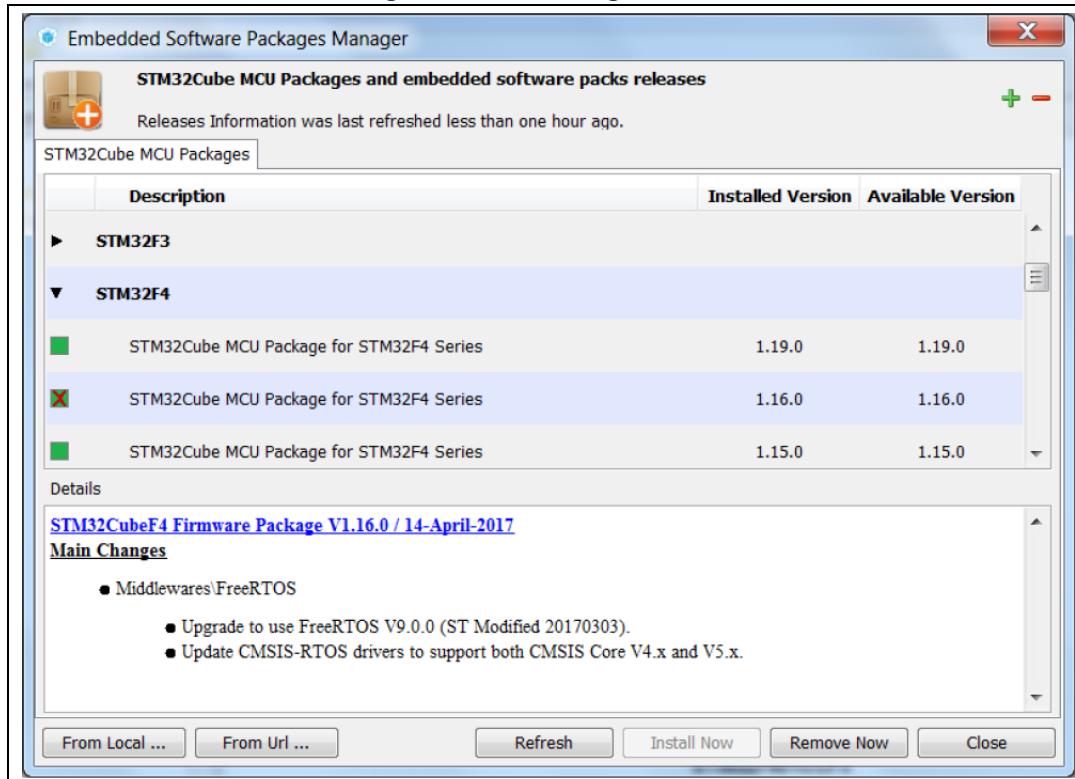


Figure 24. Removing library confirmation message

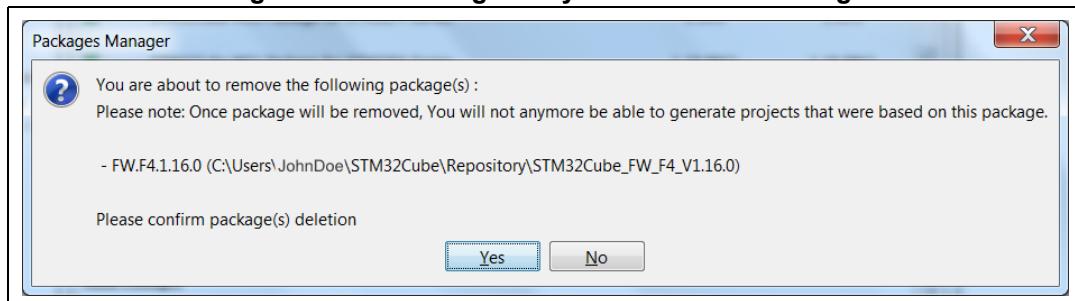
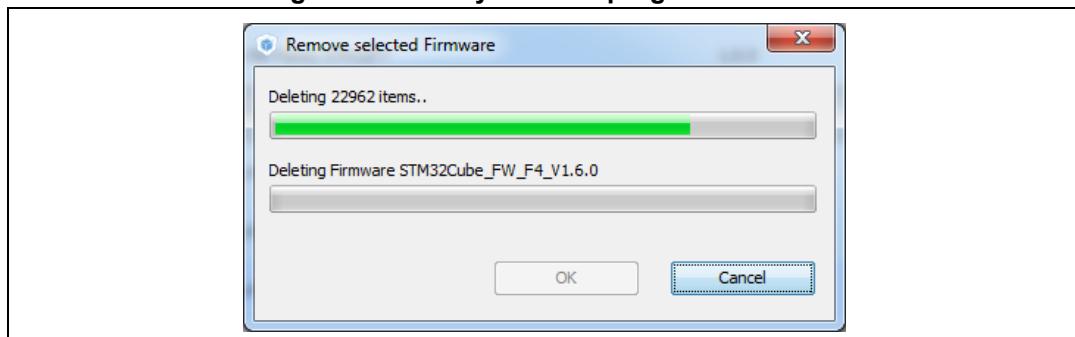


Figure 25. Library deletion progress window



4.5.6 Checking for updates

STM32CubeMX can check if updates are available for STM32CubeMX currently installed version or for the embedded software packages installed in the repository folder (see [Figure 26](#)).

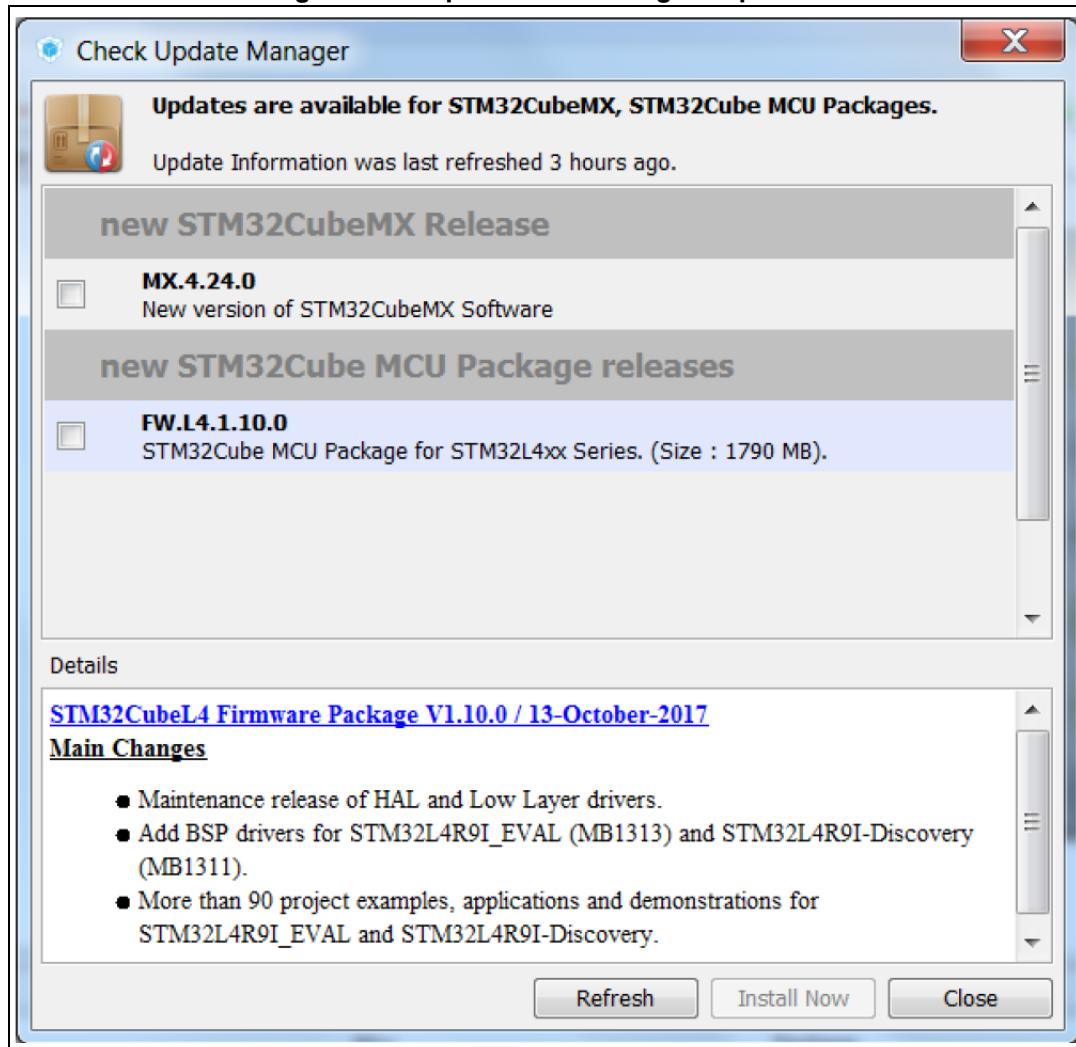
When the updater is configured for automatic checks, it regularly verifies if updates are available.

In this case, a green arrow icon  appears on the tool bar.

When automatic checks have been disabled in the updater settings window, the user can manually check if updates are available:

1. Click the icon to open the **Update Manager** window or Select **Help > Check for Updates**. All the updates available for the user current installation are listed.
2. Click the check box to select a package, and then **Install Now** to download the update.

Figure 26. Help menu: checking for updates



5 STM32CubeMX user interface

STM32CubeMX user interface consists first of a welcome page from which the user decides to start a new project or load a recent one, then of a new project window in which the user shall select a board or microcontroller part number to be used for the project, and finally the project view with its main window, its menu bar, its toolbar, four configuration views (Pinout, Configuration, Clock Configuration, Power Consumption Calculator) and a set of help windows (MCUs selection, Update manager, About). All these user interface components are described in the following sections.

For C code generation, although the user can switch back and forth between the different configuration views, it is recommended to follow the sequence below:

1. Select the relevant features (peripherals, middlewares) and their operating modes from the **Pinout** view.
2. Configure the clock tree from the clock configuration view.
In the **Pinout** view, configure the RCC peripheral by enabling the external clocks, master output clocks, audio input clocks (when relevant for your application). This automatically displays more options on the **Clock tree** view (see [Figure 34](#)).
3. Configure the parameters required to initialize the peripherals and middleware operating modes from the configuration view.
4. Generate the initialization C code.

5.1 Welcome page

The Welcome page is the first window that opens up when launching STM32CubeMX program. It remains open as long as the application is running. Closing it closes down the application. Refer to [Figure 27](#) and to [Table 2](#) for a description of the Welcome page.

Figure 27. STM32CubeMX Welcome page

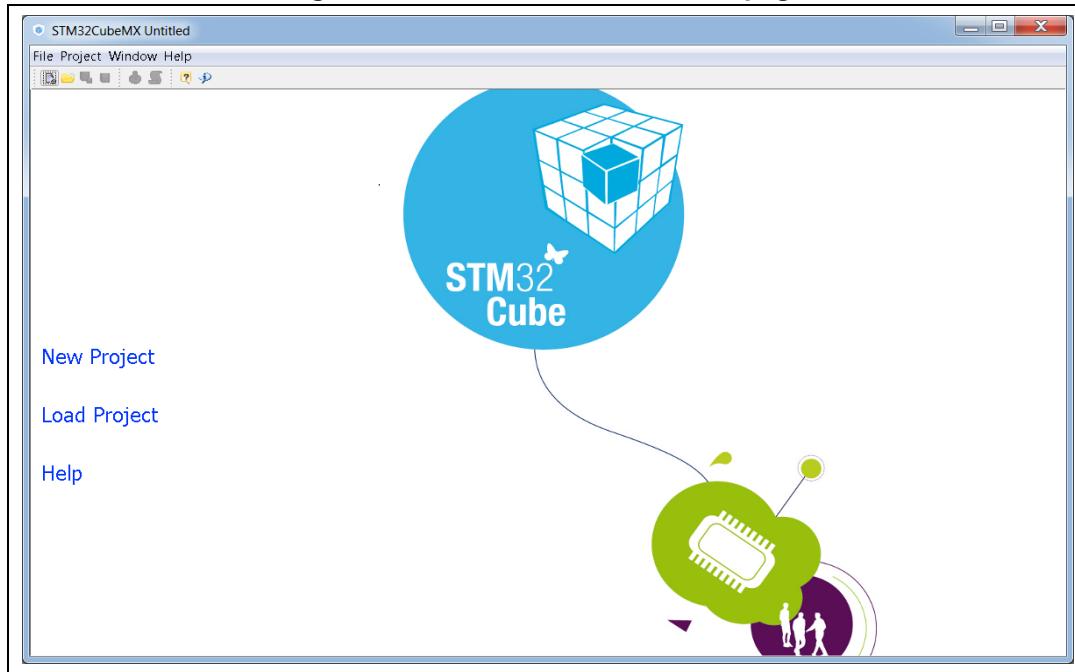


Table 2. Welcome page shortcuts

Name	Description
New Project	This shortcut launches STM32CubeMX new project creation by opening the New project window (select an MCU from the MCU selector tab or a board configuration from the Board selector tab).
Load Project	<p>This shortcut opens a browser window to select a previously saved configuration (.ioc file) and loads it.</p> <p>When loading a project created with an older STM32CubeMX version, the user can either select migrate to migrate it to the latest STM32CubeMX available database and STM32Cube firmware version or continue.</p> <p>Caution: Prior to STM32CubeMX 4.17, clicking continue still upgrades to the latest database “compatible” with the SMT32Cube firmware version used by the project.</p> <p>Starting from STM32CubeMX 4.17, clicking continue keeps the database used to create the project untouched. If the required database version is not available on the computer, it will be automatically downloaded.</p> <p>Caution: When upgrading to a new version of STM32CubeMX, make sure to always backup your projects before loading the new project (especially when the project includes user code).</p>
Help	This shortcut opens the user manual.

5.2 New project window

The main purpose here is to select from the STM32 portfolio a microcontroller or board part number that best fits the user application needs.

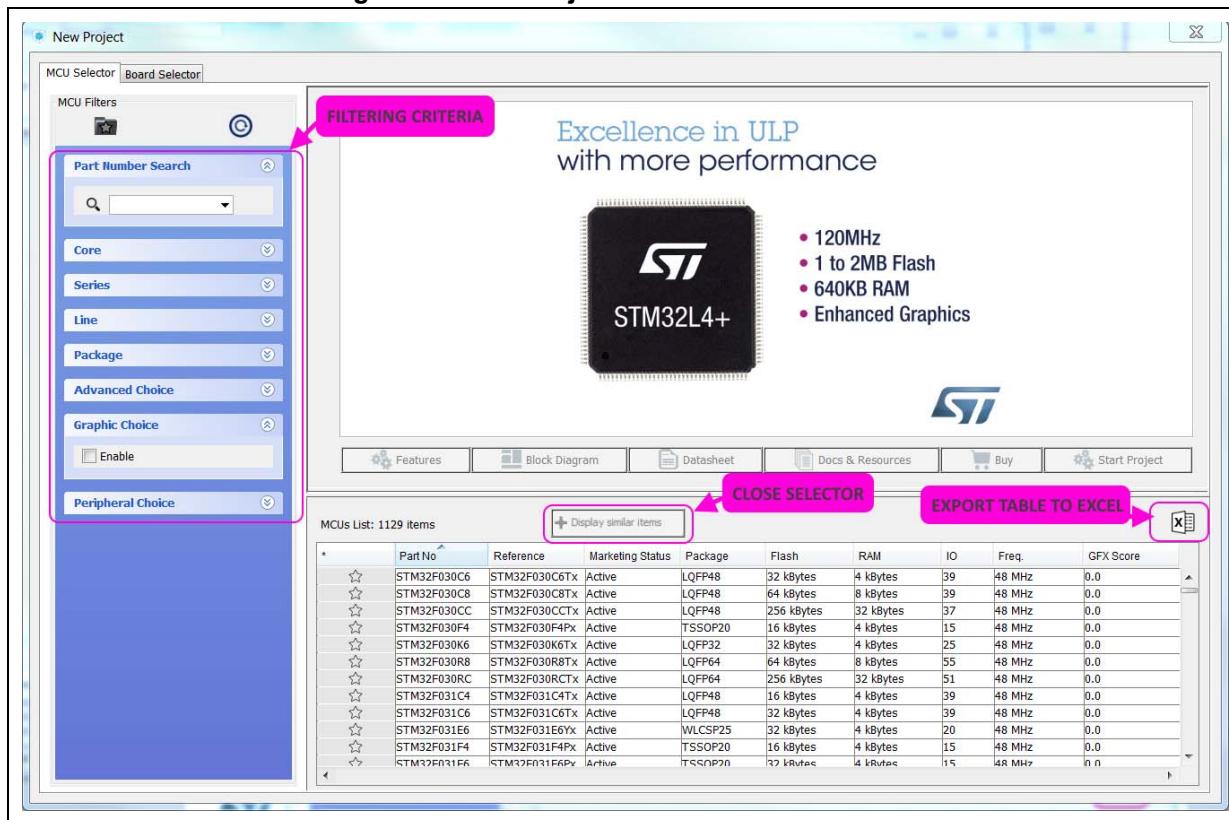
This window shows two tabs to choose from:

- the MCU selector tab offering a list of target processors
- a Board selector tab showing a list of STMicroelectronics boards.

MCU selection

The MCU selector allows filtering on a combination of criteria: series, lines, packages, peripherals, on additional MCU characteristics such as price, memory size or number of I/Os (see [Figure 28](#)) and on MCU graphic capabilities as well.

[Figure 28. New Project window - MCU selector](#)



MCU selection based on graphics criteria

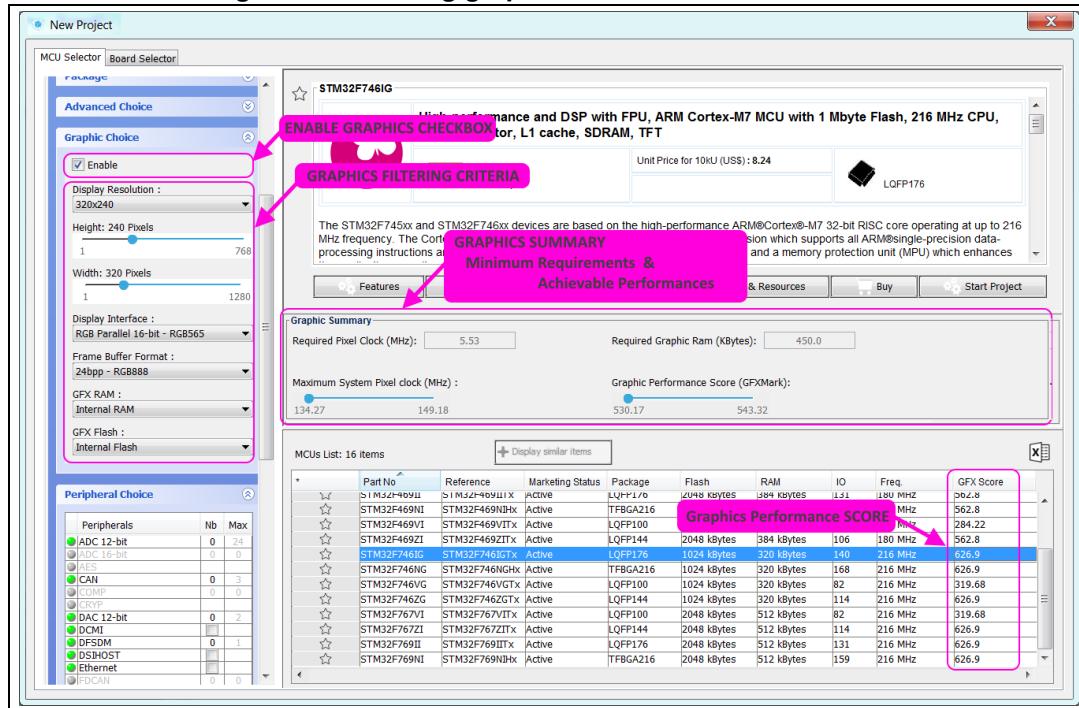
Selecting the checkbox to enable the **Graphic Choice** refreshes the MCU selector view (as shown in [Figure 29](#)) with:

1. A set of **Graphics specific filtering criteria**
2. The **list of MCUs**, meeting these criteria along with their graphics performance score. The **graphics performance score** is an indicative estimation of the graphic performance that can be achieved using the MCU for the selected graphic system configuration; the higher the score, better is the performance. It is shown in the GFX

column. Moreover, selecting an MCU from this list will allow to use graphical stacks in the project.

3. A **graphic summary panel**, showing the minimum requirements for pixel clock and graphics RAM size to meet the selected graphics criteria.
It also displays the performance ranges (maximum system clock and Graphics performance score) that can be achieved with the current list of MCUs.
Parameters descriptions are provided in tooltips (to display: hover the mouse over the parameter name).

Figure 29. Enabling graphical choice in MCU selector



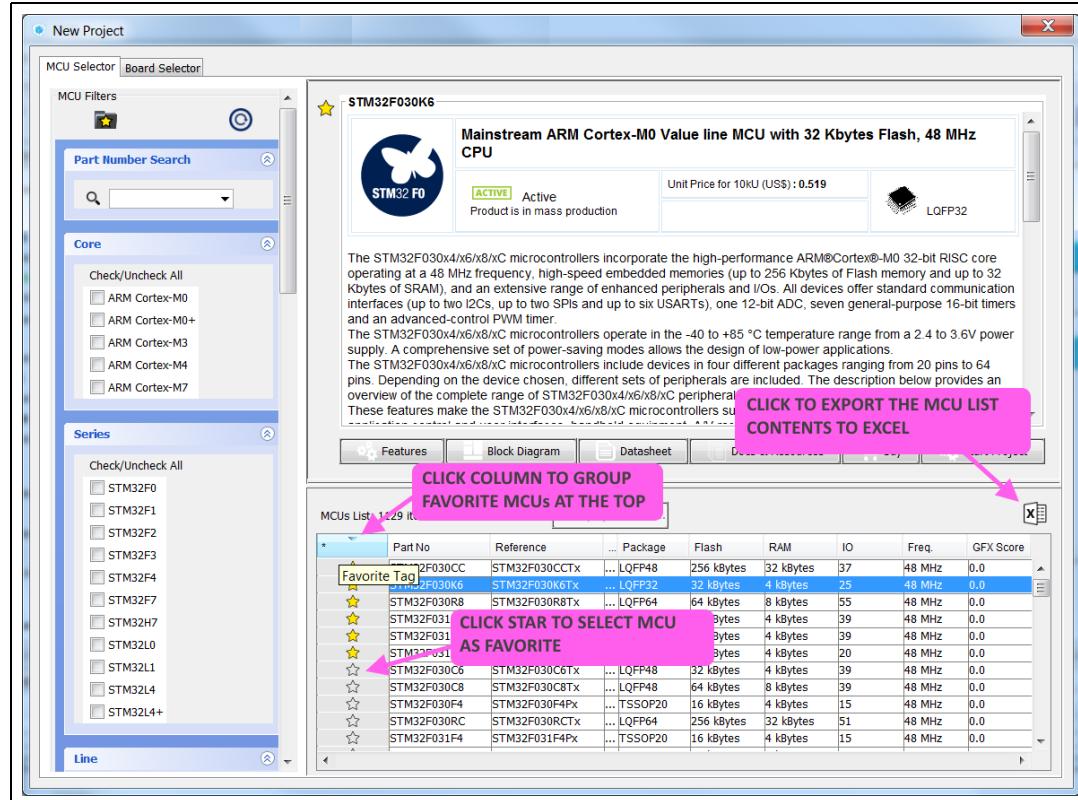
Export to Excel feature

Clicking on the icon allows the user to save the MCU table information to an Excel file.

Show favorite MCUs feature

Clicking on the icon  for an MCU from the list marks it as favorite, see [Figure 30](#).

Figure 30. Marking an MCU as a favorite



MCU close selector feature

When the number of MCUs found is lower than 50, the selector offers to list the MCUs with close features (see [Figure 31](#)). Clicking the **Display similar items** button displays them (see [Figure 32](#)): by default, MCUs are sorted first by matching ratio, then by part number. For close MCUs (those with a matching ratio lower than 100%) rows are shown in gray and non matching cells are highlighted in dark gray.

Figure 31. New Project window - MCU list with close MCUs function

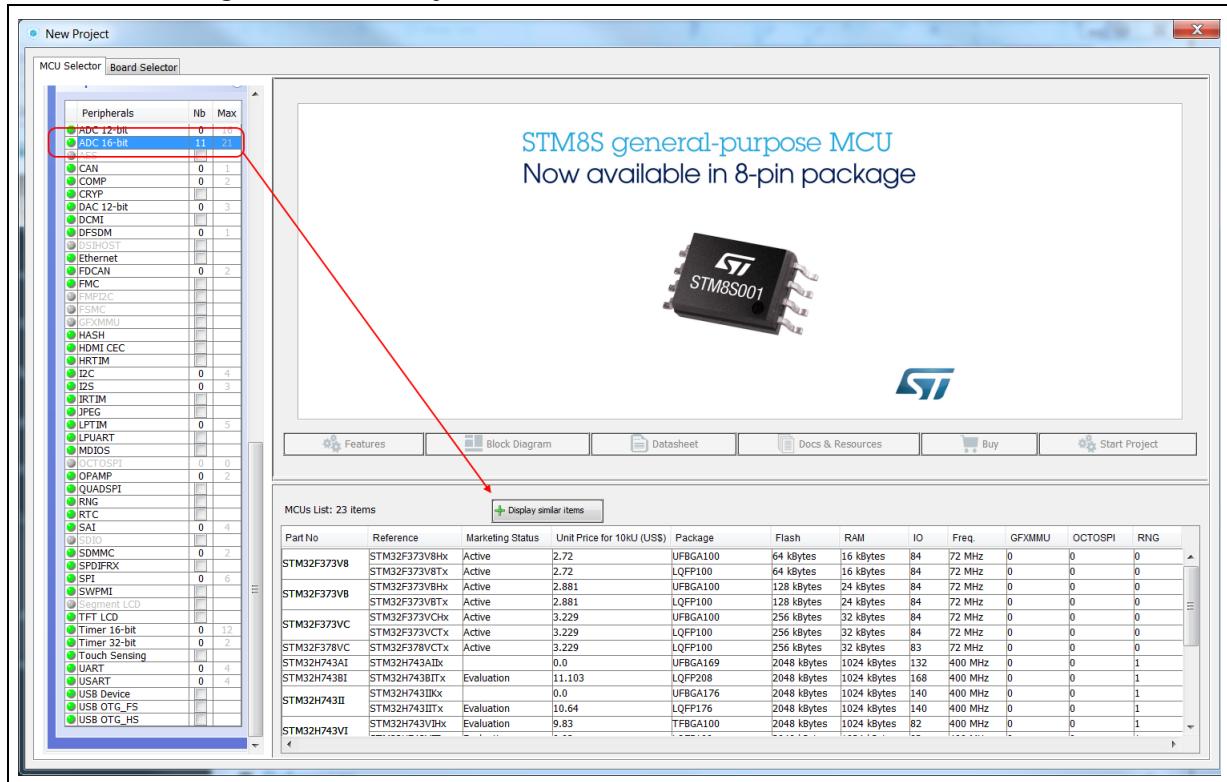
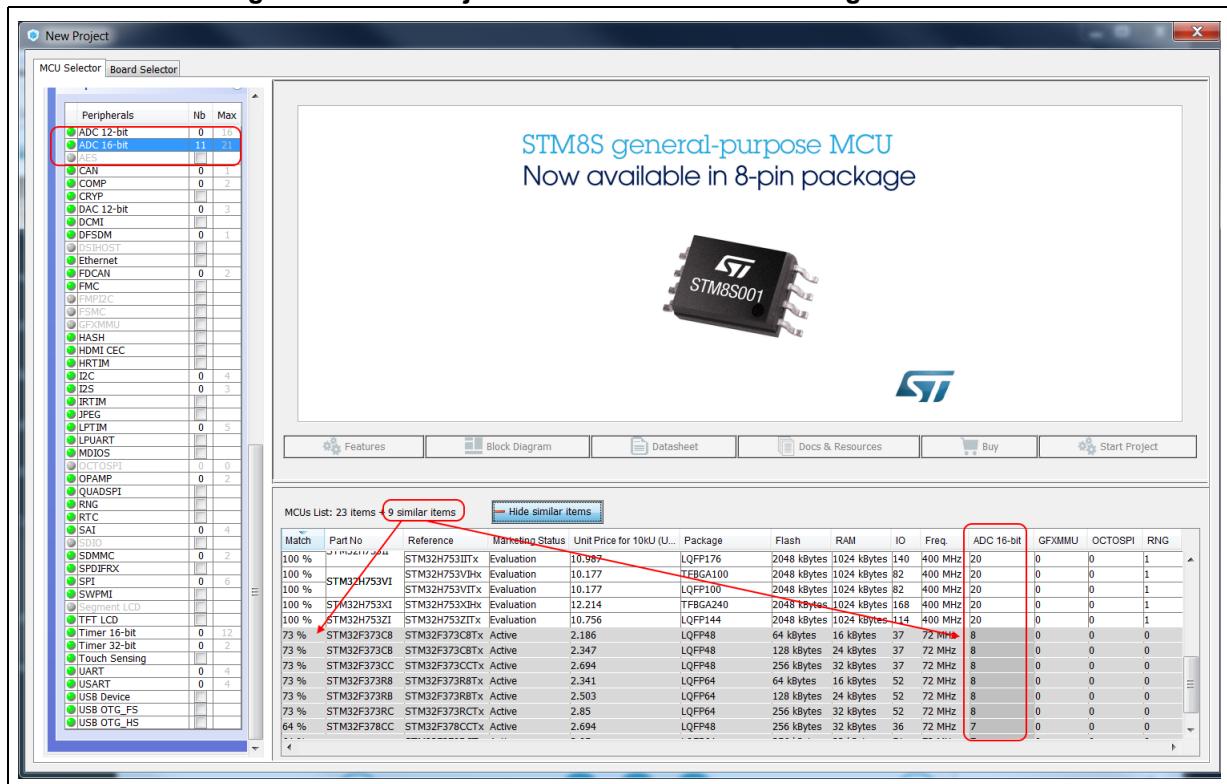


Figure 32. New Project window - MCU list showing close MCUs



Note:

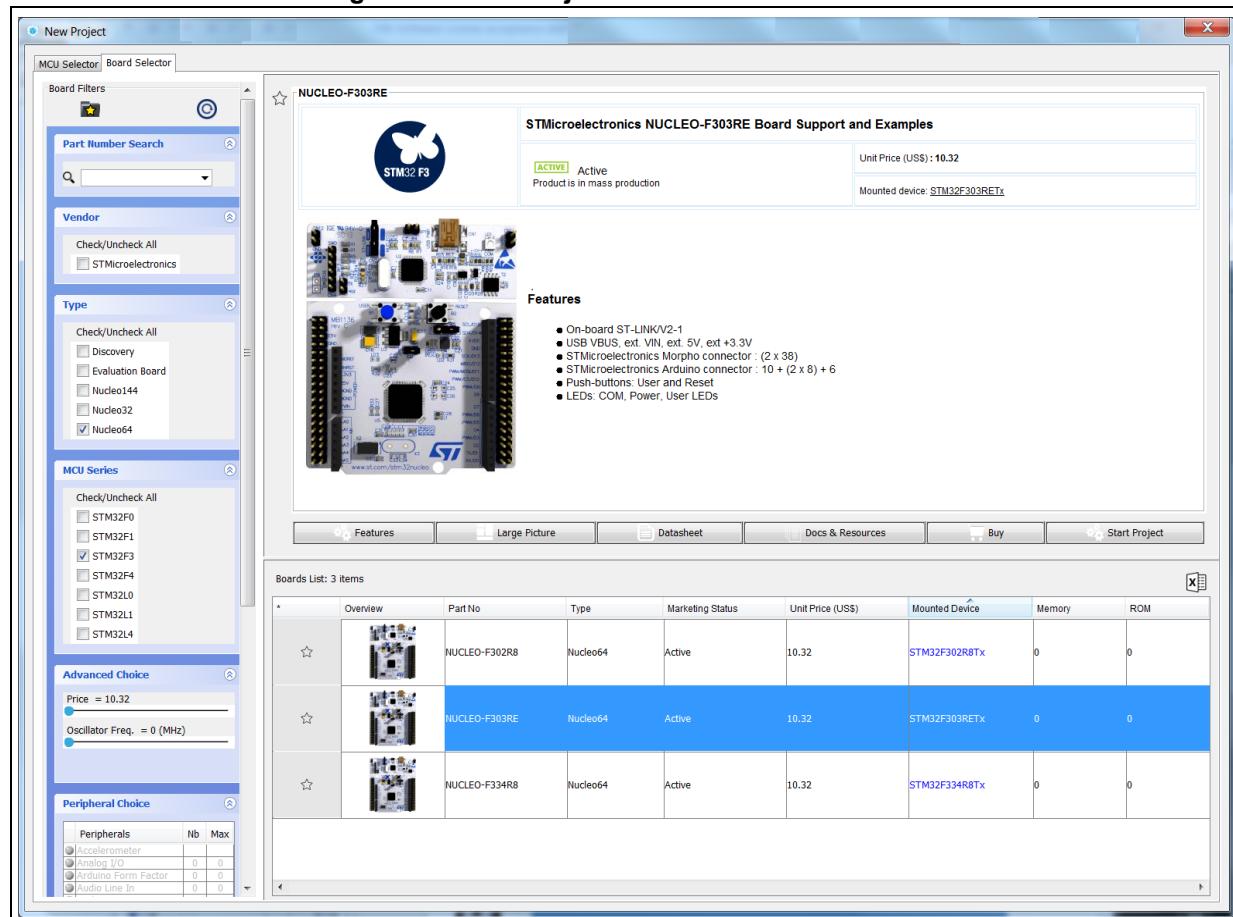
- A matching percentage is computed for each user selected criteria, for example:*
- *When requesting four instances of the CAN peripheral, the MCUs with only three instances will reach a 75% match on the CAN criteria.*
 - *If the maximum price criteria is selected, the matching ratio for a given MCU will be the maximum requested price divided by the actual MCU price. In the case of a minimum price criteria, the matching ratio will be the MCU price divided by the minimum requested price. Finally, all criteria ratios are averaged to give the Match column percentage value.*

The Board selector allows filtering on STM32 board types, Series and peripherals (see [Figure 33](#)). Only the default board configuration is proposed. Alternative board configurations obtained by reconfiguring jumpers or by using solder bridges are not supported.

When a board is selected, the **Pinout** view is initialized with the relevant MCU part number along with the pin assignments for the LCD, buttons, communication interfaces, LEDs, and other functions (see [Figure 35](#)). Optionally, the user can choose to initialize it with the default peripheral modes (see [Figure 36](#)).

When a board configuration is selected, the signals change to 'pinned', i.e. they cannot be moved automatically by STM32CubeMX constraint solver (user action on the peripheral tree, such as the selection of a peripheral mode, will not move the signals). This ensures that the user configuration remains compatible with the board.

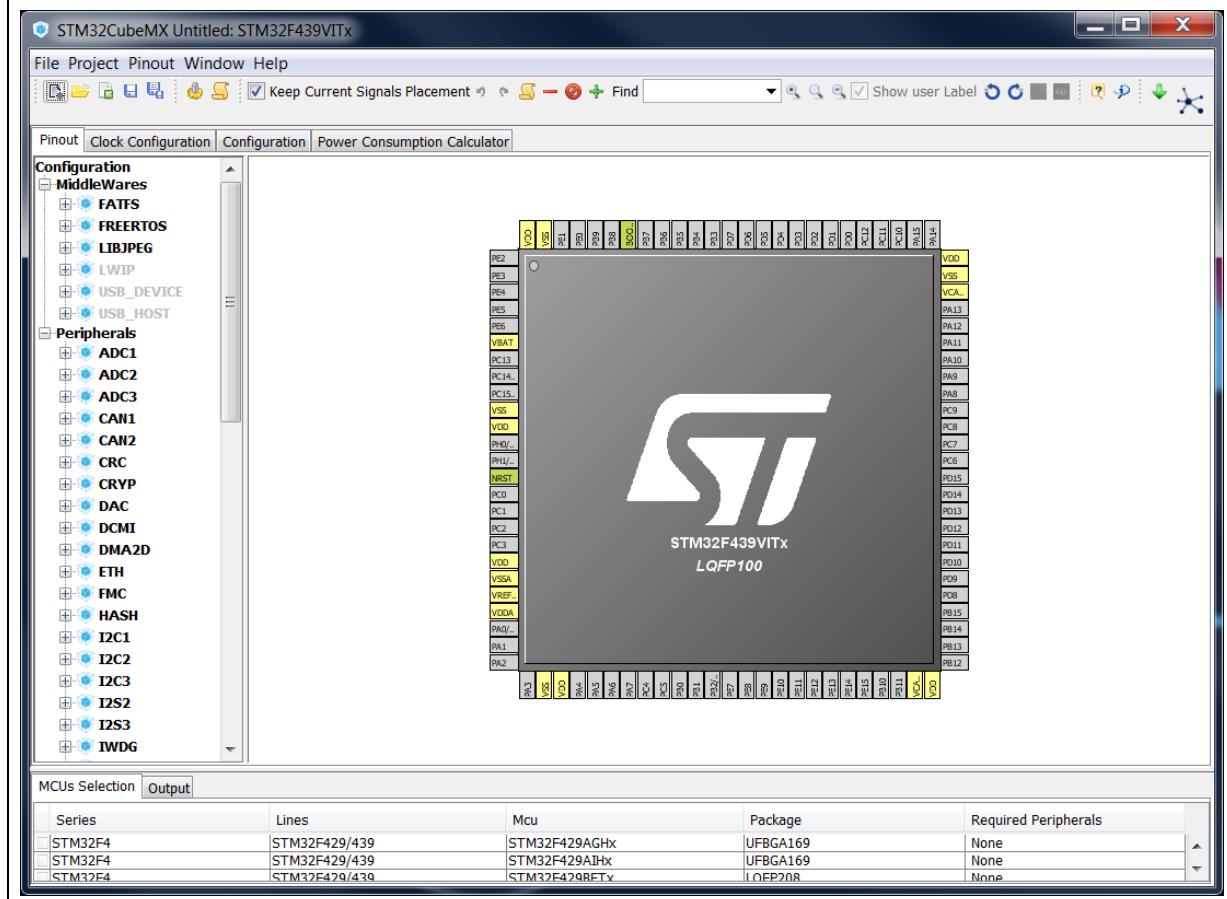
Figure 33. New Project window - board selector



5.3 Main window

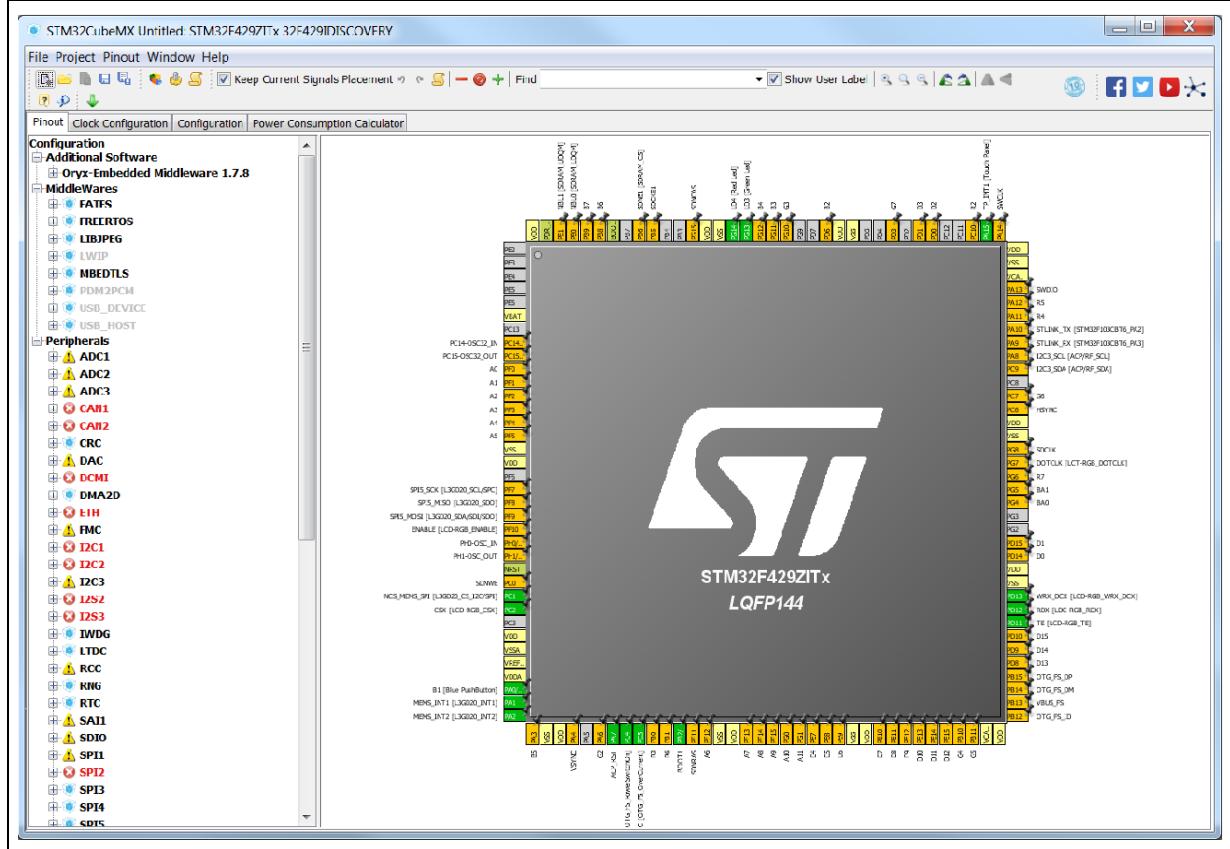
Once an STM32 part number or a board has been selected or a previously saved project has been loaded, the main window displays all STM32CubeMX components and menus (see [Figure 34](#)). Refer to [Section 5.3](#) for a detailed description of the toolbar and menus.

Figure 34. STM32CubeMX Main window upon MCU selection



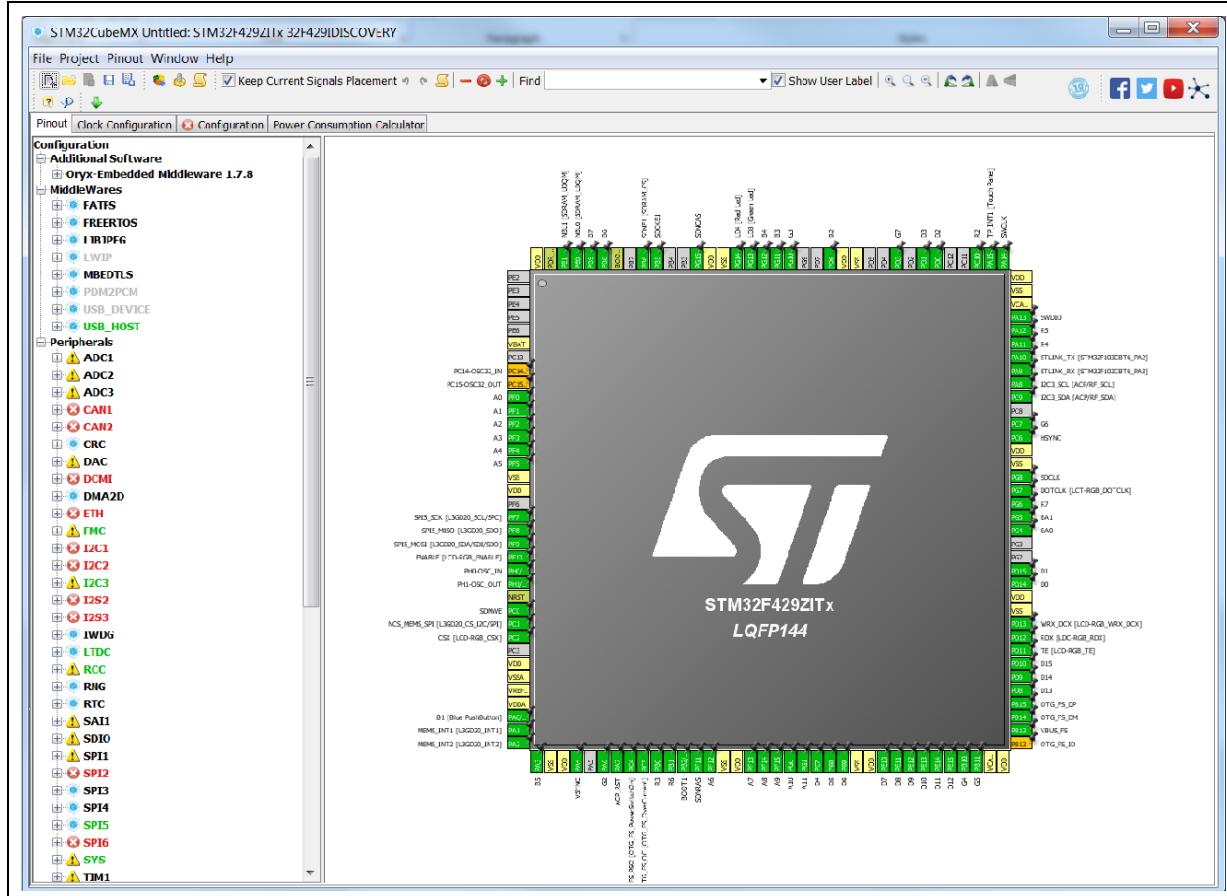
Selecting a board, then answering **No** in the dialog window requesting to initialize all peripherals to their default mode, automatically sets the pinout for this board. However, only the pins set as GPIOs are marked as configured, i.e. highlighted in green, while no peripheral mode is set. The user can then manually select from the peripheral tree the peripheral modes required for its application (see [Figure 35](#)).

**Figure 35. STM32CubeMX Main window upon board selection
(Peripheral default option unchecked)**



Selecting a board, then accepting to initialize all peripherals to their default mode, automatically sets both the pinout and the default modes for the peripherals available on the board. This means that STM32CubeMX will generate the C initialization code for all the peripherals available on the board and not only for those relevant to the user application (see [Figure 36](#)).

**Figure 36. STM32CubeMX Main window upon board selection
(Peripheral default option checked)**



5.4 Toolbar and menus

The following menus are available from STM32CubeMX menu bar:

- **File** menu
- **Project** menu
- **Pinout** menu (displayed only when the **Pinout** view has been selected)
- **Window** menu
- **Help** menu

STM32CubeMX menus and toolbars are described in the sections below.

5.4.1 File menu

Refer to [Table 3](#) for a description of the **File** menu and icons.

Table 3. File menu functions

Icon	Name	Description
	New Project	Opens a new project window showing all supported MCUs and a set of STMicroelectronics boards to choose from.
	Load Project ...	Loads an existing STM32CubeMX project configuration by selecting an STM32CubeMX configuration .ioc file. Caution: When upgrading to a new version of STM32CubeMX, make sure to always backup your projects before loading the new project (especially when the project includes user code).
	Import Project ...	Opens a new window to select the configuration file to be imported as well as the import settings. The import is possible only if you start from an empty MCU configuration. Otherwise, the menu is disabled. A status window displays the warnings or errors detected when checking for import conflicts. The user can then decide to cancel the import.
	Save Project as ...	Saves current project configuration (pinout, clock tree, peripherals, middlewares, Power Consumption Calculator) as a new project. This action creates an .ioc file with user defined name and located in the destination folder.
	Save Project	Saves the current project.
No icon	Close Project	Closes the current project and switches back to the welcome page.
No icon	Recent Projects >	Displays the list of five most recently saved projects
No icon	Exit	Proposes to save the project if needed, then closes the application.

5.4.2 Project menu

Refer to [Table 4](#) for a description of the **Project** menu and icons.

Table 4. Project menu

Icon	Name	Description
	Generate Code	This menu generates C initialization C code for current configuration (pinout, clocks, peripherals and middleware). Opens a window for project settings if they have not been defined previously. <i>Note: It is recommended to backup the current projects when upgrading to a new version of STM32CubeMX. The user will be prompted to migrate to a new firmware library version if any is available. Select "Continue" to keep the previously used version.</i>
	Generate Report ⁽¹⁾	This menu generates current project configuration as a pdf file and a text file.
	Settings	This menu opens the project settings window to configure project name, folder, select a toolchain and C code generation options
	Select additional software components	This menu allows the selection of the software components delivered in embedded software packs. The user can install such packages by selecting “Manage embedded software packages” under the Help menu.

1. If the project was previously saved, the reports are generated at the same location as the project configuration .ioc file. Otherwise, the user can choose the destination folder, and whether to save the project configuration as an .ioc file or not.

5.4.3 Pinout menu

The **Pinout** menu and sub-menus shortcuts are available only when the **Pinout** tab is selected (see [Figure 37](#)). They are hidden otherwise (see [Figure 38](#)). Refer to [Table 5](#) for a description of the **Pinout** menu and icons.

Figure 37. Pinout menus (Pinout tab selected)

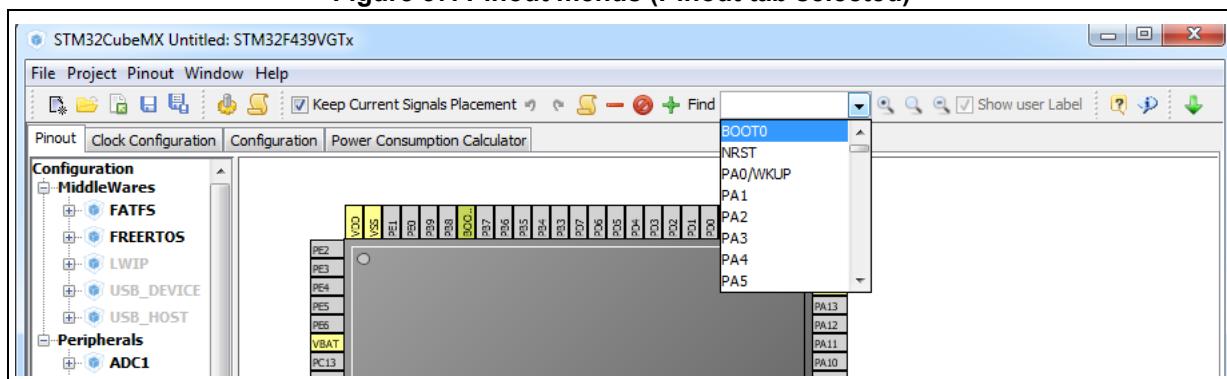


Figure 38. Pinout menus (Pinout tab not selected)

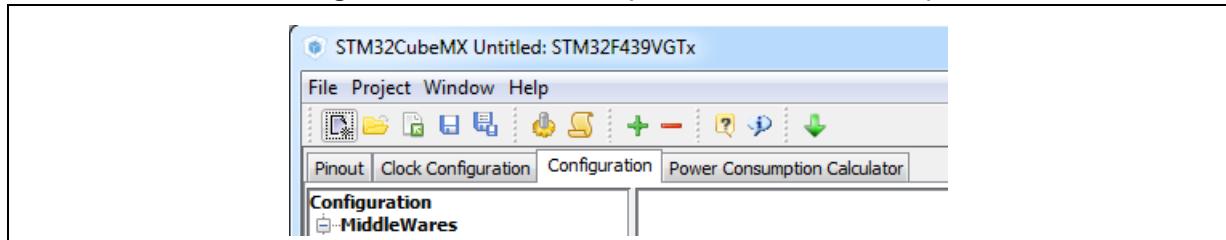


Table 5. Pinout menu

Icon	Name	Description
	Undo	Undoes last configuration steps (one by one)
	Redo	Redoes steps that have been undone (one by one)
No icon	Pins/Signals Options	Opens a window showing the list of all the configured pins together with the name of the signal on the pin and a Label field allowing the user to specify a label name for each pin of the list. For this menu to be active, at least one pin must have been configured. Click the pin icon to pin/unpin signals individually. Select multiple rows then right click to open contextual menu and select action to pin or unpin all selected signals at once. Click column header names to sort alphabetically by name or according to placement on MCU.
	Pinout search field	Allows the user to search for a pin name, signal name or signal label in the Pinout view. When it is found, the pin or set of pins that matches the search criteria blinks on the Chip view. Click the Chip view to stop blinking.
	Show user labels	Allows showing on the Chip view, the user-defined labels instead of the names of the signals assigned to the pins.
No icon	Clear Pinouts	Clears user pinout configuration in the Pinout window. Note that this action puts all configured pins back to their reset state and disables all the peripheral and middleware modes previously enabled (whether they were using signals on pins or not).
No icon	Clear Single Mapped Signals	Clears signal assignments to pins for signals that have no associated mode (highlighted in orange and not pinned).
No icon	Set unused GPIOs	Opens a window to specify the number of GPIOs to be configure among the total number of GPIO pins that are not used yet. Specify their mode: Input, Output or Analog (recommended configuration to optimize power consumption). Caution: Before using this menu, make sure the debug pins (available under SYS peripheral) are set to access microcontroller debug facilities.
No icon	Reset used GPIOs	Opens a window to specify the number of GPIOs to be freed among the total number of GPIO pins that are configured.

Table 5. Pinout menu (continued)

Icon	Name	Description
	Generate csv text pinout file	Generates pin configuration as a .csv text file
No Icon	List pinout compatible MCUs	<p>Provides a list of MCUs that best match the pin configuration of the current project. The matching can be:</p> <ul style="list-style-type: none"> – An exact match – A partial match with hardware compatibility: pin locations are the same, pin names may have been changed – A partial match without hardware compatibility: all signals could be mapped but not all at the same pin location <p>Refer to Section 11: Tutorial 5: Exporting current project configuration to a compatible MCU for details on how to use this feature.</p>
	Collapse All	Collapses the Peripheral/Middleware tree view
	Disable Modes	Resets to “Disabled” all peripherals and middleware modes that have been enabled. The pins configured in these modes (green color) are consequently reset to “Unused” (gray color). Peripheral and middleware labels change from green to black (when unused) or gray (when not available).
	Expand All	Expands the Peripheral/Middleware tree view to display all functional modes.
	Zooming in	Zooms in the chip pinout diagram
	Best Fit	Adjusts the chip pinout diagram to the best fit size
	Zooming out	Zooms out the chip pinout diagram
	Keep current signals Placement	<p>Available from toolbar only.</p> <p>Prevents moving pin assignments to match a new peripheral operating mode. It is recommended to use the new pinning feature that can block each pin assignment individually and leave this checkbox unchecked.</p>
	Rotate clockwise Counter clockwise	Rotates the MCU core as well as its pins and mapped signals by 90 degrees clockwise or counterclockwise from the current view. Click twice to rotate by 180 degrees, and three times to rotate by 270 degrees.
	Flip horizontal/flip vertical	<p>Available only for BGA packages.</p> <p>Allows to flip horizontally or vertically between bottom and top views. (then keep text as it is). The bottom view corresponds to the bottom side of the BGA package (ball side up), and the top view to the other side (ball side down, and ST logo clearly visible if any).</p>

5.4.4 Window menu

The **Window** menu allows to access the **Outputs** function (see [Table 6](#)).

Table 6. Window menu

Name	Description
Outputs	<p>Opens the MCUs selection window at the bottom of STM32CubeMX Main window.</p> <p>Opens two tabs at the bottom of STM32CubeMX main window:</p> <ul style="list-style-type: none"> – MCUs selection tab that lists the MCUs that match the user criteria selected via the MCU selector. – Outputs tab that displays STM32CubeMX messages, warnings and errors encountered upon users actions.

5.4.5 Help menu

Refer to [Table 7](#) for a description of the **Help** menu and icons.

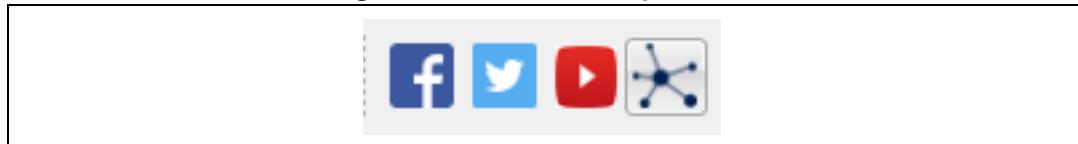
Table 7. Help menu

Icons	Name	Description
	Help Content	Opens the STM32CubeMX user manual
	About...	Shows version information
	Check for Updates	Shows the software and firmware release updates available for download.
	Manage embedded software packages	Shows all the embedded software packages available for installation. A green check box indicates that the package is already installed in the user repository folder (the repository folder location is specified under “Help > Updater Settings” menu).
	Updater Settings...	Opens the updater settings window to configure manual versus automatic updates, proxy settings for internet connections, repository folder where the downloaded software and firmware releases will be stored.
No icon	Refresh Data	Opens a dialog window that proposes to refresh STM32CubeMX database with STM32 MCU latest information (MCU description and list of official documents) and allows the download of all official documentation in one shot
No icon	Docs & Resources	Displays the official documentation available for the MCU used in the current project.

5.4.6 Social links

Developer communities on popular social platforms such as Facebook, Twitter, STM32 YouTube channel, as well as ST Community can be accessed from STM32CubeMX toolbar (see [Figure 39](#)).

Figure 39. Link to social platforms



5.5 Output windows

5.5.1 MCUs selection panel

This window lists all the MCUs of a given family that match the user criteria (Series, peripherals, package..) when an MCU was selected last.

Note: Selecting a different MCU from the list resets the current project configuration and switches to the new MCU. The user will be prompted to confirm this action before proceeding.

Figure 40. MCU selection menu

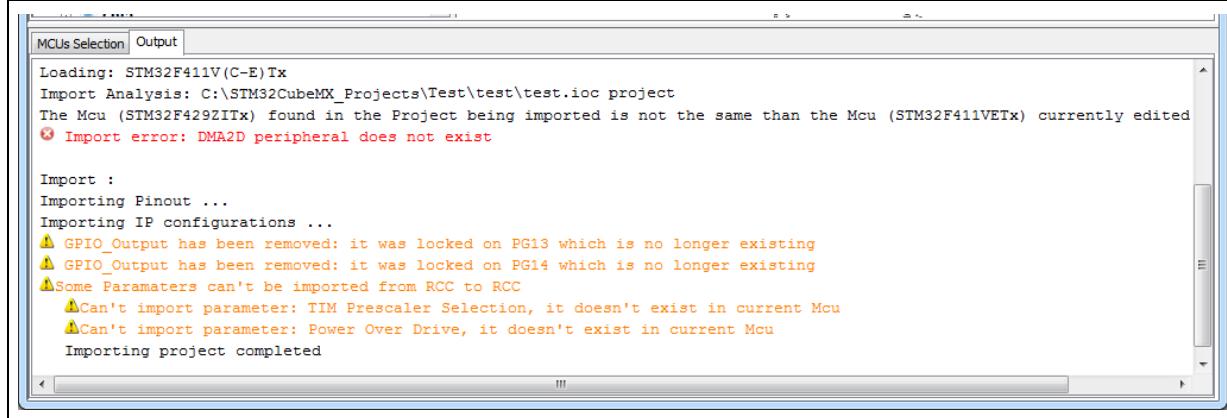
MCUs Selection					
Series	Lines	Mcu	Package	Required Peripherals	
STM32F4	STM32F429/439	STM32F429VETx	LQFP100	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F429VGTx	LQFP100	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F429VITx	LQFP100	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F429ZETx	LQFP144	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F429ZGTx	LQFP144	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F429ZITx	LQFP144	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F429ZEYx	WL CSP143	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F429ZGYx	WL CSP143	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F429ZIYx	WL CSP143	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439BGTx	LQFP208	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439BITx	LQFP208	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439IGHx	UF BGA176	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439IIHx	UF BGA176	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439IGTx	LQFP176	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439IITx	LQFP176	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439NGHx	TF BGA216	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439NIHx	TF BGA216	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439VGTx	LQFP100	RTC,SAI,SDIO	
<input checked="" type="checkbox"/> STM32F4	STM32F429/439	STM32F439VITx	LQFP100	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439ZGTx	LQFP144	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439ZITx	LQFP144	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439ZGYx	WL CSP143	RTC,SAI,SDIO	
STM32F4	STM32F429/439	STM32F439ZTVx	WL CSP143	RTC,SAI,SDIO	

This window can be shown/hidden by selecting/deselecting **Outputs** from the Window menu.

5.5.2 Output panel

This panel displays a non exhaustive list of the actions performed, errors and raised warnings (see [Figure 41](#)).

Figure 41. Output panel



5.6 Import Project window

The **Import Project** menu eases the porting of a previously-saved configuration to another MCU.

By default the following settings are imported:

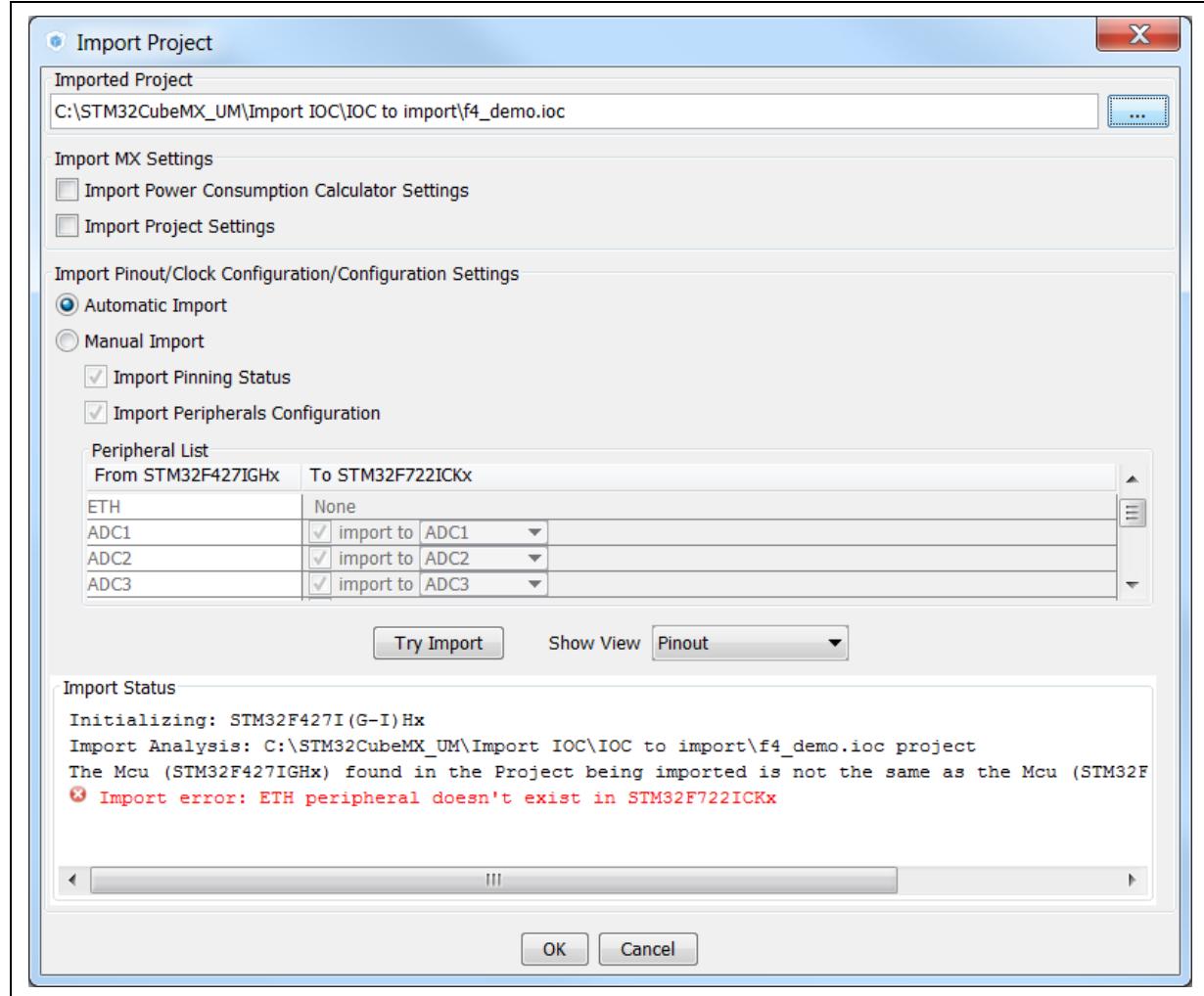
- Pinout tab: MCU pins and corresponding peripheral modes. The import fails if the same peripheral instances are not available in the target MCU.
- Clock configuration tab: clock tree parameters.
- Configuration tab: peripherals and middleware libraries initialization parameters.
- Project settings: choice of toolchain and code generation options.

To import a project, proceed as follows:

1. Select the **Import project** icon  that appears under the **File** menu after starting a New Project and once an MCU has been selected.
The menu remains active as long as no user configuration settings are defined for the new project, that is just after the MCU selection. It is disabled as soon as a user action is performed on the project configuration.
2. Select **File > Import Project** for the dedicated Import project window to open. This window allows to specify the following options:
 - The STM32CubeMX configuration file (.ioc) pathname of the project to import on top of current empty project.
 - Whether to import the configuration defined in the Power Consumption Calculator tab or not.
 - Whether to import the project settings defined through the Project > Settings menu: IDE selection, code generation options and advanced settings.
 - Whether to import the project settings defined through the Project > Settings menu: IDE selection and code generation options.

- Whether to attempt to import the whole configuration (Automatic import) or only a subset (Manual Import).
- a) Automatic project import (see [Figure 42](#))

Figure 42. Automatic project import

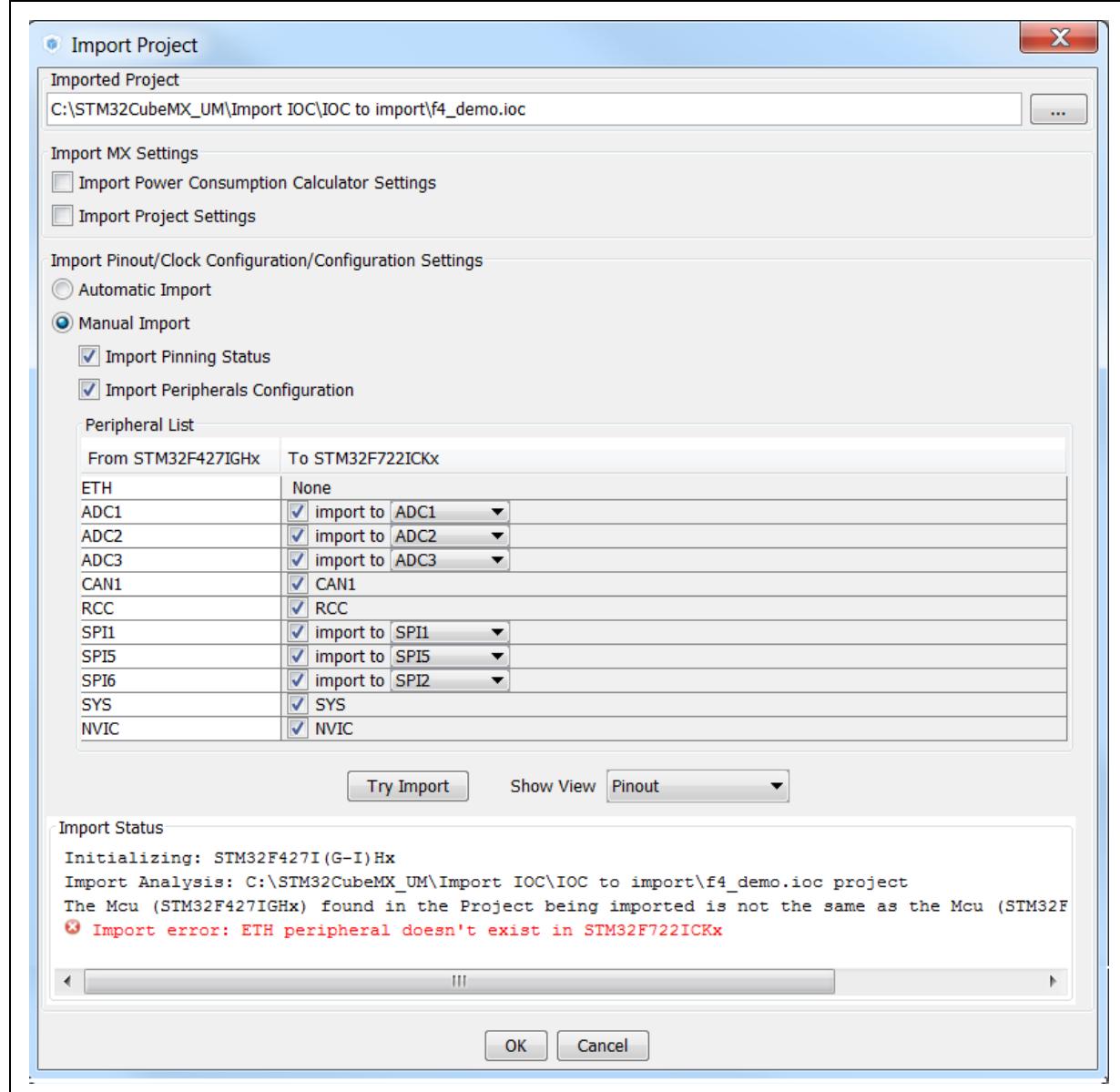


b) Manual project import

In this case, checkboxes allow to manually select the set of peripherals (see [Figure 43](#)).

Select the **Try Import** option to attempt importing.

Figure 43. Manual project import



The Peripheral List indicates:

- The peripheral instances configured in the project to be imported
- The peripheral instances, if any exists for the MCU currently selected, to which the configuration has to be imported. If several peripheral instances are candidate for the import, the user needs to choose one.

Conflicts might occur when importing a smaller package with less pins or a lower-end MCU with less peripheral options. Click the **Try Import** button to check for such conflicts: the Import Status window and the Peripheral list get refreshed to indicate errors (see [Figure 44](#)), warnings and whether the import has been successful or not:

- Warning icons indicate that the user has selected a peripheral instance more than once and that one of the import requests will not be performed.
- A cross sign indicates that there is a pinout conflict and that the configuration can not be imported as such.

The manual import can be used to refine import choices and resolve the issues raised by the import trial. [Figure 45](#) gives an example of successful import trial, that has been obtained by deselecting the import request for some peripherals.

The **Show View** function allows switching between the different configuration tabs (pinout, clock tree, peripheral configuration) for checking influence of the "Try Import" action before actual deployment on current project (see [Figure 45](#)).

Figure 44. Import Project menu - Try import with errors

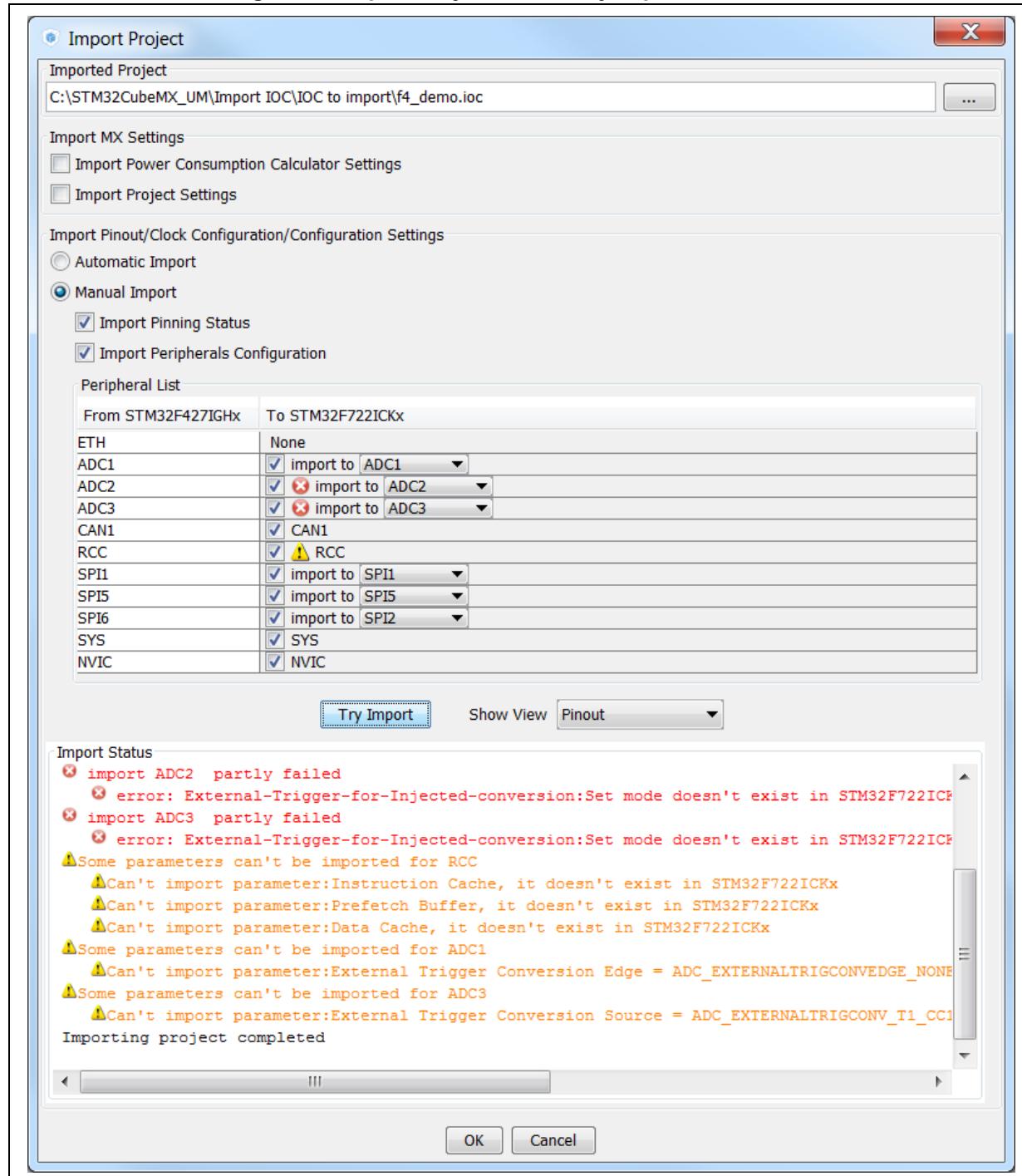
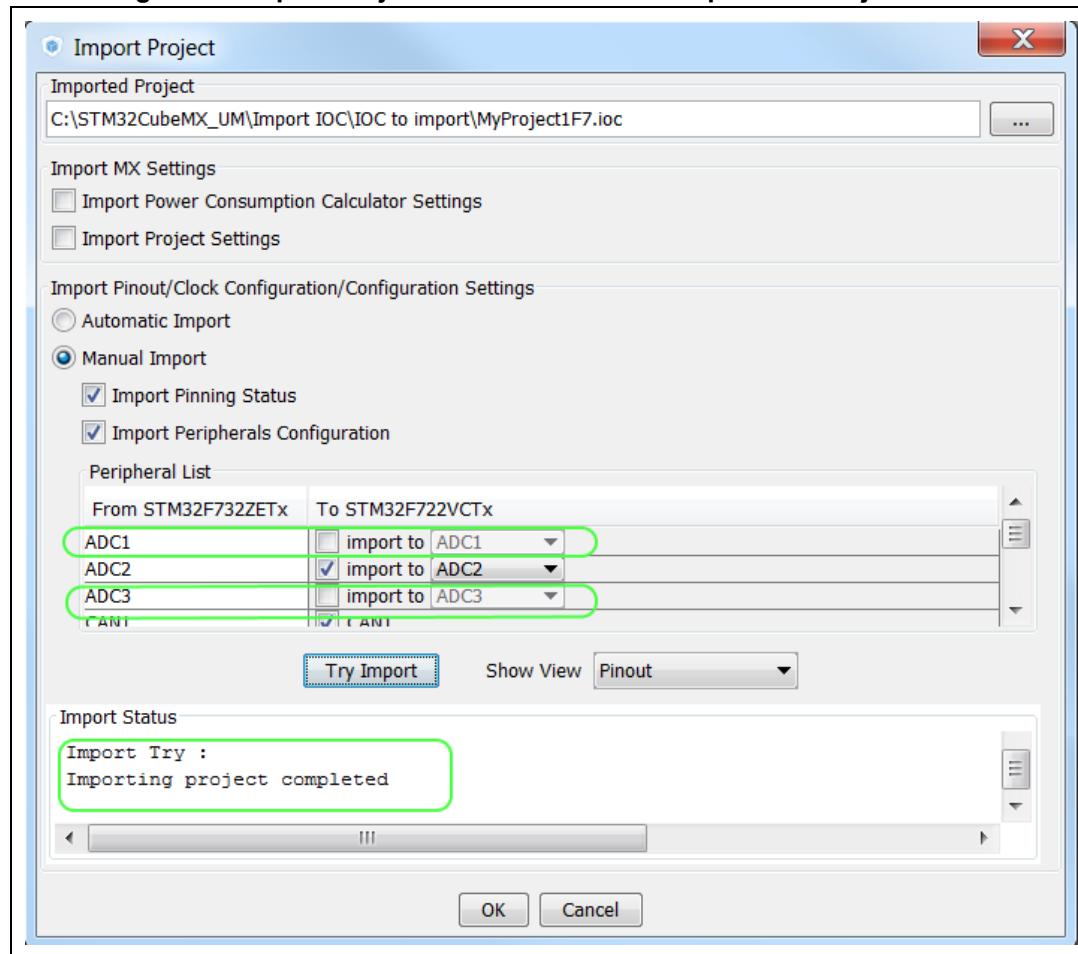


Figure 45. Import Project menu - Successful import after adjustments

3. Choose **OK** to import with the current status or **Cancel** to go back to the empty project without importing.
Upon import, the Import icon gets grayed since the MCU is now configured and it is no more possible to import a non-empty configuration.

5.7 Set unused / Reset used GPIOs windows

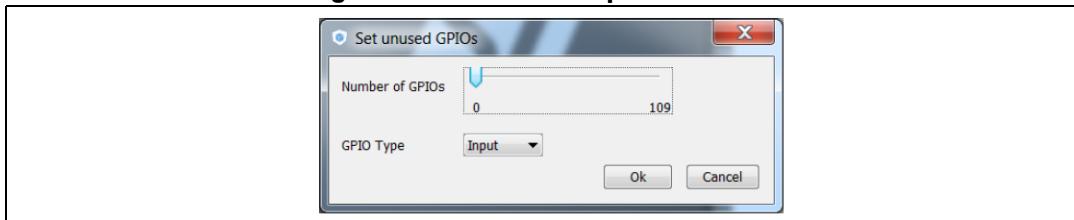
These windows allow configuring several pins at a time in the same GPIO mode.

To open them:

- Select **Pinout > Set unused GPIOs** from the STM32CubeMX menu bar.

Note: *The user selects the number of GPIOs and lets STM32CubeMX choose the actual pins to be configured or reset, among the available ones.*

Figure 46. Set unused pins window



- Select **Pinout > Reset used GPIOs** from the STM32CubeMX menu bar.

Depending whether the Keep Current Signals Placement option is checked or not on the toolbar, STM32CubeMX conflict solver will be able to move or not the GPIO signals to other unused GPIOs:

- When Keep Current Signals Placement is off (unchecked), STM32CubeMX conflict solver can move the GPIO signals to unused pins in order to fit in another peripheral mode.
- When Keep Current Signals Placement is on (checked), GPIO signals will not be moved and the number of possible peripheral modes becomes limited.

Refer to [Figure 48](#) and [Figure 49](#) and check the limitation in available peripheral modes.

Figure 47. Reset used pins window

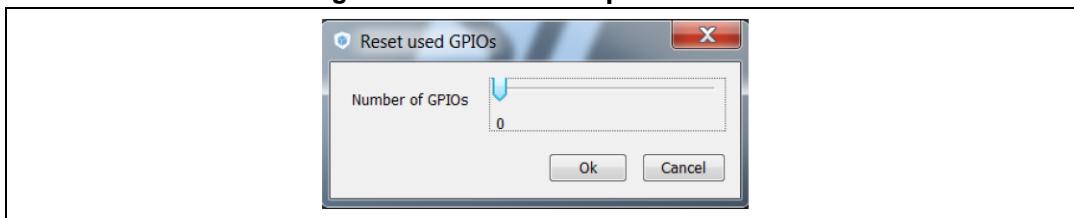


Figure 48. Set unused GPIO pins with Keep Current Signals Placement checked

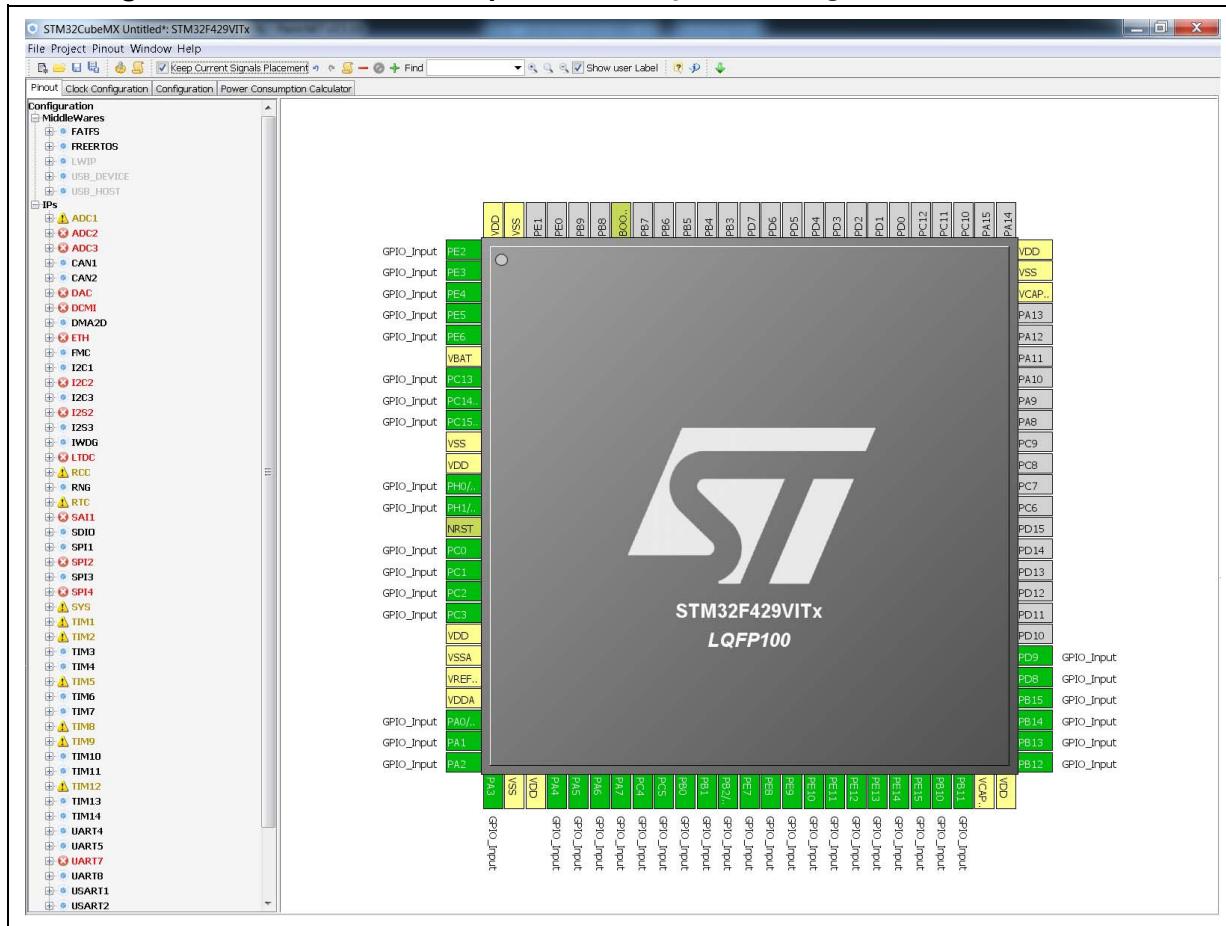
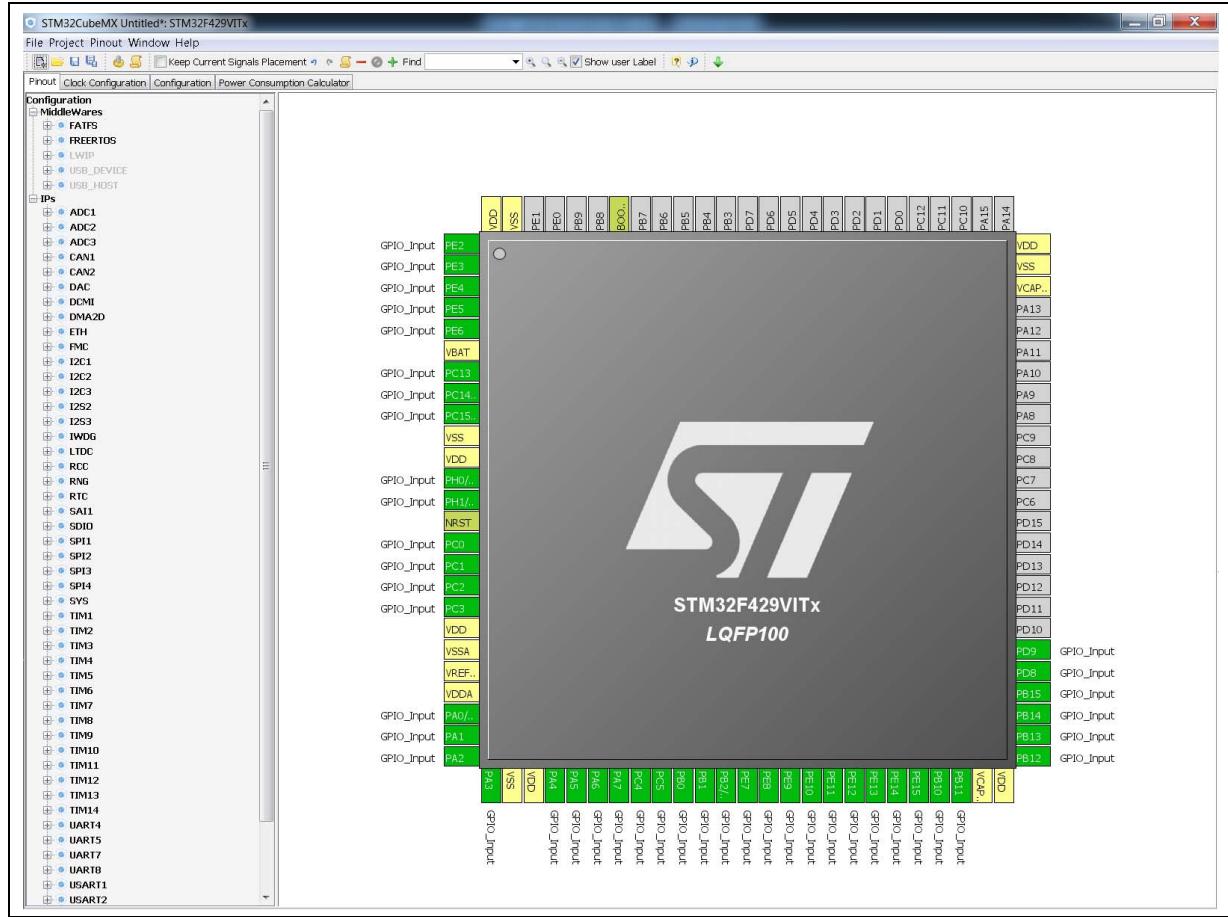


Figure 49. Set unused GPIO pins with Keep Current Signals Placement unchecked



5.8 Project Settings window

This Project Settings windows includes three tabs:

- A general project setting tab allowing to specify the project name, the location, the toolchain, and the firmware version.
- A code generation tab allowing to set code generation options such as the location of peripheral initialization code, library copy/link options, and to select templates for customized code.
- An advanced settings tab dedicated to ordering STM32CubeMX initialization function calls.

There are several ways to open the Project Settings window:

1. By selecting **Project > Settings** from the STM32CubeMX menu bar (see [Figure 50](#)). The code generation will then be generated in the project folder tree shown in [Figure 51](#).
2. By clicking **Project > Generate code** for the first time.
3. By selecting **Save As** for a project that includes C code generation (and not only pin configuration).

Figure 50. Project Settings window

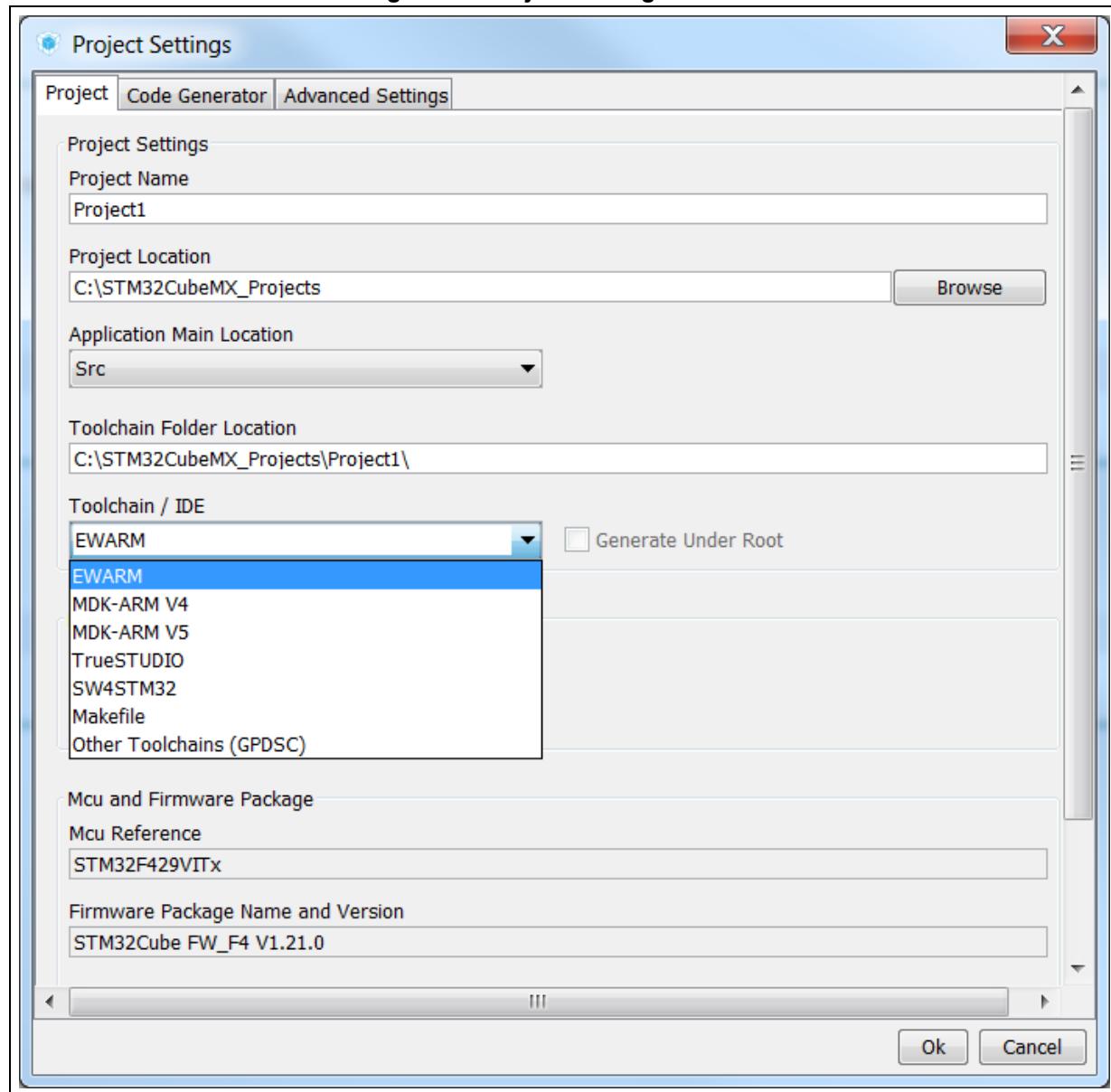
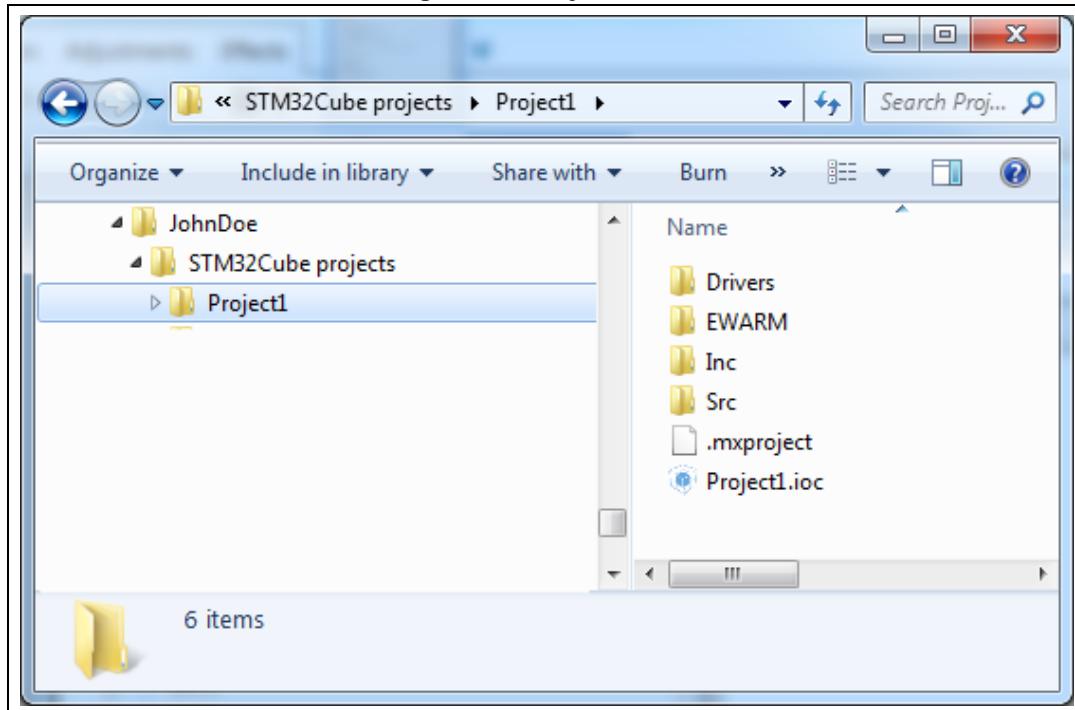


Figure 51. Project folder

5.8.1 Project tab

The Project tab of the Project Settings window allows configuring the following options (see [Figure 50](#)):

- Project settings: project name, project location, application main files location (Inc, Src or Core/Inc, Core/Src folders), toolchain folder and others to be used for project generation.

Selecting “Makefile” under Toolchain/IDE leads to the generation of a generic gcc-based makefile.

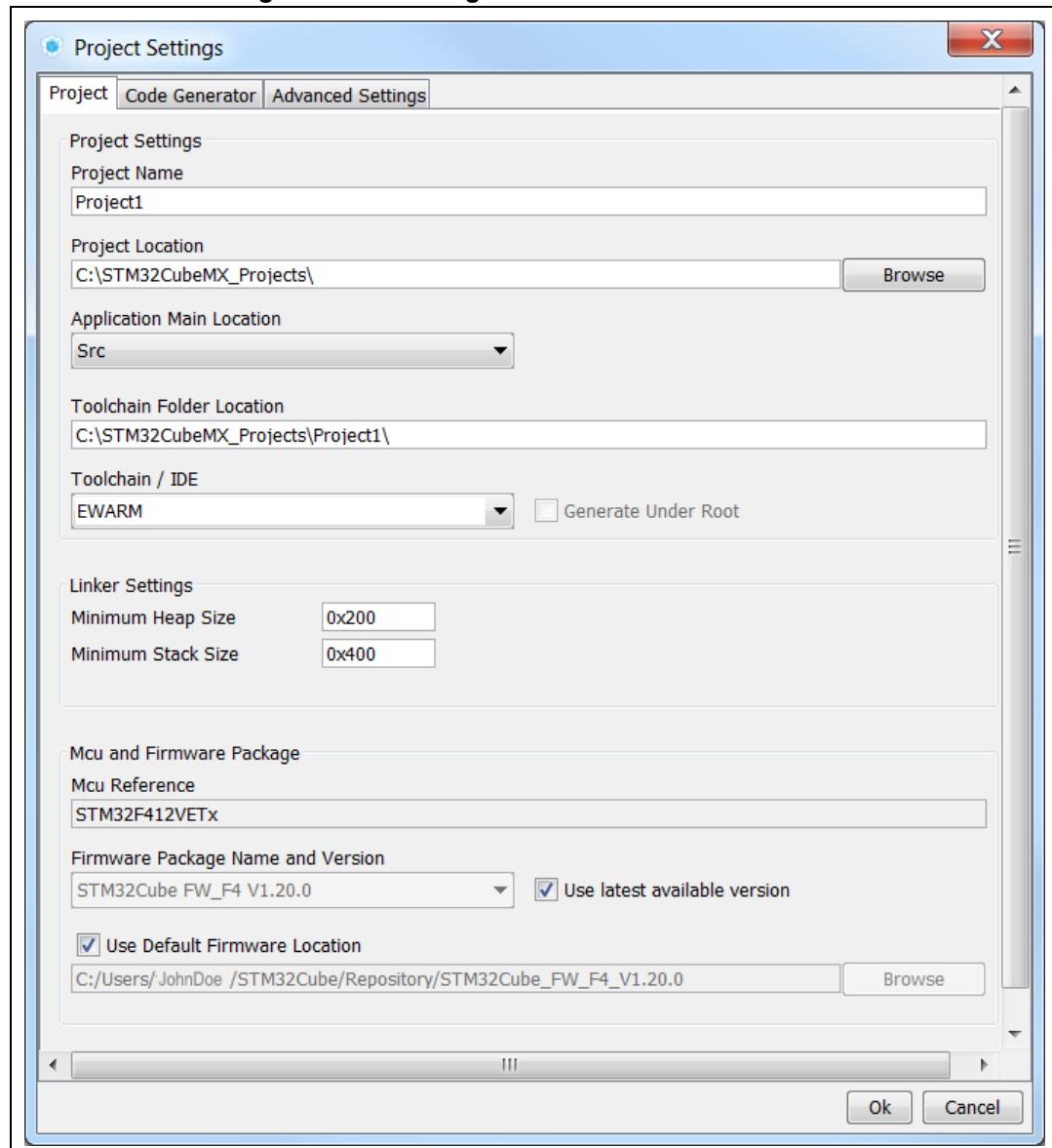
Selecting *Other Toolchains (GPDSC)* generates a gpdsc file. The gpdsc file provides a generic description of the project, including the list and paths of drivers and other files (such as startup files) that are required for building the project. This allows extending STM32CubeMX project generation to any toolchain supporting gpdsc since the toolchain will be able to load a STM32CubeMX generated C project by processing the

gpdsc file information. To standardize the description of embedded projects, the gpdsc solution is based on CMSIS-PACK.

- Additional project settings for SW4STM32 and Atollic TrueSTUDIO® toolchains:
Select the optional *Generate under root* checkbox to generate the toolchain project files in STM32CubeMX user project root folder or deselect it to generate them under a dedicated toolchain folder.
STM32CubeMX project generation under the root folder allows to benefit from the following Eclipse features when using Eclipse-based IDEs such as SW4STM32 and TrueStudio:
 - Optional copy of the project into the Eclipse workspace when importing a project.
 - Use of source control systems such as GIT or SVN from the Eclipse workspace.However, it shall be noted that choosing to copy the project into workspace will prevent any further synchronization between changes done in Eclipse and changes done in STM32CubeMX as there will be two different copies of the project.
- Linker settings: value of minimum heap and stack sizes to be allocated for the application. The default values proposed are 0x200 and 0x400 for heap and stack sizes, respectively. These values may need to be increased when the application uses middleware stacks.
- Firmware package selection when more than one version is available (this is the case when successive versions implement the same API and support the same MCUs). By default, the latest available version is used.
- Firmware location selection option

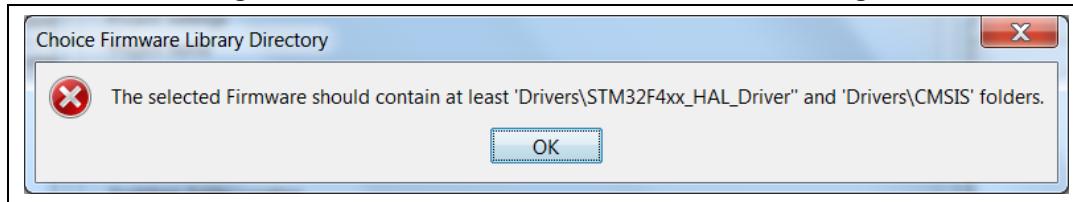
The default location is the location specified under the menu Help > updater settings.

Deselecting the **Use Default Firmware Location** checkbox allows specifying a different path for the firmware that will be used for the project (see [Figure 52](#)).

Figure 52. Selecting a different firmware location

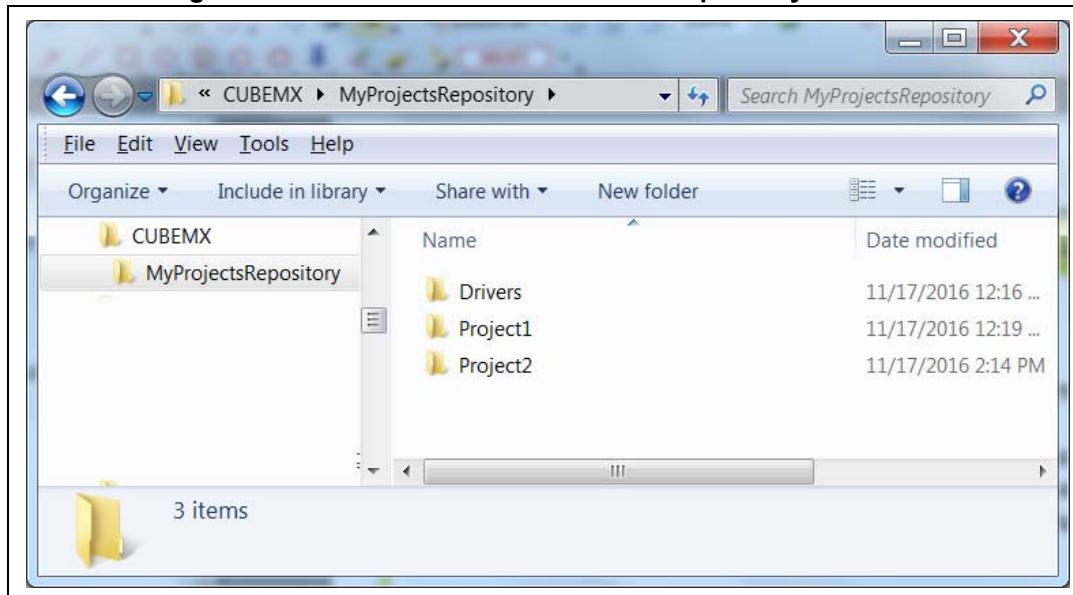
The new location should contain at least a *Drivers* directory containing the HAL and CMSIS drivers from the relevant STM32Cube MCU package. An error message pops up if the folders cannot be found (see [Figure 53](#)).

Figure 53. Firmware location selection error message



To reuse the same *Drivers* folder across all projects that use the same firmware location, select the **Add the library files as reference** from the **Code generator** tab allows (see [Figure 54](#)).

Figure 54. Recommended new firmware repository structure



Caution: STM32CubeMX manages firmware updates solely for this default location. Choosing another location will prevent the user from benefiting from automatic updates. The user must manually copy new driver versions to its project folder.

5.8.2 Code Generator tab

The Code Generator tab allows specifying the following code generation options (see [Figure 55](#)):

- STM32Cube Firmware Library Package option
- Generated files options
- HAL settings options
- Custom code template options

STM32Cube Firmware Library Package option

The following actions are possible:

- Copy all used libraries into the project folder
STM32CubeMX will copy to the user project folder, the drivers libraries (HAL, CMSIS) and the middleware libraries relevant to the user configuration (e.g. FatFs, USB, ...).
- *Copy only the necessary library files:*
STM32CubeMX will copy to the user project folder only the library files relevant to the user configuration (e.g., SDIO HAL driver from the HAL library,...).
- *Add the required library as referenced in the toolchain project configuration file*
By default, the required library files are copied to the user project. Select this option for the configuration file to point to files in STM32CubeMX repository instead: the user project folder will not hold a copy of the library files but only a reference to the files in STM32CubeMX repository.

Generated files options

This area allows defining the following options:

- Generate peripheral initialization as a pair of .c/.h files or keep all peripheral initializations in the main.c file.
- Backup previously generated files in a backup directory
The .bak extension is added to previously generated .c/.h files.
Keep user code when regenerating the C code.
This option applies only to user sections within STM32CubeMX generated files. It does not apply to the user files that might have been added manually or generated via fti templates.
- Delete previously generated files when these files are no longer needed by the current configuration. For example, uart.c/.h file are deleted if the UART peripheral, that was enabled in previous code generation, is now disabled in current configuration.

HAL settings options

This area allows selection one HAL settings options among the following:

- Set all free pins as analog to optimize power consumption
- Enable/disable Use the *Full Assert* function: the Define statement in the stm32xx_hal_conf.h configuration file will be commented or uncommented, respectively.

Custom code template options

To generate custom code, click the Settings button under Template Settings, to open the Template Settings window (see [Figure 56](#)).

The user will then be prompted to choose a source directory to select the code templates from, and a destination directory where the corresponding code will be generated.

The default source directory points to the extra_template directory, within STM32CubeMX installation folder, which is meant for storing all user defined templates. The default destination folder is located in the user project folder.

STM32CubeMX will then use the selected templates to generate user custom code (see [Section 6.3: Custom code generation](#)). [Figure 57](#) shows the result of the template configuration shown on [Figure 56](#): a sample.h file is generated according to sample_h.ftl template definition.

Figure 55. Project Settings Code Generator

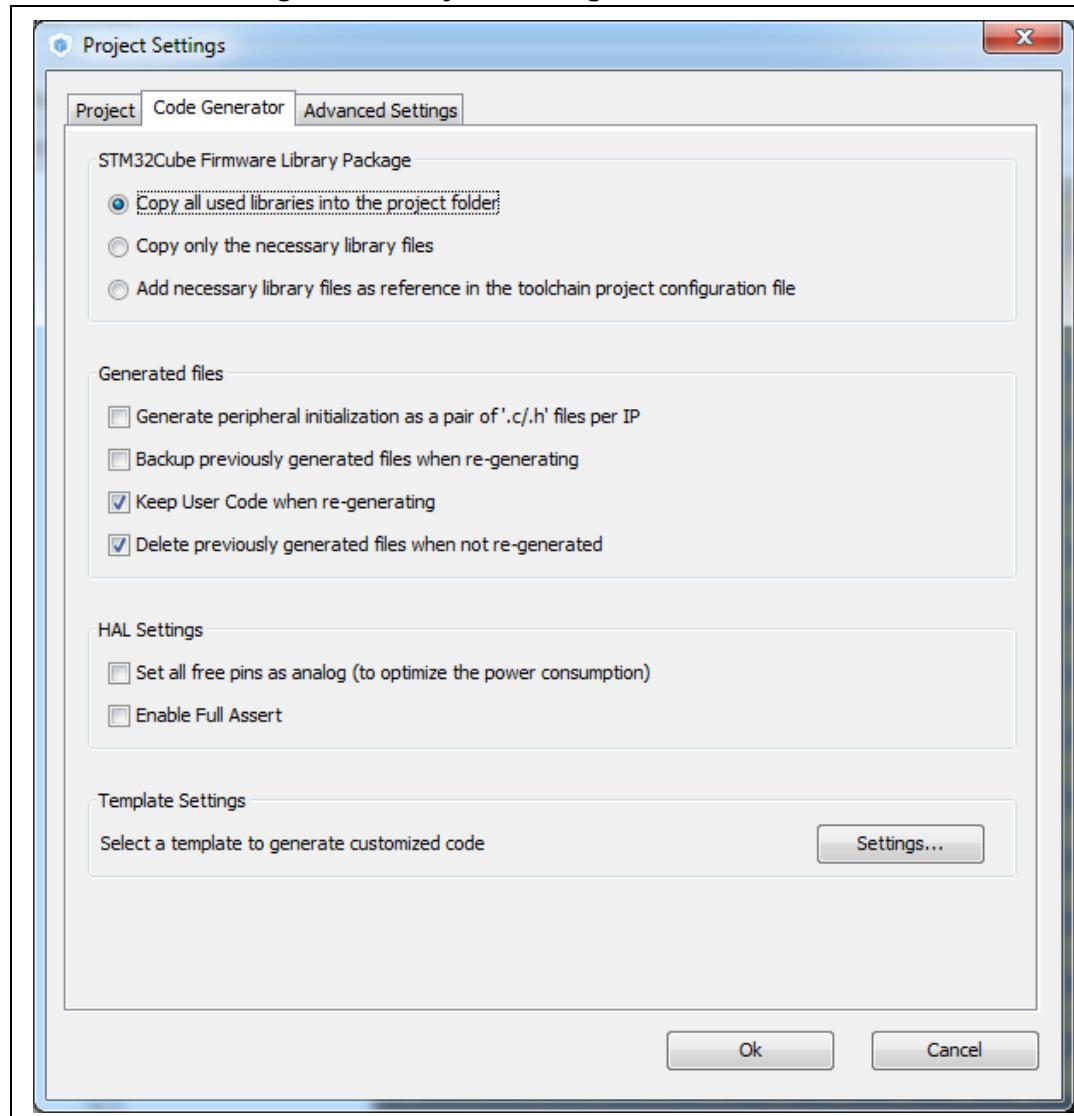


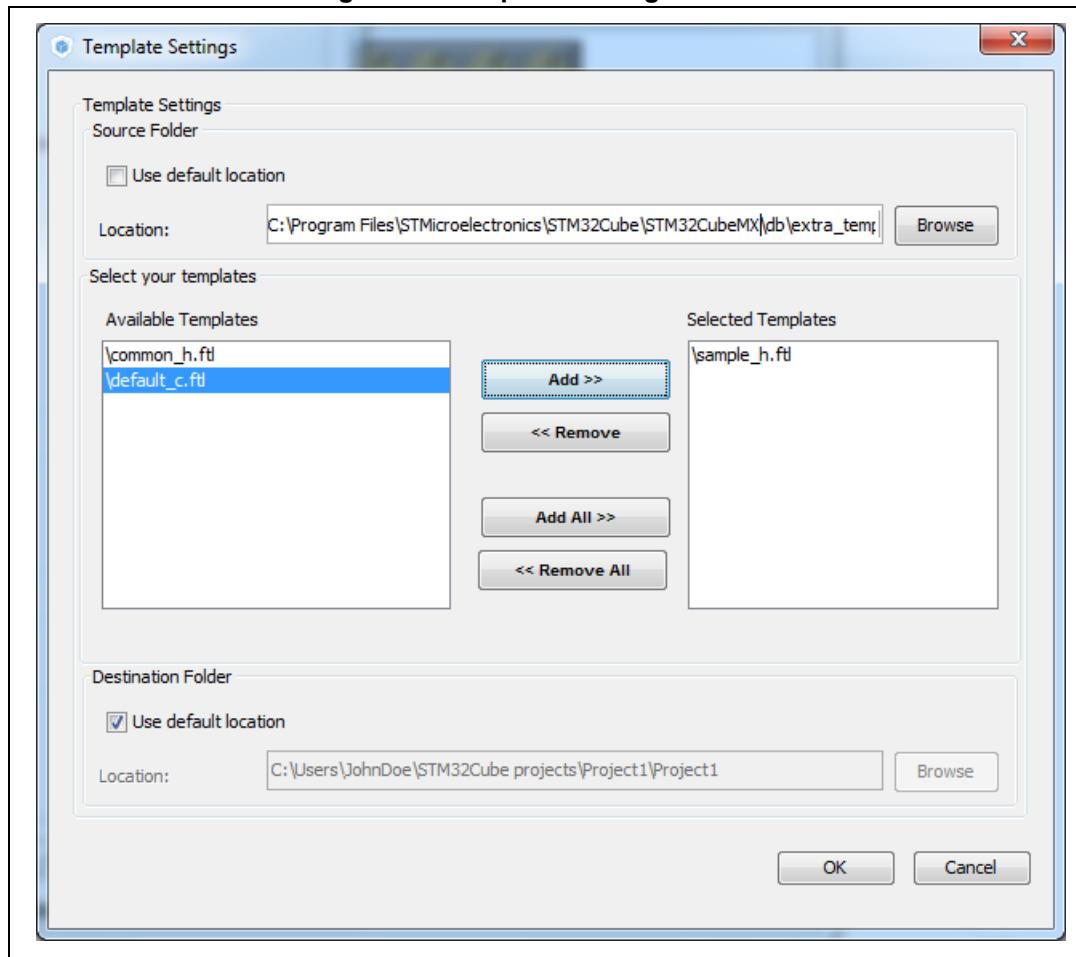
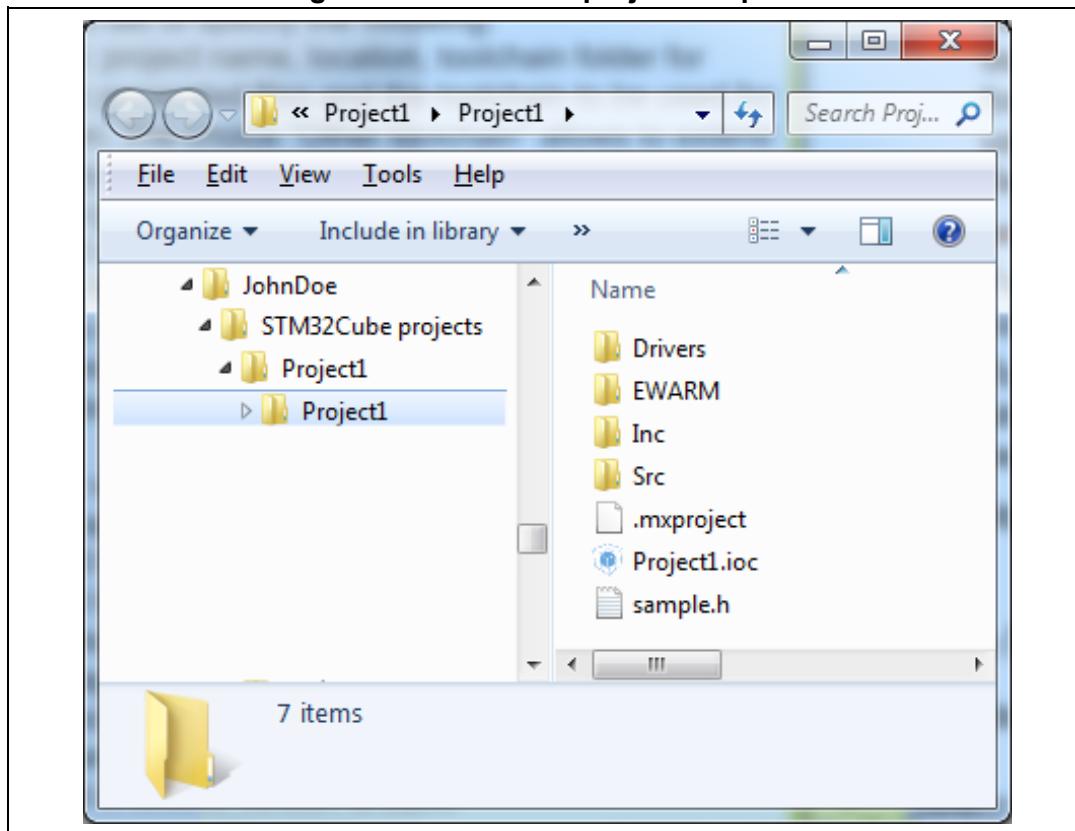
Figure 56. Template Settings window

Figure 57. Generated project template

5.8.3 Advanced Settings tab

Figure 58 shows the peripheral and/or middleware selected for the project.

Ordering initialization function calls

By default, the generated code calls the peripheral/middleware initialization functions in the order in which peripherals and middleware have been enabled in STM32CubeMX. The user can then choose to re-order them by modifying the Rank number using the up and down arrow buttons.

The reset button allows switching back to alphabetical order.

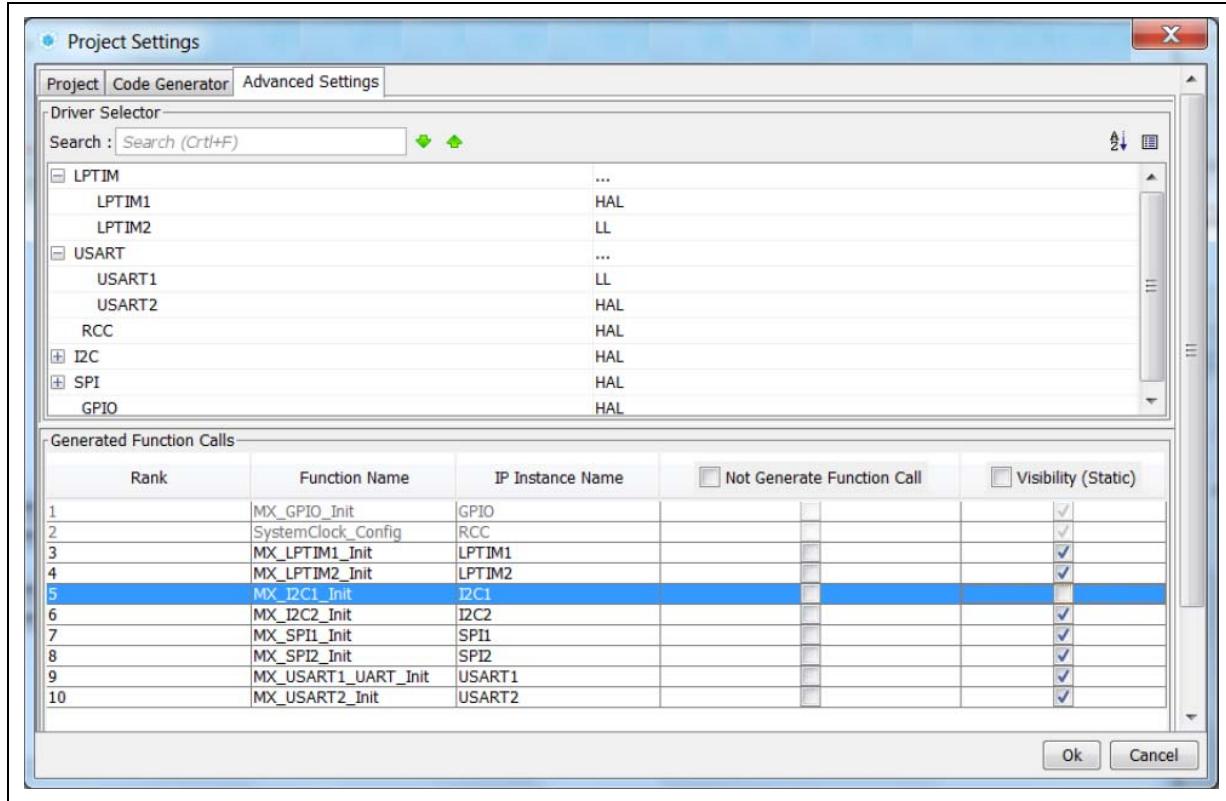
Disabling calls to initialization functions

If the “**Not to be generated**” checkbox is checked, STM32CubeMX does not generate the call to the corresponding peripheral initialization function. It is up to the user code to do it.

Choosing between HAL and LL based code generation for a given peripheral instance

Starting from STM32CubeMX 4.17 and STM32L4 Series, STM32CubeMX offers the possibility for some peripherals to generate initialization code based on Low Layer (LL) drivers instead of HAL drivers: the user can choose between LL and HAL driver in the **Driver Selector** section. The code will be generated accordingly (see [Section 6.2: STM32Cube code generation using Low Layer drivers](#)).

Figure 58. Advanced Settings window



Unselecting the **Visibility (Static)** option, as shown for MX_I2C1_init function in [Figure 58](#), allows the generation of the function definition without the static keyword and hence extends its visibility outside the current file (see [Figure 59](#)).

Figure 59. Generated init functions without C language “static” keyword

```
/* Private function prototypes -----
void SystemClock_Config(void);
static void MX_GPIO_Init(void);
static void MX_LPTIM1_Init(void);
static void MX_LPTIM2_Init(void);
void MX_I2C1_Init(void);
static void MX_I2C2_Init(void);
static void MX_SPI1_Init(void);
static void MX_SPI2_Init(void);
static void MX_USART1_UART_Init(void);
static void MX_USART2_Init(void);
```

5.9 Update Manager windows

Three windows can be accessed through the Help menu available from STM32CubeMX menu bar:

1. Select **Help > Check for updates** to open the **Check Update Manager** window and find out about the latest software versions available for download.
2. Select **Help > Manage embedded software packages** to open the **Embedded Software Package Manager** window and find out about the embedded software packages available for download. It also allows checking for package updates and removing previously installed software packages.
3. Select **Help > Updater settings** to open the **Updater settings** window and configure update mechanism settings (proxy settings, manual versus automatic updates, repository folder where embedded software packages are stored).

Refer to [Section 4.5: Getting STM32Cube and third-party software releases and updates](#) for a detailed description of these windows.

5.10 Additional software component selection window

This window can be open at any time when working on the project. It allows the selection of additional software components for the current project.

It includes three panels:

- **Software component** panel
It is located on the top right side of the window. It displays the list of the software components that can be selected for the project.
- **Filter** panel
It is located on the left side of the window and provides a set of criteria to filter the pack component list.
- **Condition Resolution** panel
It is located on the bottom right side of the window, and is displayed by clicking a condition to be resolved. It provides a detailed description of the condition and proposes solutions to solve it if any can be found in the software component list.

There are three ways to open the **Additional Software Components selection** window:

- By selecting **Project** and then click **Select additional software components**
- By clicking the menu icon  on the toolbar
- By using the Ctrl+E shortcut.

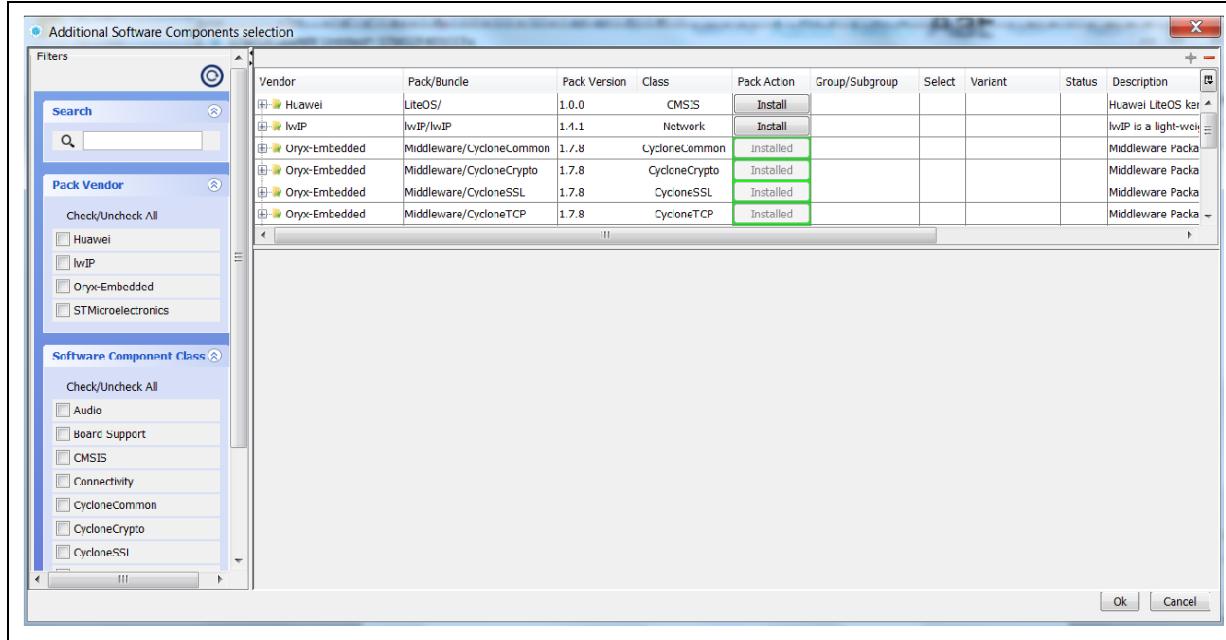
5.10.1 Introduction on software components

Arm® Keil™ CMSIS-Pack standard defines a software component as a list of files. The component or each of the corresponding individual files can optionally refer to a condition that must resolve to true, otherwise the component or file is not applicable in the given context.

There are no component names. Instead, each component is uniquely identified for a given vendor pack by the combination of class name, group name and a version. Additional categories, such as sub-group and variant can be assigned.

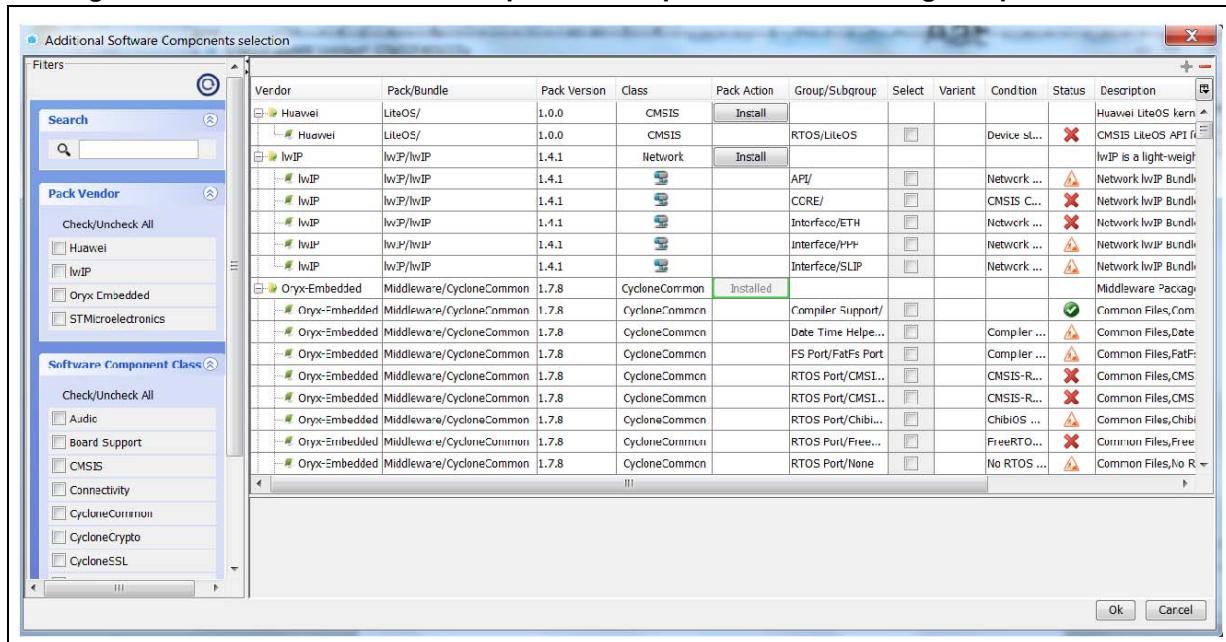
By default, the window shows a component list grouped by vendor name (first column) and pack or bundle version (second column). Refer to [Figure 60](#) for an example.

Figure 60. Additional software components - collapsed view showing packs and bundles



Clicking the button expands the view and displays all software components details (see [Figure 61](#)).

Figure 61. Additional software components - expanded view showing component details



5.10.2 Filter panel

To filter the software component list, choose pack vendor names and software component classes or enter a text string in the search field.

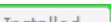
The resulting software component table is collapsed. Click the  button to expand it and display all the components that match the filtering criteria.

Click  to clear all filter checkboxes or  to clear the filter for a given category (pack vendors or component classes).

5.10.3 Software component table

STM32CubeMX parses the pack .pdsc file to extract the list of embedded software components and the corresponding features.

Table 8. Software components

Column name	Description
Vendor	Pack vendor name, as found in the pack name.
Pack / Bundle	Pack or bundle name.
Version	Pack/bundle version.
Class ⁽¹⁾	Component class the component belongs to.
Pack Action	Click  to install the pack,  means that the pack is already installed.
Group/SubGroup	Group and optionally the subgroup the software component belongs to.
	Selection checkbox allowing the addition of the software component to the current project.
Variant	Optional field for software components that come in different variants (such as debug and release).
Condition	Short name describing the condition (such as CMSIS-RTOS Dependencies).
Status	Status of the condition to be met (see Table 9 for the different condition statuses). Clicking the status opens the condition description in the bottom panel.
Description	Software component short description.

1. The Arm® Keil™ CMIS-Pack website, <http://www.keil.com>, lists the following classes:

Data Exchange: Software components for data exchange

File System: File drive support and file system

Graphics: Graphic libraries for user interfaces

Network: Network stack using Internet protocols

RTOS: Real-time operating systems

Safety: Components for testing application software against safety standards

Security: Encryption for secure communication or storage

USB: Universal serial bus stack

Wireless: Communication stacks such as Bluetooth™, WiFi®, and ZigBee®.

5.10.4 Software component conditions

The conditions are dependency rules applying to a given software component. The software component condition status is displayed using the icons shown in [Table 9](#).

Table 9. Software component conditions icons

Icon	Description
✓	All software component conditions, if any, are resolved.
✗	One or more software component conditions cannot be resolved with current pack list and for currently selected MCU.
⚠	One or more conditions must be resolved using another software component of the same pack.
⚠	One or more conditions must be resolved using software components from another pack.

1. Click the condition status icon to display the conditions to be solved in the bottom panel, together with their description and the software component that could solve the issue, if any (see [Figure 62](#) and [Figure 63](#)).

Figure 62. Dependency solving: solution found

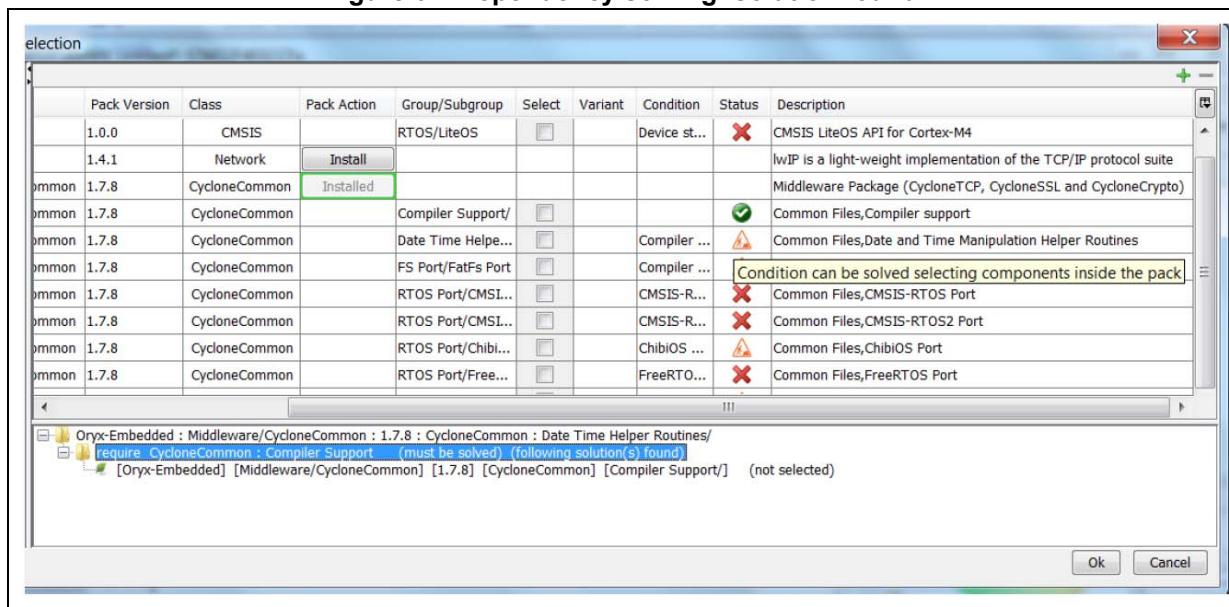


Figure 63. Dependency solving: no solution found

Pack Version	Class	Pack Action	Group/Subgroup	Select	Variant	Condition	Status	Description
1.0.0	CMSIS		RTOS/LiteOS	<input type="checkbox"/>		Device st...	✗	CMSIS LiteOS API for Cortex-M4
1.4.1	Network	Install						IwIP is a light-weight implementation of the TCP/IP protocol suite
Common 1.7.8	CycloneCommon	Installed						Middleware Package (CycloneTCP, CycloneSSL and CycloneCrypto)
Common 1.7.8	CycloneCommon		Compiler Support/	<input type="checkbox"/>			✓	Common Files,Compiler support
Common 1.7.8	CycloneCommon		Date Time Helper...	<input type="checkbox"/>		Compiler ...	⚠	Common Files,Date and Time Manipulation Helper Routines
Common 1.7.8	CycloneCommon		FS Port/FatFs Port	<input type="checkbox"/>		Compiler ...	⚠	Common Files,FatFs Port
Common 1.7.8	CycloneCommon		RTOS Port/CMSI...	<input type="checkbox"/>		CMSIS-R...	✗	Common Files,CMSIS-RTOS Port
Common 1.7.8	CycloneCommon		RTOS Port/CMSI...	<input type="checkbox"/>		CMSIS-R...	✗	Missing components CMSIS-RTOS2 Port
Common 1.7.8	CycloneCommon		RTOS Port/Chibi...	<input type="checkbox"/>		ChibiOS ...	⚠	Common Files,ChibiOS Port
Common 1.7.8	CycloneCommon		RTOS Port/Free...	<input type="checkbox"/>		FreeRTOS ...	✗	Common Files,FreeRTOS Port
Common 1.7.8	CycloneCommon		RTOS Port/None	<input type="checkbox"/>		No RTOS ...	⚠	Common Files,No RTOS
Common 1.7.8	CycloneCommon		RTOS Port/RTX ...	<input type="checkbox"/>		RTX Dep...	⚠	Common Files,Keil RTX Port
Common 1.7.8	CycloneCommon		RTOS Port/embed...	<input type="checkbox"/>		embOS D...	⚠	Common Files,Segger embOS Port
Common 1.7.8	CycloneCommon		RTOS Port/uCOS...	<input type="checkbox"/>		uCOS-II ...	✗	Common Files,Micrium uC/OS-II Port
Common 1.7.8	CycloneCommon		RTOS Port/uCOS...	<input type="checkbox"/>		uCOS-III ...	✗	Common Files,Micrium uC/OS-III Port
Common 1.7.8	CycloneCommon		Resource Manag...	<input type="checkbox"/>		Compiler ...	⚠	Common Files,FLASH Resource Manager

Oryx-Embedded : Middleware/CycloneCommon : 1.7.8 : CycloneCommon : RTOS Port/CMSIS-RTOS Port

- require CycloneCommon : Compiler Support (must be solved) (following solution(s) found)
 - [Oryx-Embedded] [Middleware/CycloneCommon] [1.7.8] [CycloneCommon] [Compiler Support/] (not selected)
- require CMSIS : RTOS (must be solved) (following solution(s) found)
 - [Huawei] [LiteOS/] [1.0.0] [CMSIS] [RTOS/LiteOS] (not selected)
- require CMSIS : CORE (must be solved) (no solution found)

2. Clicking a proposed solution in the bottom panel highlights the software component selection checkbox in the component table above (see [Figure 64](#)).

Figure 64. Software components conditions - Solution proposals and guidance

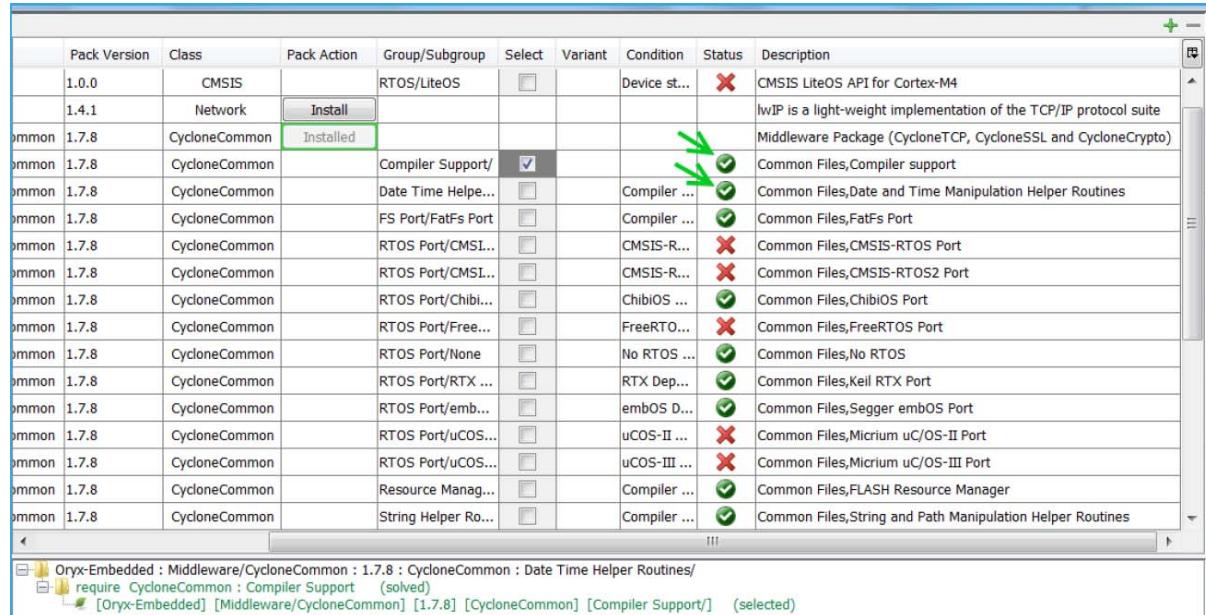
Pack Version	Class	Pack Action	Group/Subgroup	Select	Variant	Condition	Status	Description
1.0.0	CMSIS		RTOS/LiteOS	<input type="checkbox"/>		Device st...	✗	CMSIS LiteOS API for Cortex-M4
1.4.1	Network	Install						IwIP is a light-weight implementation of the TCP/IP protocol suite
Common 1.7.8	CycloneCommon	Installed						Middleware Package (CycloneTCP, CycloneSSL and CycloneCrypto)
Common 1.7.8	CycloneCommon		Compiler Support/	<input checked="" type="checkbox"/>			✓	Common Files,Compiler support
Common 1.7.8	CycloneCommon		Date Time Helper...	<input type="checkbox"/>		Compiler ...	⚠	Common Files,Date and Time Manipulation Helper Routines
Common 1.7.8	CycloneCommon		FS Port/FatFs Port	<input type="checkbox"/>		Compiler ...	⚠	Common Files,FatFs Port
Common 1.7.8	CycloneCommon		RTOS Port/CMSI...	<input type="checkbox"/>		CMSIS-R...	✗	Common Files,CMSIS-RTOS Port
Common 1.7.8	CycloneCommon		RTOS Port/CMSI...	<input type="checkbox"/>		CMSIS-R...	✗	Common Files,CMSIS-RTOS2 Port
Common 1.7.8	CycloneCommon		RTOS Port/Chibi...	<input type="checkbox"/>		ChibiOS ...	⚠	Common Files,ChibiOS Port
Common 1.7.8	CycloneCommon		RTOS Port/Free...	<input type="checkbox"/>		FreeRTOS ...	✗	Common Files,FreeRTOS Port
Common 1.7.8	CycloneCommon		RTOS Port/None	<input type="checkbox"/>		No RTOS ...	⚠	Common Files,No RTOS
Common 1.7.8	CycloneCommon		RTOS Port/RTX ...	<input type="checkbox"/>		RTX Dep...	⚠	Common Files,Keil RTX Port
Common 1.7.8	CycloneCommon		RTOS Port/embed...	<input type="checkbox"/>		embOS D...	⚠	Common Files,Segger embOS Port
Common 1.7.8	CycloneCommon		RTOS Port/uCOS...	<input type="checkbox"/>		uCOS-II ...	✗	Common Files,Micrium uC/OS-II Port
Common 1.7.8	CycloneCommon		RTOS Port/uCOS...	<input type="checkbox"/>		uCOS-III ...	✗	Common Files,Micrium uC/OS-III Port
Common 1.7.8	CycloneCommon		Resource Manag...	<input type="checkbox"/>		Compiler ...	⚠	Common Files,FLASH Resource Manager
Common 1.7.8	CycloneCommon		String Helper Ro...	<input type="checkbox"/>		Compiler ...	⚠	Common Files,String and Path Manipulation Helper Routines

Oryx-Embedded : Middleware/CycloneCommon : 1.7.8 : CycloneCommon : Date Time Helper Routines/

- require CycloneCommon : Compiler Support (must be solved) (following solution(s) found)
 - [Oryx-Embedded] [Middleware/CycloneCommon] [1.7.8] [CycloneCommon] [Compiler Support/] (not selected)

3. Selecting the recommended software component resolves the condition. The condition status changes to resolved,  , (see [Figure 65](#)).

Figure 65. Software components conditions resolved



Pack Version	Class	Pack Action	Group/Subgroup	Select	Variant	Condition	Status	Description
1.0.0	CMSIS		RTOS/LiteOS	<input type="checkbox"/>		Device st...		CMSIS LiteOS API for Cortex-M4
1.4.1	Network	Install						IwIP is a light-weight implementation of the TCP/IP protocol suite
Common 1.7.8	CycloneCommon	Installed						Middleware Package (CycloneTCP, CycloneSSL and CycloneCrypto)
Common 1.7.8	CycloneCommon		Compiler Support/	<input checked="" type="checkbox"/>				Common Files,Compiler support
Common 1.7.8	CycloneCommon		Date Time Helper...	<input type="checkbox"/>		Compiler ...		Common Files,Date and Time Manipulation Helper Routines
Common 1.7.8	CycloneCommon		FS Port/FatFs Port	<input type="checkbox"/>		Compiler ...		Common Files,FatFs Port
Common 1.7.8	CycloneCommon		RTOS Port/CMSI...	<input type="checkbox"/>		CMSIS-R...		Common Files,CMSIS-RTOS Port
Common 1.7.8	CycloneCommon		RTOS Port/CMSI...	<input type="checkbox"/>		CMSIS-R...		Common Files,CMSIS-RTOS2 Port
Common 1.7.8	CycloneCommon		RTOS Port/Chibi...	<input type="checkbox"/>		ChibiOS ...		Common Files,ChibiOS Port
Common 1.7.8	CycloneCommon		RTOS Port/Free...	<input type="checkbox"/>		FreeRTOS...		Common Files,FreeRTOS Port
Common 1.7.8	CycloneCommon		RTOS Port/None	<input type="checkbox"/>		No RTOS ...		Common Files,No RTOS
Common 1.7.8	CycloneCommon		RTOS Port/RTX ...	<input type="checkbox"/>		RTX Dep...		Common Files,Keil RTX Port
Common 1.7.8	CycloneCommon		RTOS Port/embed...	<input type="checkbox"/>		embOS D...		Common Files,Segger embOS Port
Common 1.7.8	CycloneCommon		RTOS Port/uCOS...	<input type="checkbox"/>		uCOS-II ...		Common Files,Micrium uC/OS-II Port
Common 1.7.8	CycloneCommon		RTOS Port/uCOS...	<input type="checkbox"/>		uCOS-III ...		Common Files,Micrium uC/OS-III Port
Common 1.7.8	CycloneCommon		Resource Manag...	<input type="checkbox"/>		Compiler ...		Common Files,FLASH Resource Manager
Common 1.7.8	CycloneCommon		String Helper Ro...	<input type="checkbox"/>		Compiler ...		Common Files,String and Path Manipulation Helper Routines

4. Once the selection of the software components required for the application is complete (see [Figure 66](#)), click **OK** to refresh STM32CubeMX window: the selected component appears in the tree view under **Additional Software**. The software component details can be found in the **tool tip** (see [Figure 67](#)).

Figure 66. Selection of additional software components

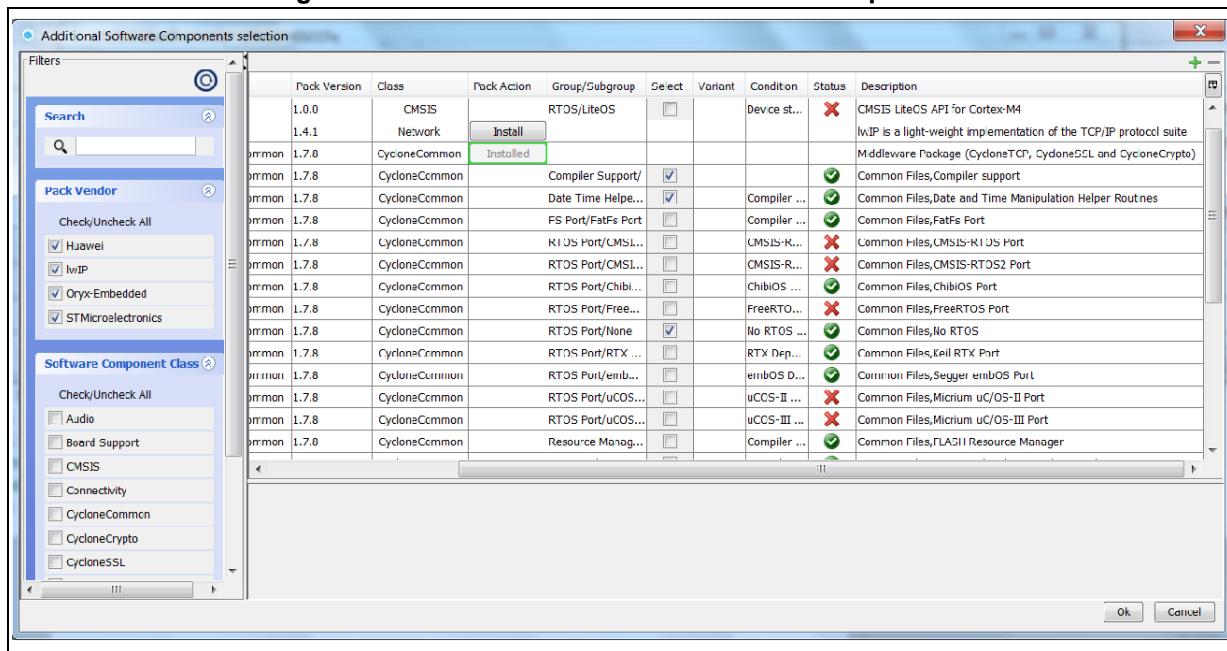
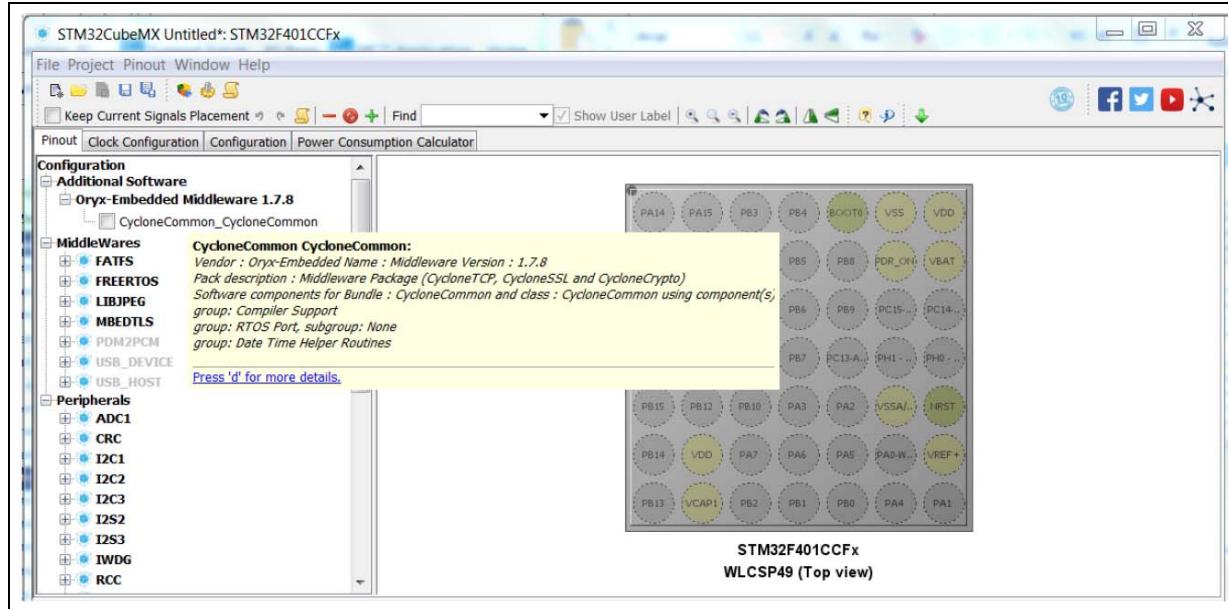


Figure 67. Additional software components - Updated tree view

5.11 About window

This window displays STM32CubeMX version information.

To open it, select **Help > About** from the STM32CubeMX menu bar.

Figure 68. About window

5.12 Pinout view

The **Pinout** view helps the user configuring the MCU pins based on a selection of peripherals/middleware and of their operating modes.

Note: *For some middleware (USB, FATS, LwIP), a peripheral mode must be enabled before activating the middleware mode. Tooltips guide the user through the configuration.*

For FatFs, a user-defined mode has been introduced. This allows STM32CubeMX to generate FatFs code without a predefined peripheral mode. Then, it will be up to the user to connect the middleware with a user-defined peripheral by updating the generated user_diskio.c/h driver files with the necessary code.

Since STM32 MCUs allow a same pin to be used by different peripherals and for several functions (alternate functions), the tool searches for the pinout configuration that best fits the set of peripherals selected by the user. STM32CubeMX highlights the conflicts that cannot be solved automatically.

The **Pinout** view left panel shows the **Peripheral and Middleware tree** and the right panel, a graphical representation of the pinout for the selected package (e.g. BGA, QFP...) where each pin is represented with its name (e.g. PC4) and its current alternate function assignment if any.

STM32CubeMX offers two ways to configure the microcontroller:

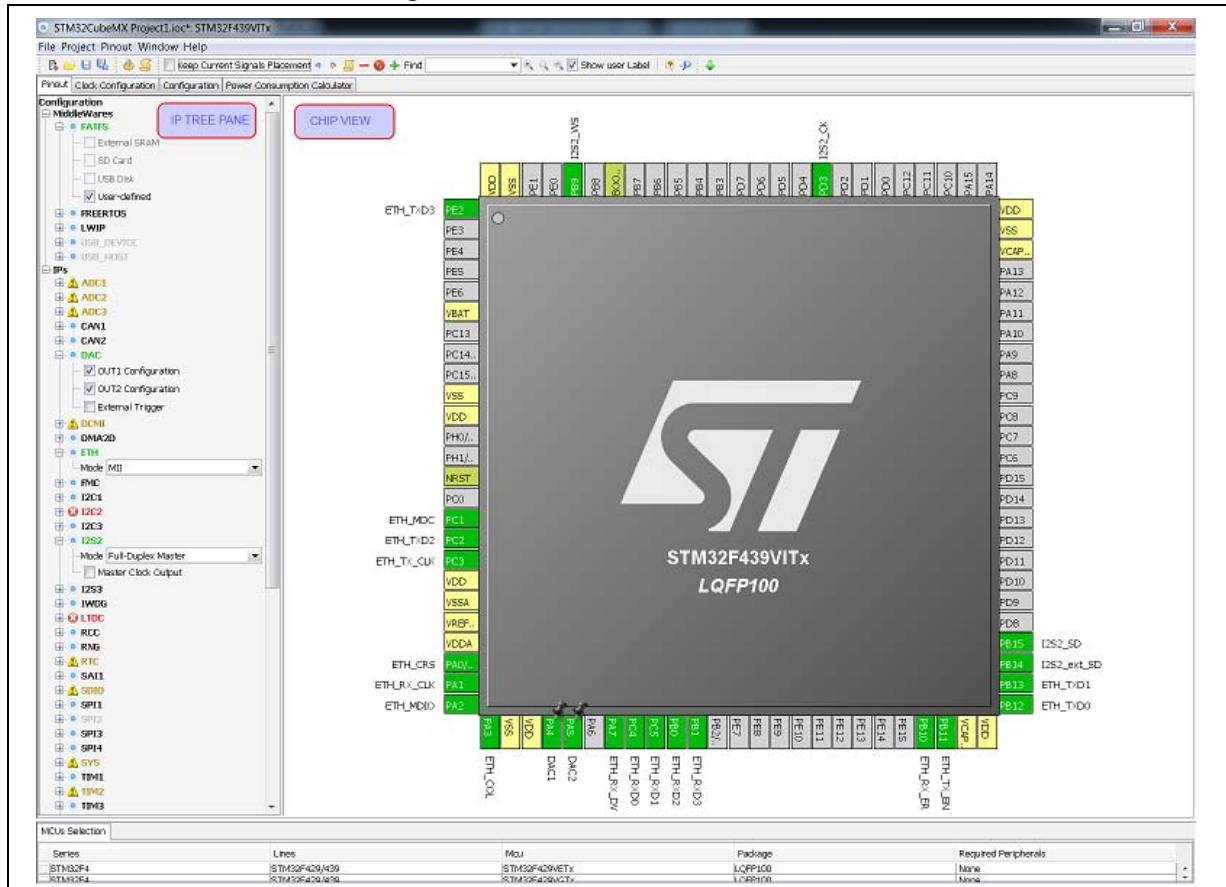
- From the **Peripheral and Middleware** tree by clicking the peripheral names and selecting the operating modes (see [Section 5.12.1](#)).
- For advanced users, by clicking a pin on the **Chip** view to manually map it to a peripheral function (see [Section 5.12.2](#)).

In addition, selecting **Pinout > Set unused GPIOs** allows configuring in one shot several unused pins in a given GPIO mode.

Note: *The **Pinout** view is automatically refreshed to display the resulting pinout configuration.*

*Pinout relevant menus and shortcuts are available when the **Pinout** view is active (see the menu dedicated sections for details on the **Pinout** menus).*

Figure 69. STM32CubeMX Pinout view



5.12.1 Peripheral and Middleware tree panel

In this panel, the user can select the peripherals, services (DMA, RCC,...), middleware in the modes corresponding to the application. This panel shows all peripherals, services (DMA, RCC) and middleware available for the currently selected processor.

The user can select a set in the modes relevant to the project.

Note: *The peripheral tree panel is also accessible from the Configuration view. However, only the peripherals and middleware modes without influence on the pinout can be configured through this menu.*

Icons and color schemes

Table 10 shows the icons and color scheme used in the **Peripheral and Middleware tree panel**.

Table 10. Peripheral and Middleware tree panel - icons and color scheme

Display	Peripheral status
	The peripheral is not configured (no mode is set) and all modes are available.
	The peripheral is configured (at least one mode is set) and all other modes are available
	The peripheral is configured (one mode is set) and at least one of its other modes is unavailable.
	The peripheral is not configured (no mode is set) and at least one of its modes is unavailable.
	The peripheral is not configured (no mode is set) and no mode is available. Move the mouse over the peripheral name to display the tooltip describing the conflict.
	Available peripheral mode configurations are shown in plain black.
	The warning yellow icon indicates that at least one mode configuration is no longer available.
	When no more configurations are left for a given peripheral mode, this peripheral is highlighted in red.
	Some modes depends on the configuration of other peripherals or middleware modes. A tooltip explains the dependencies when the conditions are not fulfilled.

5.12.2 Chip view

The **Chip** view shows, for the selected part number:

- The MCU in a specific package (BGA, LQFP...)
 - The graphical representation of its pinout, each pin being represented with its name (e.g. PC4: pin 4 of GPIO port C) and its current function assignment (e.g. ETH_MII_RXD0), see *Figure 70* for an example.

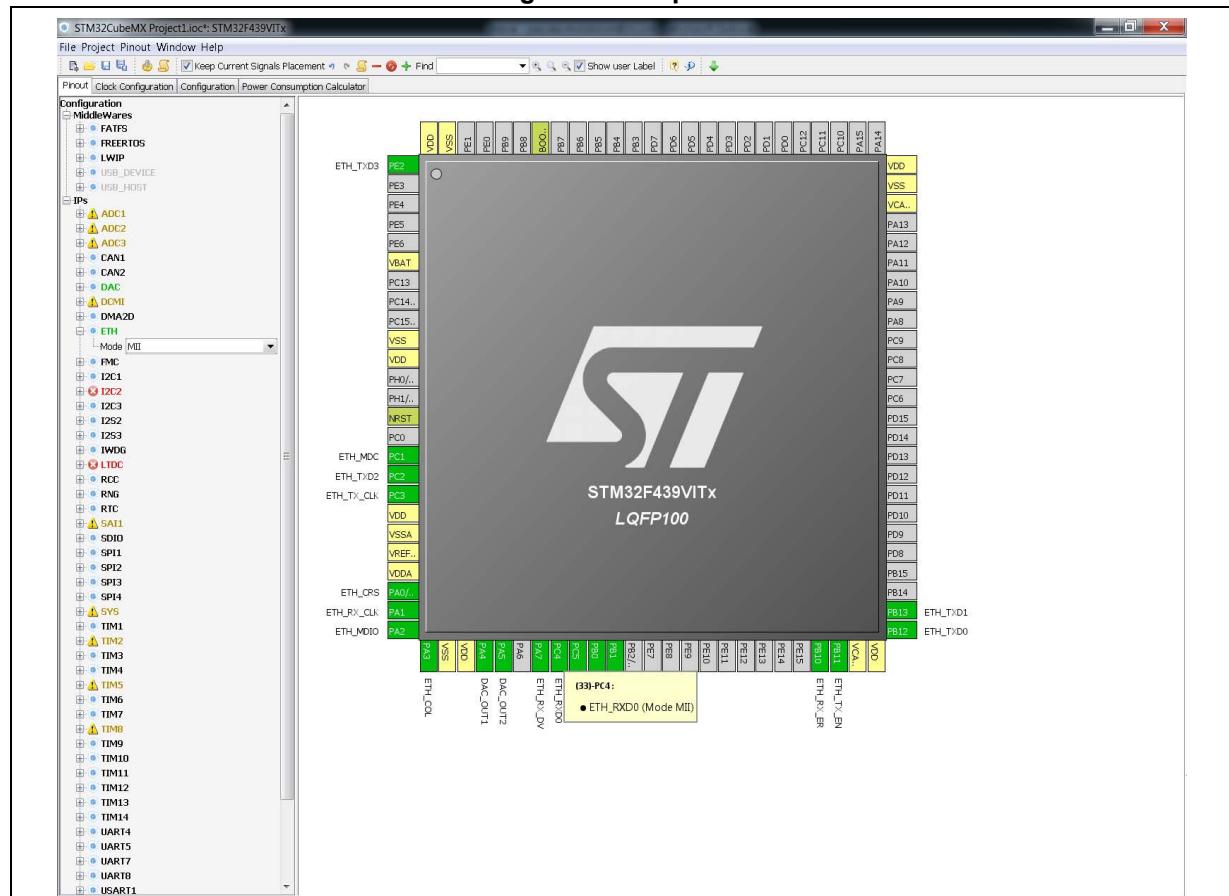
The **Chip** view is automatically refreshed to match the user configuration performed via the peripheral tree. It shows the pins current configuration state.

Assigning pins through the **Chip** view instead of the peripheral panel requires a good knowledge of the MCU since each individual pin can be assigned to a specific function.

Tips and tricks

- Use the mouse wheel to zoom in and out.
 - Click and drag the chip diagram to move it. Click **best fit** to reset it to best suited position and size (see [Table 5](#)).
 - Use **Pinout > Generic CSV pinout text file** to export the pinout configuration into text format.
 - Some basic controls, such as insuring blocks of pins consistency, are built-in. See [Appendix A: STM32CubeMX pin assignment rules](#) for details.

Figure 70. Chip view



Icons and color schemes

Table 11 shows the icons and color scheme used in the **Chip** view.

Table 11. STM32CubeMX Chip view - Icons and color scheme

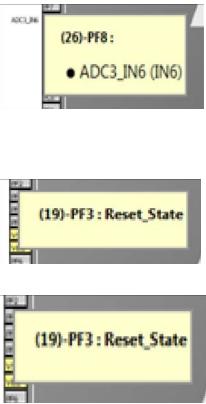
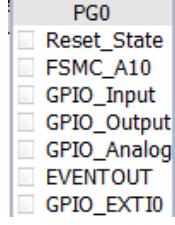
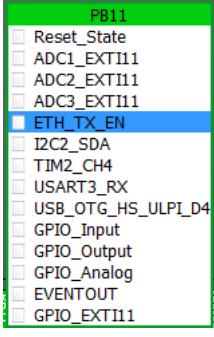
Display	Pin information
	<p>Tooltip indicates the selected pin current configuration: alternate function name, Reset state or GPIO mode. Move your mouse over the pin name to display it.</p> <p>When a pin features alternate pins corresponding to the function currently selected, a popup message prompts the user to perform a CTRL + click to display them.</p> <p>The alternate pins available are highlighted in blue.</p>
	<p>List of alternate functions that can be selected for a given pin. By default, no alternate function is configured (pin in reset state). Click the pin name to display the list.</p>
	<p>When a digital peripheral function has been mapped to the pin, it is highlighted in blue.</p> <p>When it corresponds to a well configured peripheral mode, the list caption is shown in green.</p>

Table 11. STM32CubeMX Chip view - Icons and color scheme (continued)

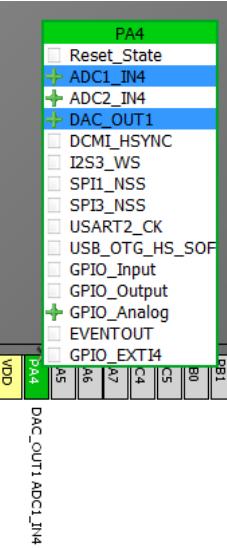
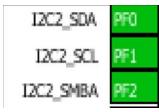
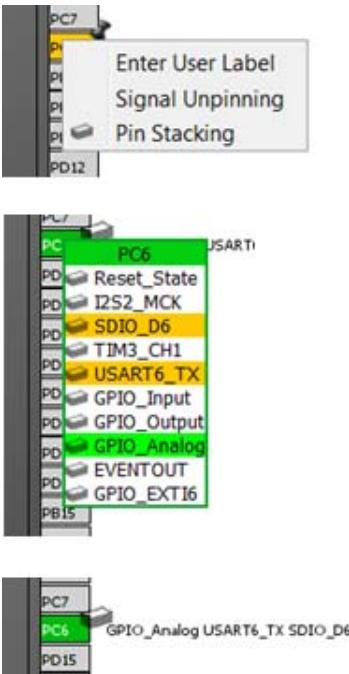
Display	Pin information
	<p>Analog signals can share the same pin. As an example, DAC_OUT1 was first enabled on PA4, then ADC_IN4 is also assigned to this pin.</p>
	<p>Boot and reset pins are highlighted in khaki. Their configuration cannot be changed.</p>
	<p>Power dedicated pins are highlighted in yellow. Their configuration cannot be changed.</p>
	<p>Non-configured pins are shown in gray (default state).</p>
	<p>When a signal assignment corresponds to a peripheral mode without ambiguity, the pin color switches to green.</p>
	<p>When the signal assignment does not correspond to a valid peripheral mode configuration, the pin is shown in orange. Additional pins need to be configured to achieve a valid mode configuration.</p>

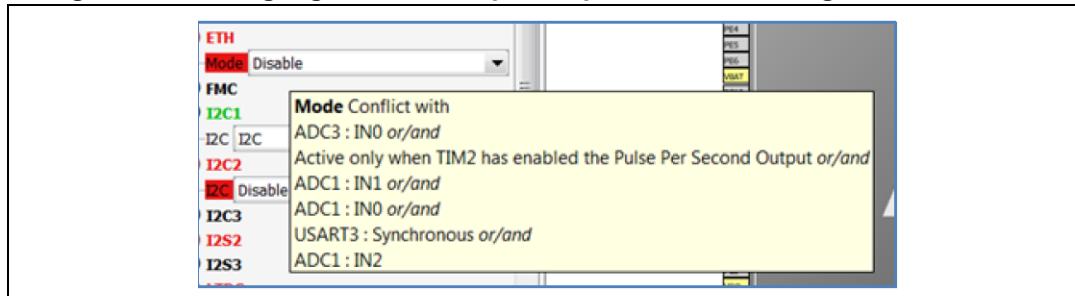
Table 11. STM32CubeMX Chip view - Icons and color scheme (continued)

Display	Pin information
	When a signal assignment corresponds to a peripheral mode without ambiguity, the pins are shown in green. As an example, assigning the PF2 pin to the I2C2_SMBA signal matches to I2C2 mode without ambiguity and STM32CubeMX configures automatically the other pins (PF0 and PF1) to complete the pin mode configuration.
	The pin stacking function allows board designers to specify multiple signals on a given pin, corresponding to multiple configurations supported by the board (usually selected through solder bridges). Right click on a pin to select pin stacking. Then, click to select the signals to be stacked on that pin.

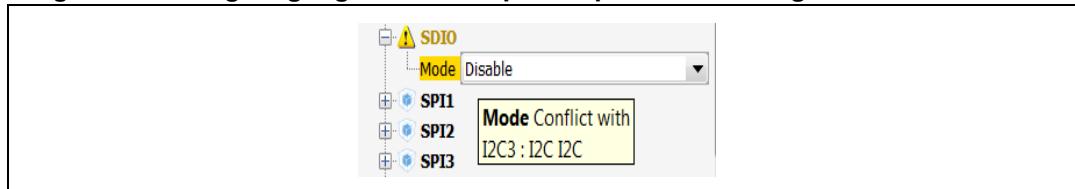
Tooltips

Move the mouse over peripherals and peripheral modes that are unavailable or partially available to display the tooltips describing the source of the conflict that is which pins are being used by which peripherals.

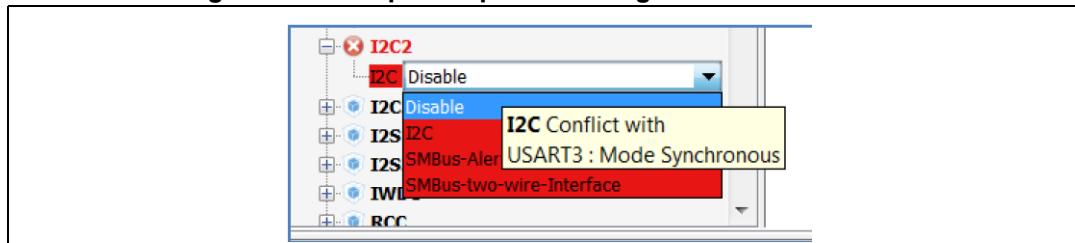
As an example (see [Figure 71](#)), the Ethernet (ETH) peripheral is no longer available because there is no possible mode configuration left. A tooltip indicates to which signal are assigned the pins required for this mode (ADC1-IN0 signal, USART3 synchronous signal, etc...).

Figure 71. Red highlights and tooltip example: no mode configuration available

In the next example (see [Figure 72](#)), the SDIO peripheral is partially available because at least one of its modes is unavailable: the necessary pins are already assigned to the I2C mode of the I2C3 peripheral.

Figure 72. Orange highlight and tooltip example: some configurations unavailable

In this last example (see [Figure 73](#)) I2C2 peripheral is unavailable because there is no mode function available. A tooltip shows for each function where all the remapped pins have been allocated (USART3 synchronous mode).

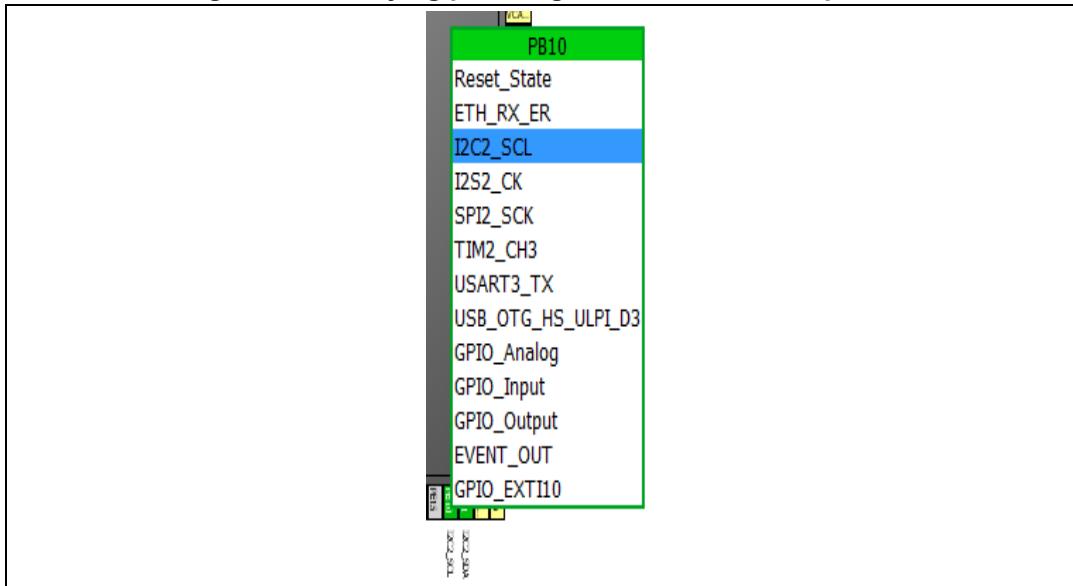
Figure 73. Tooltip example: all configurations unavailable

5.12.3 Chip view advanced actions

Manually modifying pin assignments

To manually modify a pin assignment, follow the sequence below:

1. Click the pin in the **Chip view** to display the list of all other possible alternate functions together with the current assignment highlighted in blue (see [Figure 74](#)).
2. Click to select the new function to assign to the pin.

Figure 74. Modifying pin assignments from the Chip view

Manually remapping a function to another pin

To manually remap a function to another pin, follow the sequence below:

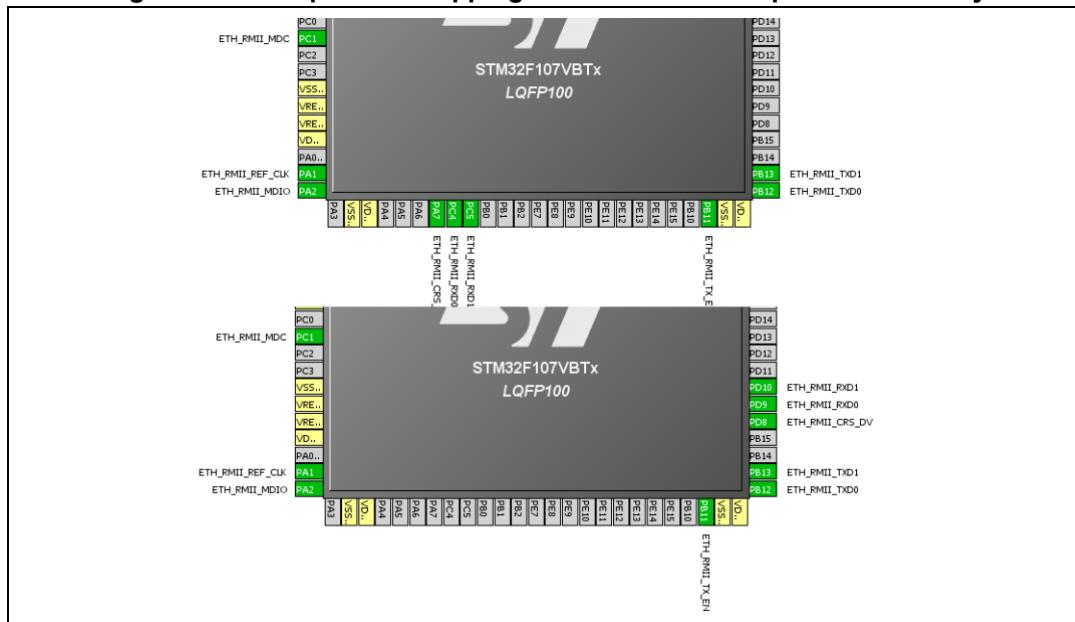
1. Press the CTRL key and click the pin in the **Chip** view. Possible pins for relocation, if any, are highlighted in blue.
2. Drag the function to the target pin.

Caution: A pin assignment performed from the Chip view overwrites any previous assignment.

Manual remapping with destination pin ambiguity

For MCUs with block of pins consistency (STM32F100x/ F101x/ F102x/ F103x and STM32F105x/F107x), the destination pin can be ambiguous, e.g. there can be more than one destination block including the destination pin. To display all the possible alternative remapping blocks, move the mouse over the target pin.

Note: A "block of pins" is a group of pins that must be assigned together to achieve a given peripheral mode. As shown in [Figure 75](#), two blocks of pins are available on a STM32F107xx MCU to configure the Ethernet Peripheral in RMII synchronous mode: {PC1, PA1, PA2, PA7, PC4, PC5, PB11, PB12, PB13, PB5} and {PC1, PA1, PA2, PD10, PD9, PD8, PB11, PB12, PB13, PB5}.

Figure 75. Example of remapping in case of block of pins consistency

Resolving pin conflicts

To resolve the pin conflicts that may occur when some peripheral modes use the same pins, STM32CubeMX attempts to reassign the peripheral mode functions to other pins. The peripherals for which pin conflicts could not be solved are highlighted in red or orange with a tooltip describing the conflict.

If the conflict cannot be solved by remapping the modes, the user can try the following:

- If the Keep Current Signals Placement box is checked, try to select the peripherals in a different sequence.
- Uncheck the **Keep Current Signals Placement** box and let STM32CubeMX try all the remap combinations to find a solution.
- **Manually remap** a mode of a peripheral when you cannot use it because there is no pin available for one of the signals of that mode.

5.12.4 Keep Current Signals Placement

This checkbox is available from the toolbar when the **Pinout** view is selected (see [Figure 37](#) and [Table 5](#)). It can be selected or deselected at any time during the configuration. It is unselected by default.

It is recommended to keep the checkbox unchecked for an optimized placement of the peripherals (maximum number of peripherals concurrently used).

The **Keep Current Signals Placement** checkbox should be selected when the objective is to match a board design.

Keep Current Signals Placement is unchecked

This allows STM32CubeMX to remap previously mapped blocks to other pins in order to serve a new request (selection of a new peripheral mode or a new peripheral mode function) which conflicts with the current pinout configuration.

Keep Current Signals Placement is checked

This ensures that all the functions corresponding to a given peripheral mode remain allocated (mapped) to a given pin. Once the allocation is done, STM32CubeMX cannot move a peripheral mode function from one pin to another. New configuration requests are served if it is feasible within current pin configuration.

This functionality is useful to:

- Lock all the pins corresponding to peripherals that have been configured using the **Peripherals** panel.
- Maintain a function mapped to a pin while doing manual remapping from the **Chip** view.

Tip

If a mode becomes unavailable (highlighted in red), try to find another pin remapping configuration for this mode by following the steps below:

1. From the **Chip** view, deselect the assigned functions one by one until the mode becomes available again.
2. Then, select the mode again and continue the pinout configuration with the new sequence (see [Appendix A: STM32CubeMX pin assignment rules](#) for a remapping example). This operation being time consuming, it is recommended to deselect the **Keep Current Signals Placement** checkbox.

Note: Even if **Keep Current Signals placement** is unchecked, **GPIO_** functions (excepted **GPIO_EXTI** functions) are not moved by STM32CubeMX.

5.12.5 Pinning and labeling signals on pins

STM32CubeMX comes with a feature allowing the user to selectively lock (or pin) signals to pins: This will prevent STM32CubeMX from automatically moving the pinned signals to other pins when resolving conflicts. There is also the possibility to label the signals: User labels are used for code generation (see Section 5.1 for details).

STM32CubeMX comes with a feature allowing the user to selectively lock (or pin) signals to pins. This prevents STM32CubeMX from automatically moving pinned signals to other pins when resolving conflicts. Labels, that are used for code generation, can also be assigned to the signals (see [Section 6.1](#) for details).

There are several ways to pin, unpin and label the signals:

1. From the **Chip** view, right-click a pin with a signal assignment. This opens a contextual menu:
 - a) For unpinned signals, select **Signal Pinning** to pin the signal. A pin icon is then displayed on the relevant pin. The signal can no longer be moved automatically (for example when resolving pin assignment conflicts).
 - b) For pinned signals, select **Signal Unpinning** to unpin the signal. The pin icon is removed. From now on, to resolve a conflict (such as peripheral mode conflict),

this signal can be moved to another pin, provided the Keep user placement option is unchecked.

- c) Select **Enter User Label** to specify a user defined label for this signal. The new label will replacing the default signal name in the **Chip** view.
2. From the **Pinout** menu, select **Pins/Signals Options**
- The Pins/Signals Options window (see [Figure 76](#)) lists all configured pins.
- a) Click the first column to individually pin/unpin signals.
 - b) Select multiple rows and right-click to open the contextual menu and select Signal(s) Pinning or Unpinning.

Figure 76. Pins/Signals Options window

Pin Name	Signal Name	User Label
PA0/WKUP	ETH_CRS	
PA1	ETH_RX_CLK	
PA2	ETH_MDIO	
PA3	ETH_COL	
PA4	DAC_OUT1	DAC1
PA5	DAC_OUT2	DAC2
PA7	ETH_RX_DV	
PB0	ETH_RXD2	
PB1	ETH_RXD3	
PB10	ETH_RX_ER	
PB11	ETH_TX_EN	
PB12	ETH_TXD0	
PB13	ETH_TXD1	
PB14	I2S2_ext_SD	
PB15	I2S2_SD	
PB9	I2S2_WS	
PB1	ETH_RXD0	

- c) Select the User Label field to edit the field and enter a user-defined label.
- d) Order list alphabetically by Pin or Signal name by clicking the column header. Click once more to go back to default i.e. to list ordered according to pin placement on MCU.

Note: Even if a signal is pinned, it is still possible however to manually change the pin signal assignment from the **Chip** view: click the pin to display other possible signals for this pin and select the relevant one.

5.12.6 Setting HAL timebase source

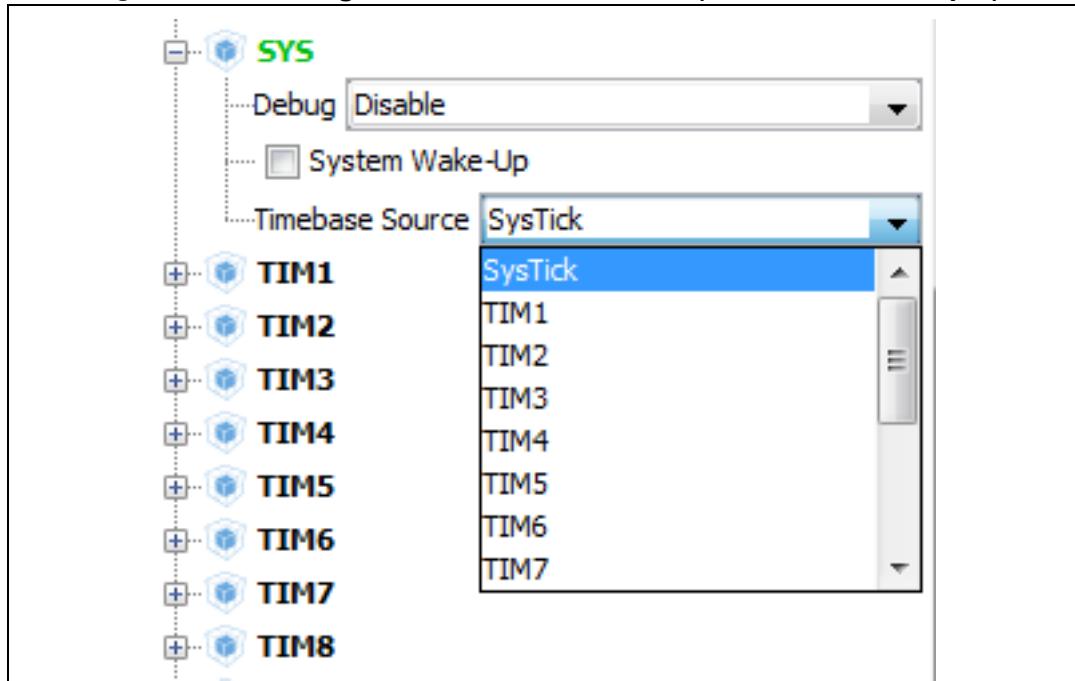
By default, the STM32Cube HAL is built around a unique timebase source which is the Arm®-Cortex® system timer (SysTick).

However, HAL-timebase related functions are defined as weak so that they can be overloaded to use another hardware timebase source. This is strongly recommended when the application uses an RTOS, since this middleware has full control on the SysTick configuration (tick and priority) and most RTOSs force the SysTick priority to be the lowest.

Using the SysTick remains acceptable if the application respects the HAL programming model, that is, does not perform any call to HAL timebase services within an Interrupt Service Request context (no dead lock issue).

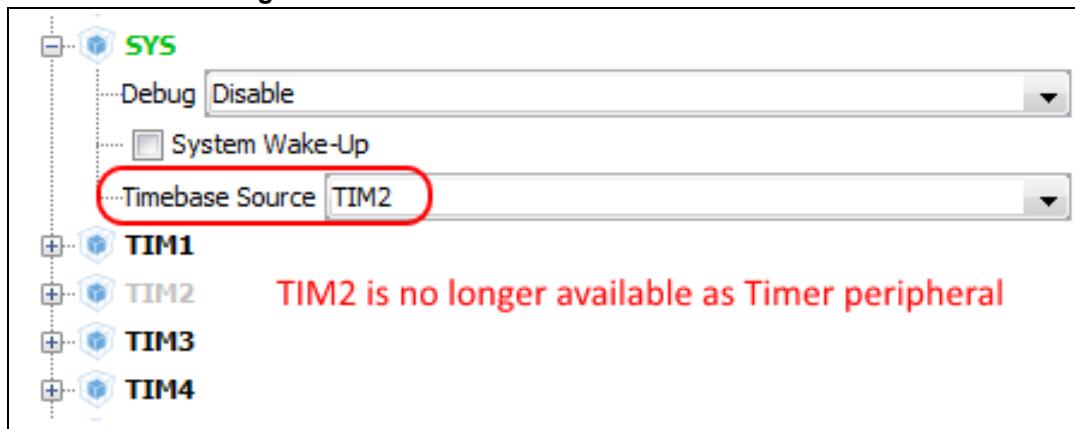
To change the HAL timebase source, go to the SYS peripheral in the **Peripheral and Middleware tree** panel and select a clock among the available clock sources: SysTick, TIM1, TIM2,... (see [Figure 77](#)).

Figure 77. Selecting a HAL timebase source (STM32F407 example)



When used as timebase source, a given peripheral is grayed and can no longer be selected (see [Figure 78](#)).

Figure 78. TIM2 selected as HAL timebase source

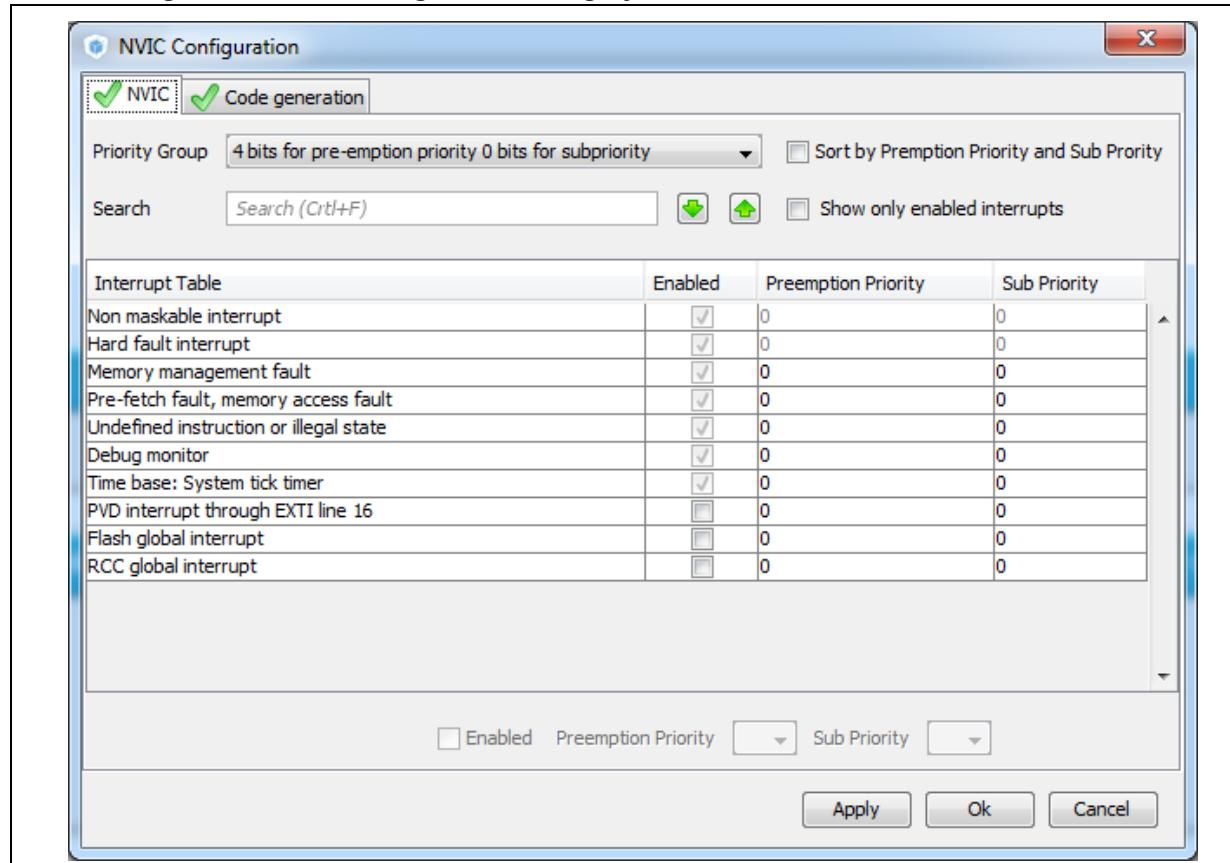


As illustrated in the following examples, the selection of the HAL timebase source and the use of FreeRTOS influence the generated code.

Example of configuration using SysTick without FreeRTOS

As illustrated in [Figure 79](#), the SysTick priority is set to 0 (High) when using the SysTick without FreeRTOS.

Figure 79. NVIC settings when using SysTick as HAL timebase, no FreeRTOS



Interrupt priorities (in main.c) and handler code (in stm32f4xx_it.c) are generated accordingly:

- main.c file

```
/* SysTick_IRQn interrupt configuration */
HAL_NVIC_SetPriority(SysTick_IRQn, 0, 0);
```

- stm32f4xx_it.c file

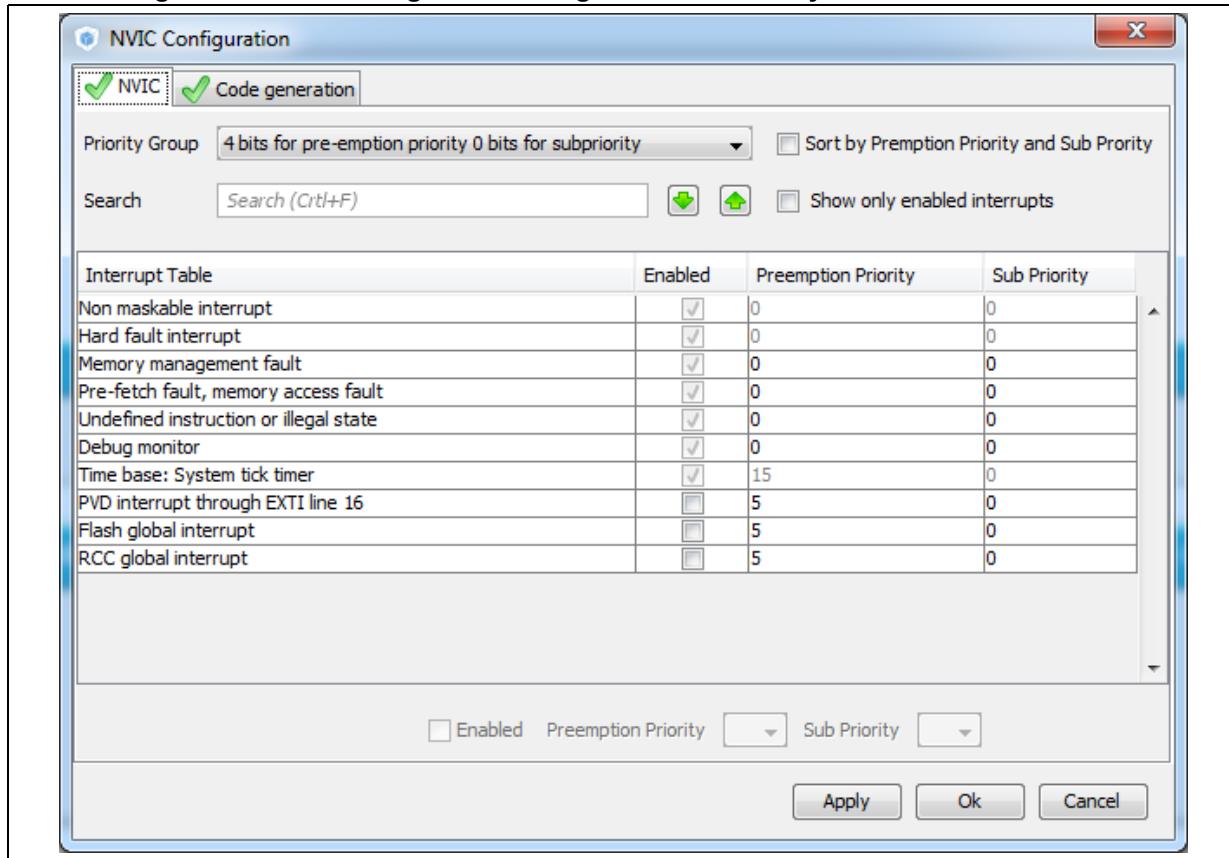
```
/**
 * @brief This function handles System tick timer.
 */
void SysTick_Handler(void)
{
    /* USER CODE BEGIN SysTick_IRQn 0 */
}
```

```
/* USER CODE END SysTick_IRQn 0 */  
HAL_IncTick();  
HAL_SYSTICK_IRQHandler();  
/* USER CODE BEGIN SysTick_IRQn 1 */  
  
/* USER CODE END SysTick_IRQn 1 */  
}
```

Example of configuration using SysTick and FreeRTOS

As illustrated in [Figure 80](#), the SysTick priority is set to 15 (Low) when using the SysTick with FreeRTOS.

Figure 80. NVIC settings when using FreeRTOS and SysTick as HAL timebase



As shown in the code snippets given below, the SysTick interrupt handler is updated to use CMSIS-os osSystickHandler function.

- main.c file

```
/* SysTick_IRQn interrupt configuration */
HAL_NVIC_SetPriority(SysTick_IRQn, 15, 0);
```

- stm32f4xx_it.c file

```
/**
 * @brief This function handles System tick timer.
 */
void SysTick_Handler(void)
{
    /* USER CODE BEGIN SysTick_IRQn 0 */

    /* USER CODE END SysTick_IRQn 0 */
    HAL_IncTick();
    osSystickHandler();
    /* USER CODE BEGIN SysTick_IRQn 1 */

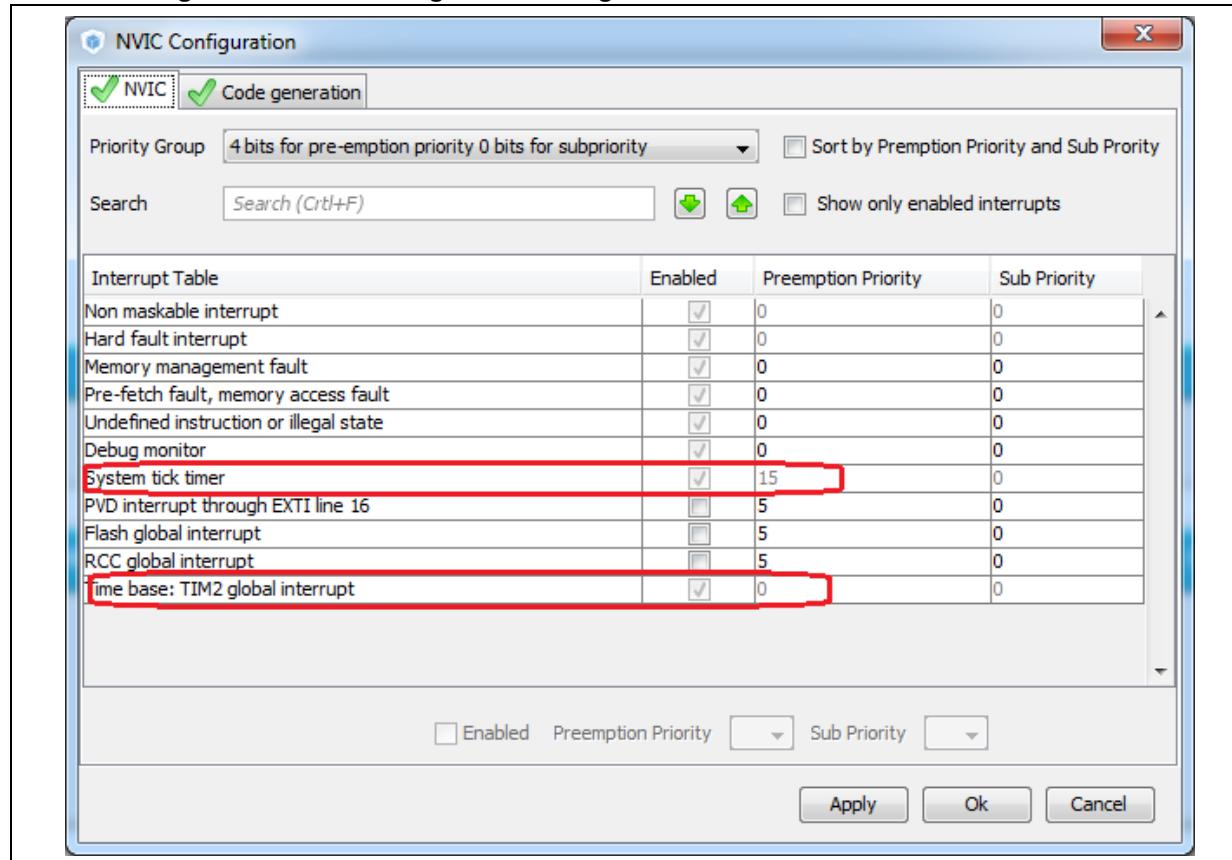
    /* USER CODE END SysTick_IRQn 1 */
}
```

Example of configuration using TIM2 as HAL timebase source

When TIM2 is used as HAL timebase source, a new `stm32f4xx_hal_timebase_TIM.c` file is generated to overload the HAL timebase related functions, including the `HAL_InitTick` function that configures the TIM2 as the HAL time-base source.

The priority of TIM2 timebase interrupts is set to 0 (High). The SysTick priority is set to 15 (Low) if FreeRTOS is used, otherwise it is set to 0 (High).

Figure 81. NVIC settings when using FreeRTOS and TIM2 as HAL timebase



The `stm32f4xx_it.c` file is generated accordingly:

- `SysTick_Handler` calls `osSystickHandler` when FreeRTOS is used, otherwise it calls `HAL_SYSTICK_IRQHandler`.
- `TIM2_IRQHandler` is generated to handle TIM2 global interrupt.

5.13 Configuration view

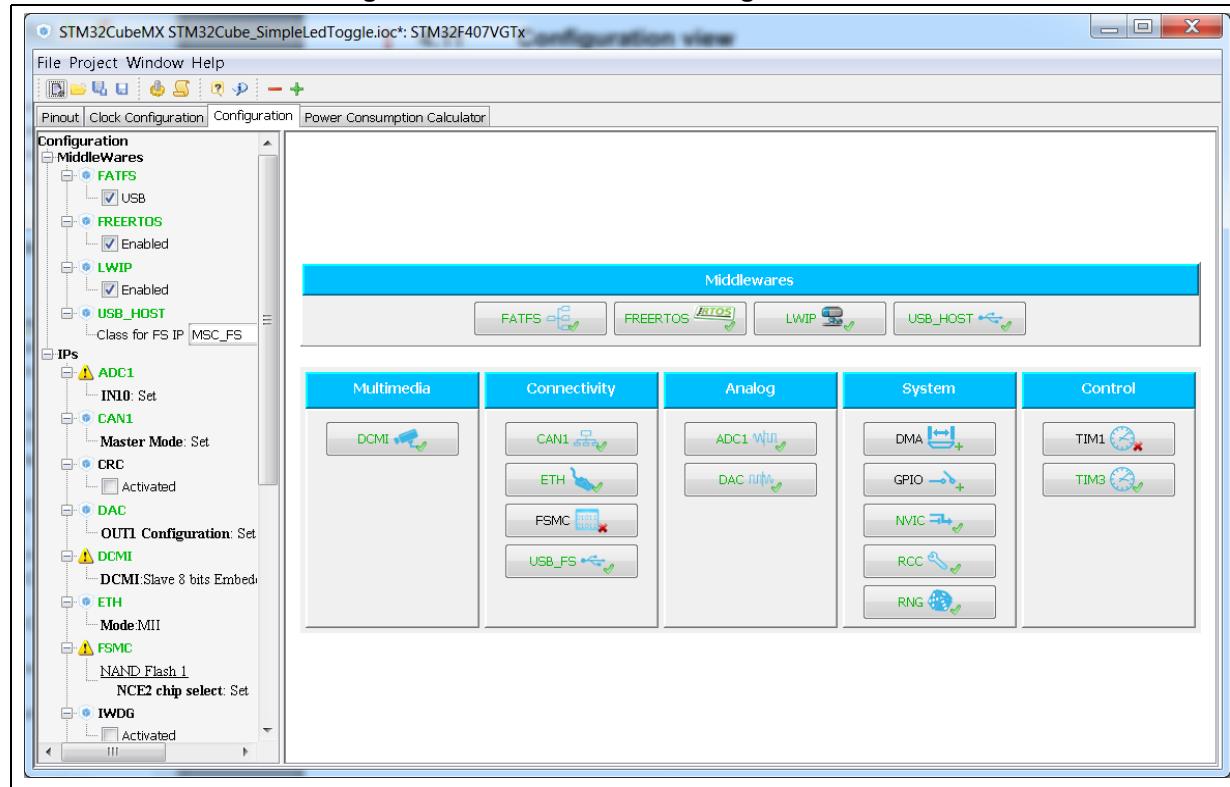
STM32CubeMX **Configuration** window (see [Figure 82](#)) gives an overview of all the software configurable components: GPIOs, peripherals and middleware. Clickable buttons allow selecting the configuration options of the component initialization parameters that will be included in the generated code. The button icon color reflects the configuration status:

- Green checkmark: correct configuration
- Warning sign: incomplete but still functional configuration
- Red cross: for invalid configuration.

Note: *GPIO and Peripheral modes that influence the pinout can be set only from the Pinout view. They are read-only in the Configuration view.*

In this view, the MCU is shown on the left panel by its **Peripheral and Middleware tree** and on the right panel, by the list of peripherals and middleware organized in **Middleware**, **Multimedia**, **Connectivity**, **Analog**, **System** and **Control** categories. Each peripheral instance has a dedicated button to edit its configuration: as an example, TIM1 and TIM3 TIM instances are shown as dedicated buttons in [Figure 82](#).

Figure 82. STM32CubeMX Configuration view

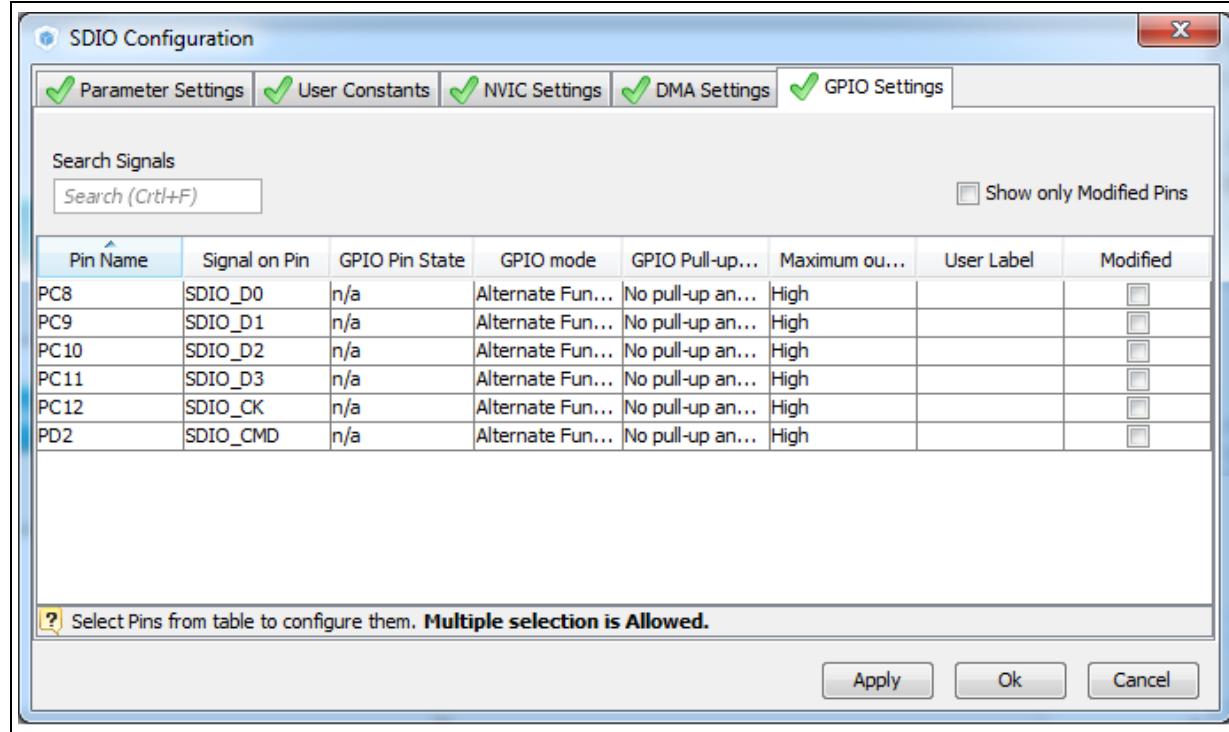


A configuration button is associated to each peripheral in the **Configuration** window (see [Table 12](#)).

Table 12. Peripheral and middleware configuration buttons

Format	Peripheral Instance configuration status
	Available but not fully configured yet. Click to open the configuration window.
	Well configured with default or user-defined settings that allows proceeding with the generation of corresponding initialization C code. Click to open the configuration window.
	Badly configured with some wrong parameter values. Click to display the errors highlighted in red. Other example (UART): Baud Rate
	Dialog box that explains source of error. It shall be fixed in another view.

GPIO, DMA and NVIC settings can be accessed either via a dedicated button like other peripherals or via a tab in the other configuration windows of the peripherals which use them (see [Figure 83](#)).

Figure 83. Configuration window tabs for GPIO, DMA and NVIC settings (STM32F4 Series)

5.13.1 Peripherals and Middleware Configuration window

This window is open by clicking the peripheral instance or Middleware name from the **Configuration** pane. It allows to configure the functional parameters that are required for initializing the peripheral or the middleware in the selected operating mode. This configuration is used to generate the corresponding initialization C code. Refer to [Figure 84](#) for a Peripheral Configuration windows example.

The configuration window includes several tabs:

- **Parameter settings** to configure library dedicated parameters for the selected peripheral or middleware,
- **NVIC, GPIO and DMA settings** to set the parameters for the selected peripheral (see [Section 5.13.5: NVIC Configuration window](#), [Section 5.13.3: GPIO Configuration window](#) and [Section 5.13.4: DMA Configuration window](#)for configuration details).
- **User constants** to create one or several user defined constants, common to the whole project (see [Section 5.13.2: User Constants configuration window](#) for user constants details).

Invalid settings are detected and are either:

- Reset to minimum valid value if user choice was smaller than minimum threshold,
- Reset to maximum valid value if user choice was greater than maximum threshold,
- Reset to previous valid value if previous value was neither a maximum nor a minimum threshold value,
- Highlighted in red: 1000000 Bits/s

[Table 13](#) describes peripheral and middleware configuration buttons and messages.

Figure 84. Peripheral Configuration window (STM32F4 Series)

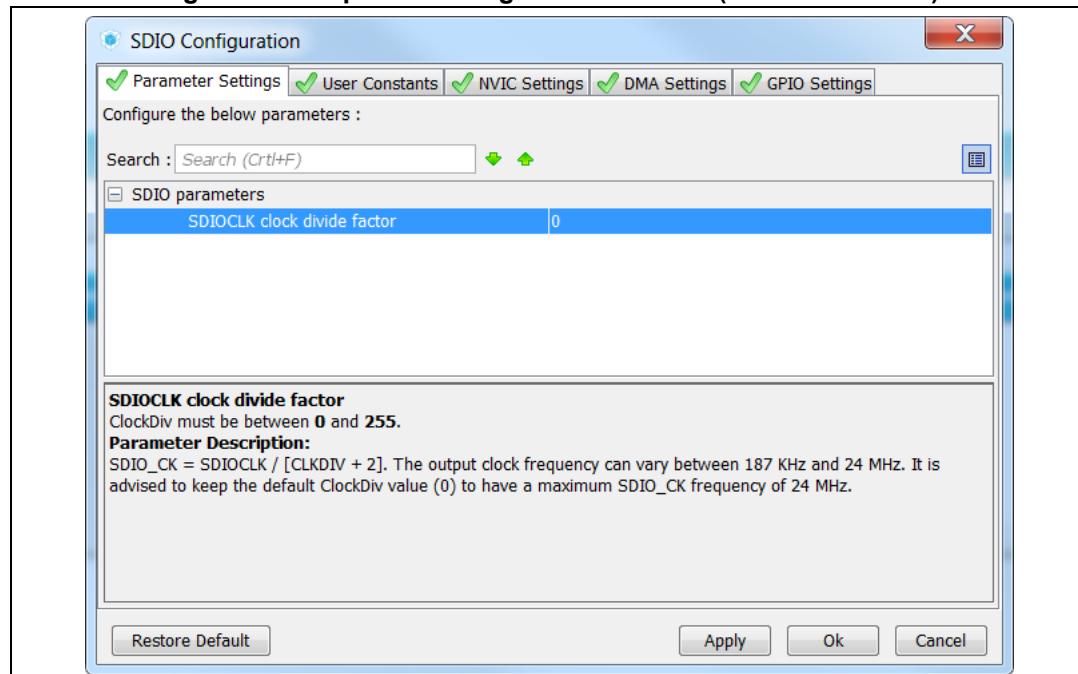


Table 13. Peripheral and Middleware Configuration window buttons and tooltips

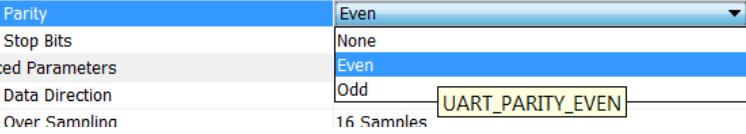
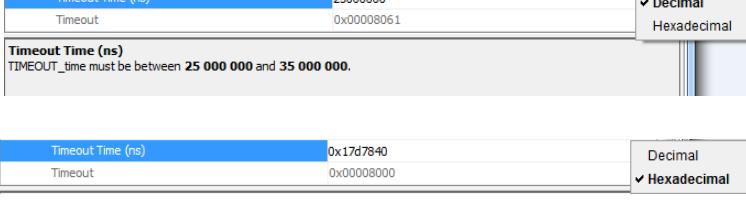
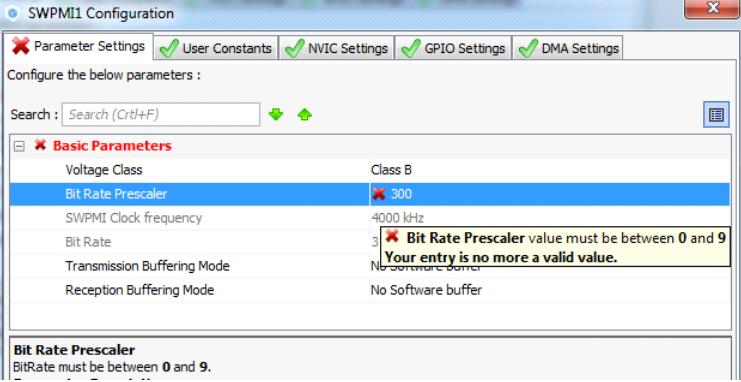
Buttons and messages	Action
Apply	Saves the changes without closing the window
OK	Saves and closes the window
Cancel	Closes and resets previously saved parameter settings
Restore Default	<p>For the selected peripheral, the whole user configuration is reset to STM32CubeMX default settings without clearing the project user constants defined in the User Constants tab: STM32CubeMX default values are restored on peripheral parameter, GPIO, NVIC and DMA tabs.</p> <p><i>Note:</i> <i>Restore default button is not available for GPIO/DMA and NVIC windows as they address more than one peripheral.</i></p> <p><i>Note:</i> <i>Clicking Cancel after Restore Default closes the window and preserves the user configuration.</i></p> <p>Caution: Clicking Apply after Restore Default saves the changes. In this case the user original configuration cannot be restored.</p>
	Shows and Hides the description panel
Tooltip	<p>Guides the user through the settings of parameters with valid min-max range. To display it, move the mouse over a parameter value from a list of possible values.</p> 
Hexadecimal vs. decimal values	<p>Choose to display the field as an hexadecimal or a decimal value by clicking the arrow on the right:</p> 

Table 13. Peripheral and Middleware Configuration window buttons and tooltips

Buttons and messages	Action
No check option	<p>By default, STM32CubeMX checks that the parameter values entered by the user are valid. You can bypass this check by selecting the option No Check for a given parameter. This allows entering any value (such as a constant) that might not be known by STM32CubeMX configuration.</p> <p>Note: The validity check can be bypassed only on parameters whose values are of integer type (either hexadecimal or decimal). It cannot be bypassed on parameters coming from a predefined list of possible values or on those which are of non-integer or text type.</p> <p>To go back to the default mode, that is decimal or hexadecimal values with validity check enabled, enter a decimal or hexadecimal value and check the relevant option (hexadecimal or decimal check).</p> <p>Caution: When a parameter depends on another parameter that is set to No Check:</p> <ul style="list-style-type: none"> – Case of a parameter depending on another parameter for the evaluation of its minimum or maximum possible value If the other parameter is set to No Check, the minimum or maximum value is no longer evaluated and checked. – Case of a parameter depending on another parameter for the evaluation of its current value If the other parameter is set to No Check, the value is no longer automatically derived. Instead, it is replaced with the formula text showing as variable the string of the parameter set to No check.

Table 13. Peripheral and Middleware Configuration window buttons and tooltips

Buttons and messages	Action
Decimal and hexadecimal check tooltip	If the value entered by the user is out of range, an error will be highlighted in red along with an explanatory tooltip:  A screenshot of the STM32CubeMX software showing the SWPMI1 Configuration window. In the 'Basic Parameters' section, the 'Bit Rate Prescaler' field has a value of '300'. A tooltip at the bottom of the window states: 'Bit Rate Prescaler must be between 0 and 9. Your entry is no more a valid value.' This indicates that the value is outside the acceptable range of 0 to 9.

5.13.2 User Constants configuration window

An **User Constants** window is available to define user constants (see [Figure 85](#)). Constants are automatically generated in the STM32CubeMX user project within the main.h file (see [Figure 86](#)). Once defined, they can be used to configure peripheral and middleware parameters (see [Figure 87](#)).

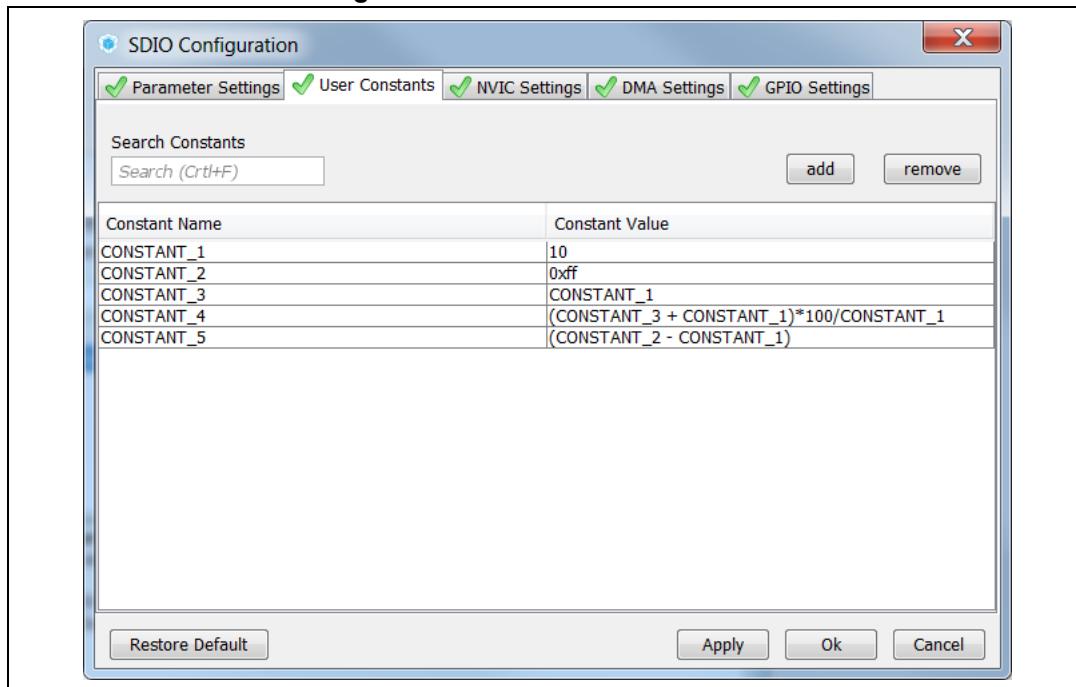
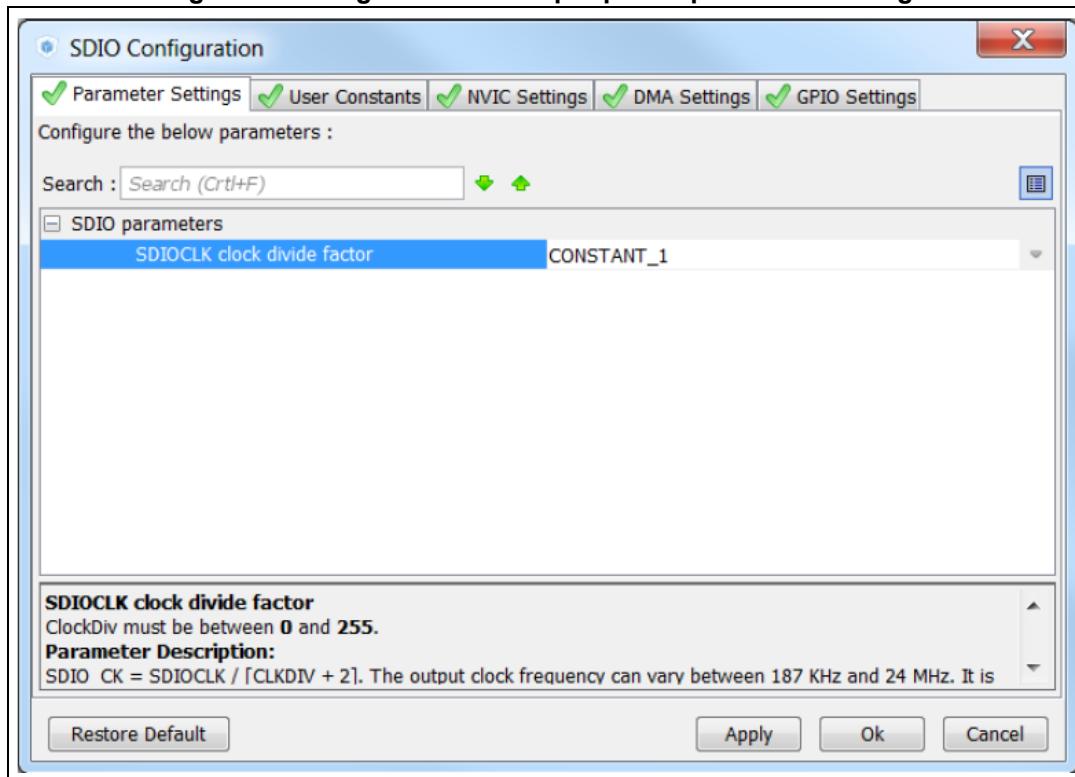
Figure 85. User Constants window

Figure 86. Extract of the generated main.h file

```
/* Includes ----- */  
  
/* USER CODE BEGIN Includes */  
  
/* USER CODE END Includes */  
  
/* Private define ----- */  
#define CONSTANT_1 10  
#define CONSTANT_2 0xff  
#define CONSTANT_3 CONSTANT_1  
#define CONSTANT_4 (CONSTANT_3+CONSTANT_1)*100/CONSTANT_1  
#define CONSTANT_5 (CONSTANT_2 - CONSTANT_1)  
  
/* USER CODE BEGIN Private defines */  
  
/* USER CODE END Private defines */
```

Figure 87. Using constants for peripheral parameter settings



Creating/editing user constants

Click the **Add** button to open the **User Constants** window and create a new user-defined constant (see [Figure 88](#)).

A constant consists of:

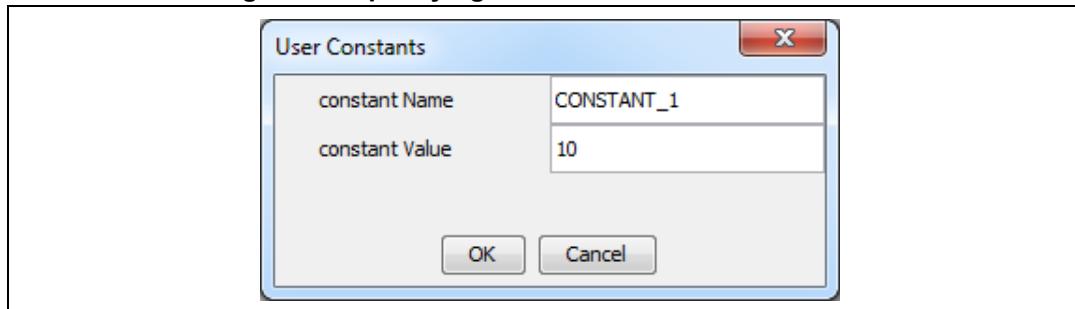
- A name that must comply with the following rules:
 - It must be unique.
 - It shall not be a C/C++ keyword.
 - It shall not contain a space.
 - It shall not start with digits.
- A value

The constant value can be: (see [Figure 85](#) for examples):

- a simple decimal or hexadecimal value
- a previously defined constant
- a formula using arithmetic operators (subtraction, addition, division, multiplication, and remainder) and numeric value or user-defined numeric constants as operands.
- a character string: the string value must be between double quotes (example: "constant_for_usart").

Once a constant is defined, its name and/or its value can still be changed: double- click the row that specifies the user constant to be modified. This opens the **User Constants** window for edition. The change of constant name is applied wherever the constant is used. This does not affect the peripheral or middleware configuration state. However changing the constant value impacts the parameters that use it and might result in invalid settings (e.g. exceeding a maximum threshold). Invalid parameter settings will be highlighted in red with a red cross.

Figure 88. Specifying user constant value and name



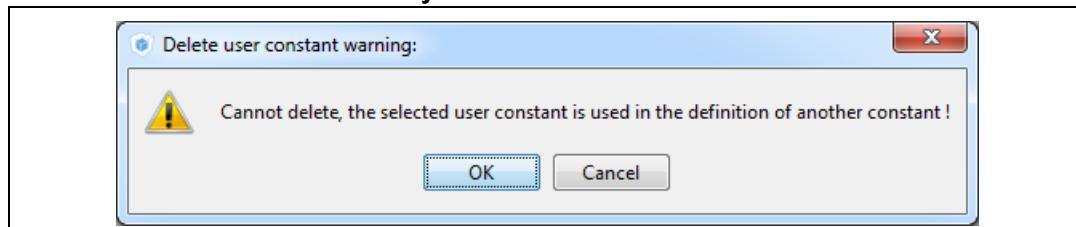
Deleting user constants

Click the **Remove** button to delete an existing user-defined constant.

The user constant is then automatically removed except in the following cases:

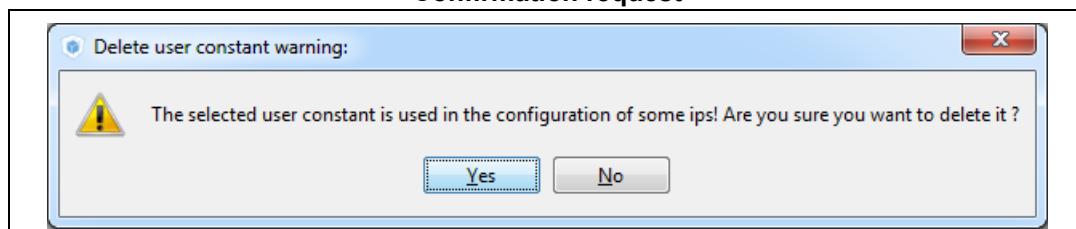
- When the constant is used for the definition of another constant. In this case, a popup window displays an explanatory message (see [Figure 89](#)).

Figure 89. Deleting user constant not allowed when the constant is already used for another constant definition



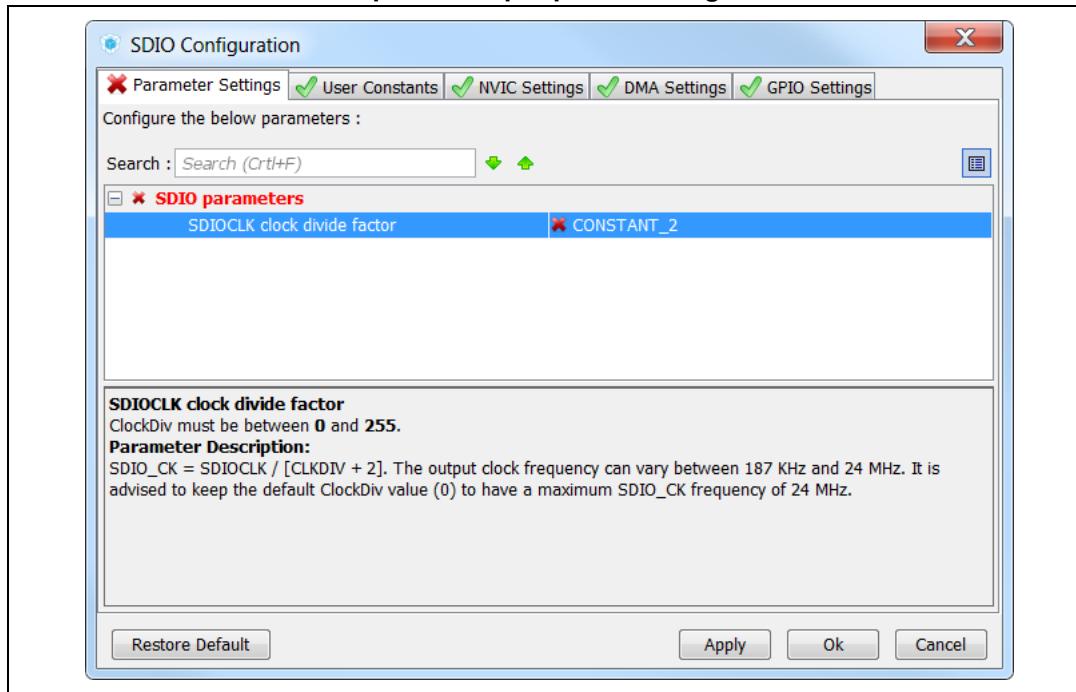
- When the constant is used for the configuration of a peripheral or middleware library parameter. In this case, the user is requested to confirm the deletion since the constant removal will result in an invalid peripheral or middleware configuration (see [Figure 90](#)).

Figure 90. Deleting an user constant used for parameter configuration - Confirmation request



Clicking Yes leads to an invalid peripheral configuration (see [Figure 91](#))

Figure 91. Deleting a user constant used for peripheral configuration - Consequence on peripheral configuration



Searching for user constants

The **Search Constants** field allows searching for a constant name or value in the complete list of user constants (see [Figure 92](#) and [Figure 93](#)).

Figure 92. Searching for a name in a user constant list

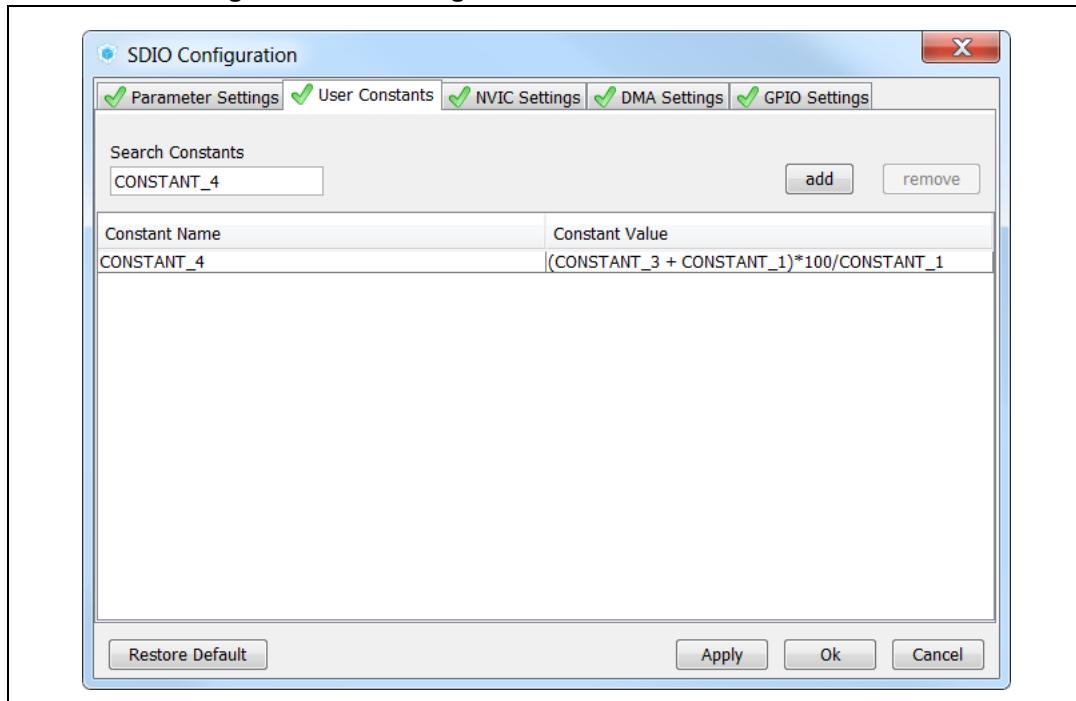
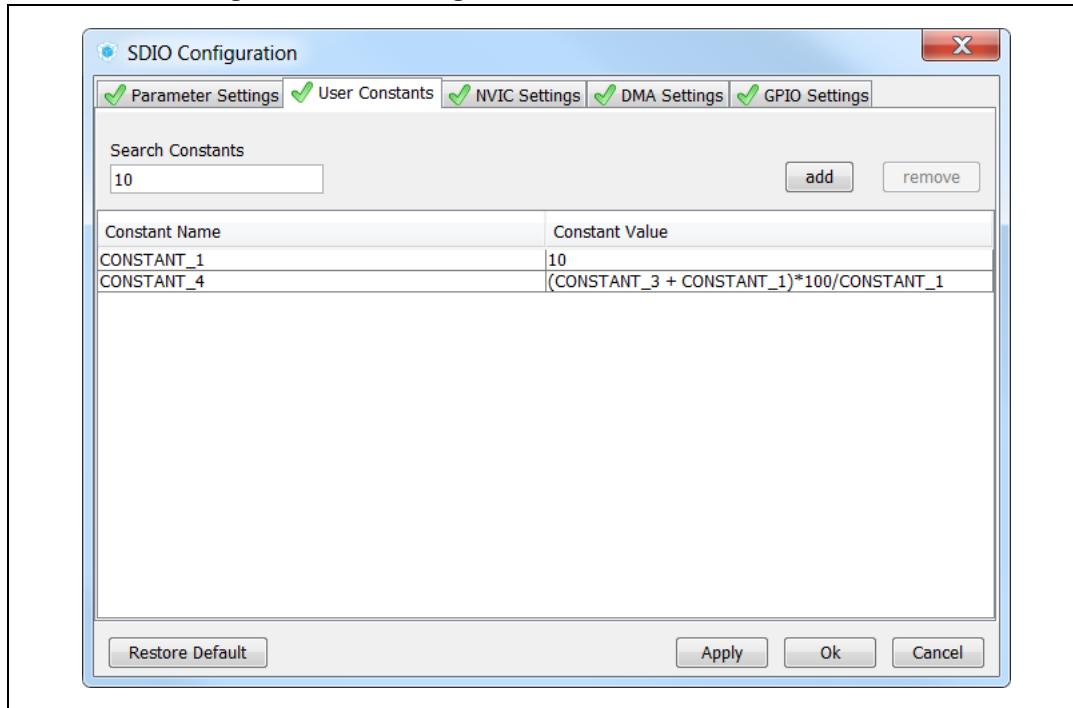


Figure 93. Searching for a value in a user constant list

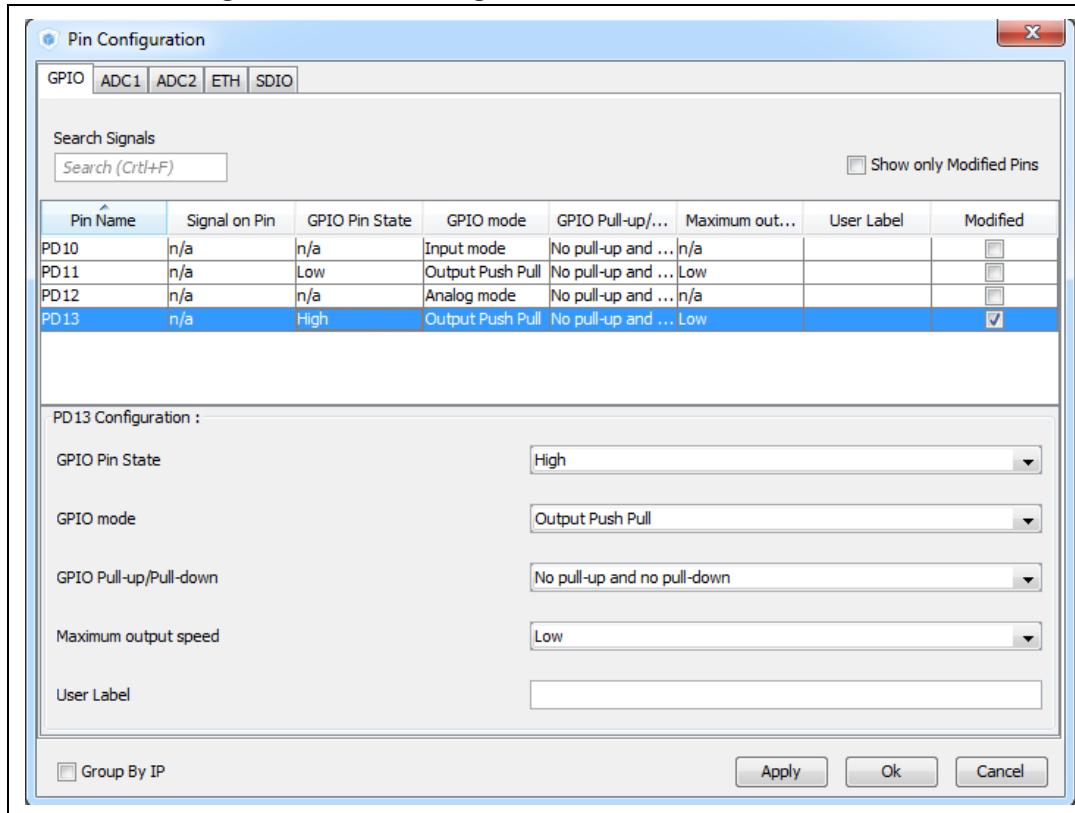
5.13.3 GPIO Configuration window

Click **GPIO** in the **Configuration** panel to open the **GPIO configuration** window that allows configuring the GPIO pin settings (see [Figure 94](#)). The configuration is populated with default values that might not be adequate for some peripheral configurations. In particular, check if the GPIO speed is sufficient for the peripheral communication speed and select the internal pull-up whenever needed.

Note: *GPIO settings can also be accessed for a specific peripheral instance via the dedicated GPIO window in the peripheral instance configuration window.*

In addition, GPIOs can be configured in output mode (default output level). The generated code will be updated accordingly.

Figure 94. GPIO Configuration window - GPIO selection



Click a row or select a set of rows to display the corresponding GPIO parameters (see [Figure 95](#)):

- **GPIO PIN state**

It changes the default value of the GPIO Output level. It is set to low by default and can be changed to high.

- **GPIO mode** (analog, input, output, alternate function)

Selecting a peripheral mode in the **Pinout** view automatically configures the pins with the relevant alternate function and GPIO mode.

- **GPIO pull-up/pull-down**

It is set to a default value and can be configured when other choices are possible.

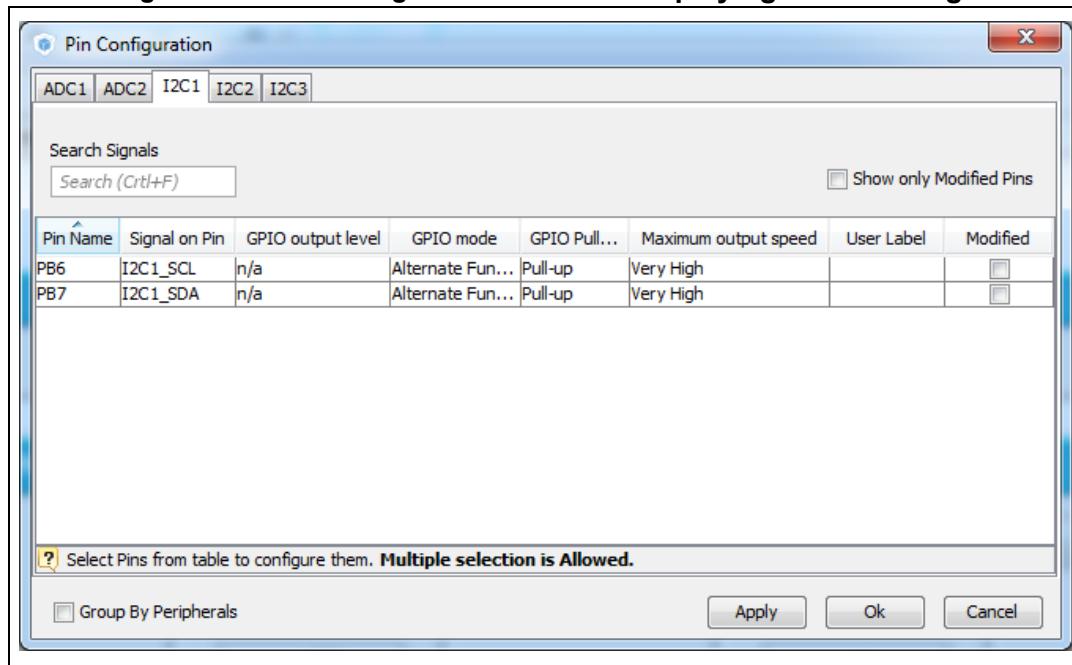
- **GPIO maximum output speed** (for communication peripherals only)

It is set to Low by default for power consumption optimization and can be changed to a higher frequency to fit application requirements.

- **User Label**

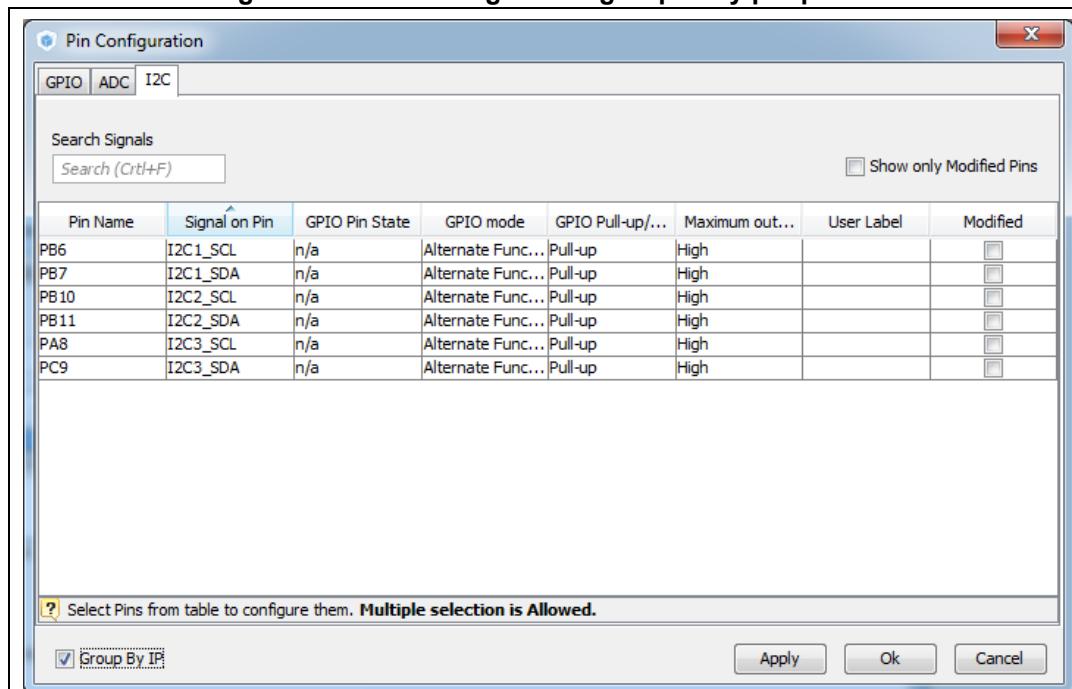
It changes the default name (e.g. GPIO_input) into a user defined name. The **Chip** view is updated accordingly. The GPIO can be found under this new name via the Find menu.

Figure 95. GPIO Configuration window - Displaying GPIO settings



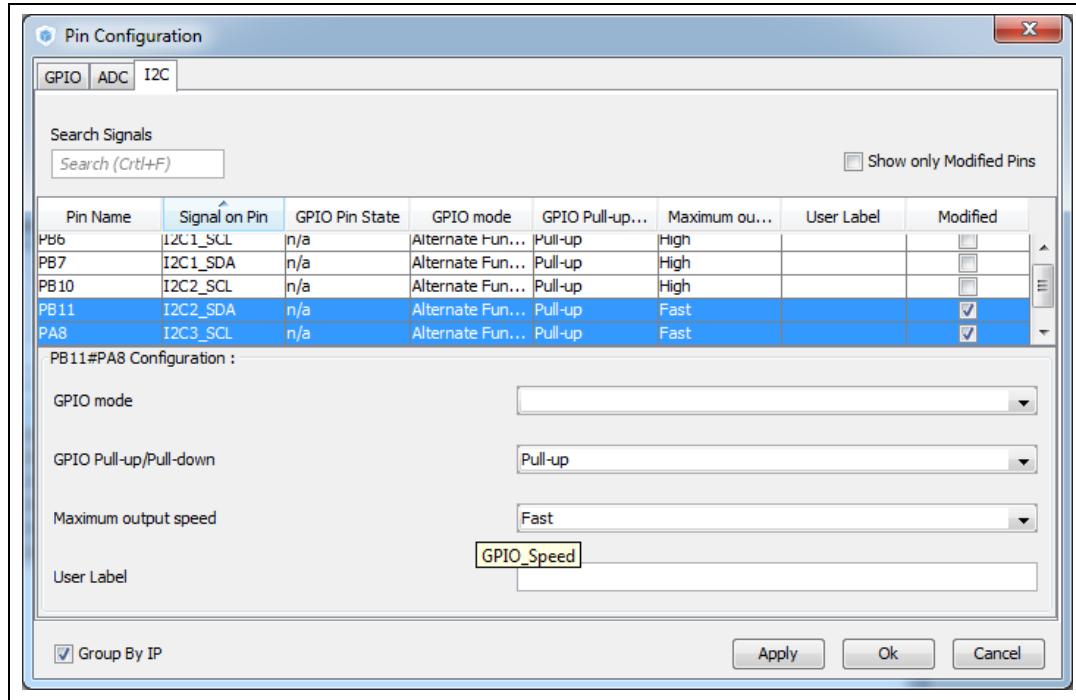
The **Group by Peripherals** checkbox allows to group all instances of a peripheral under the same window (see [Figure 96](#)).

Figure 96. GPIO configuration grouped by peripheral



As shown in [Figure 97](#), row multi-selection can be performed to change a set of pins to a given configuration at the same time.

Figure 97. Multiple Pins Configuration



5.13.4 DMA Configuration window

Click **DMA** in the **Configuration** panel to open the **DMA configuration** window.

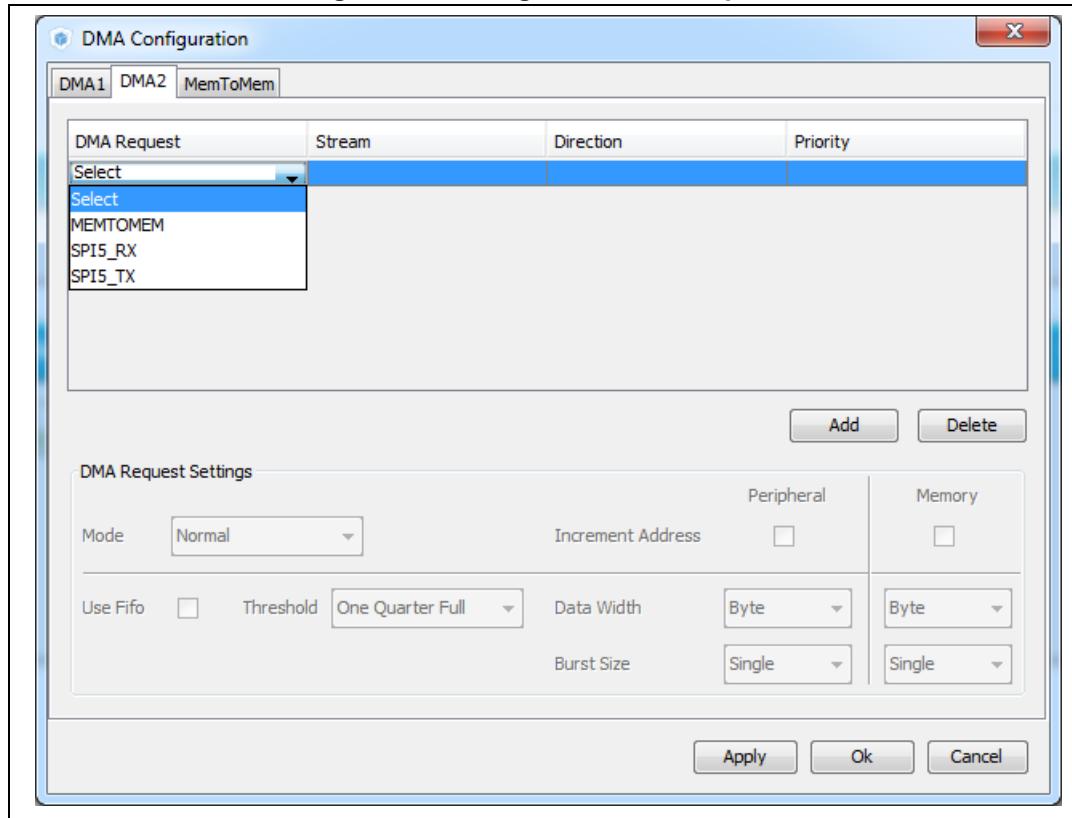
This window allows to configure the generic DMA controllers available on the MCU. The DMA interfaces allow to perform data transfers between memories and peripherals while the CPU is running, and memory to memory transfers (if supported).

Note:

*Some peripherals such as **USB** or **Ethernet**, have their own DMA controller, which is enabled by default or via the Peripheral Configuration window.*

Clicking **Add** in the **DMA configuration** window adds a new line at the end of the DMA configuration window with a combo box proposing to choose between possible **DMA requests** to be mapped to peripherals signals (see [Figure 98](#)).

Figure 98. Adding a new DMA request

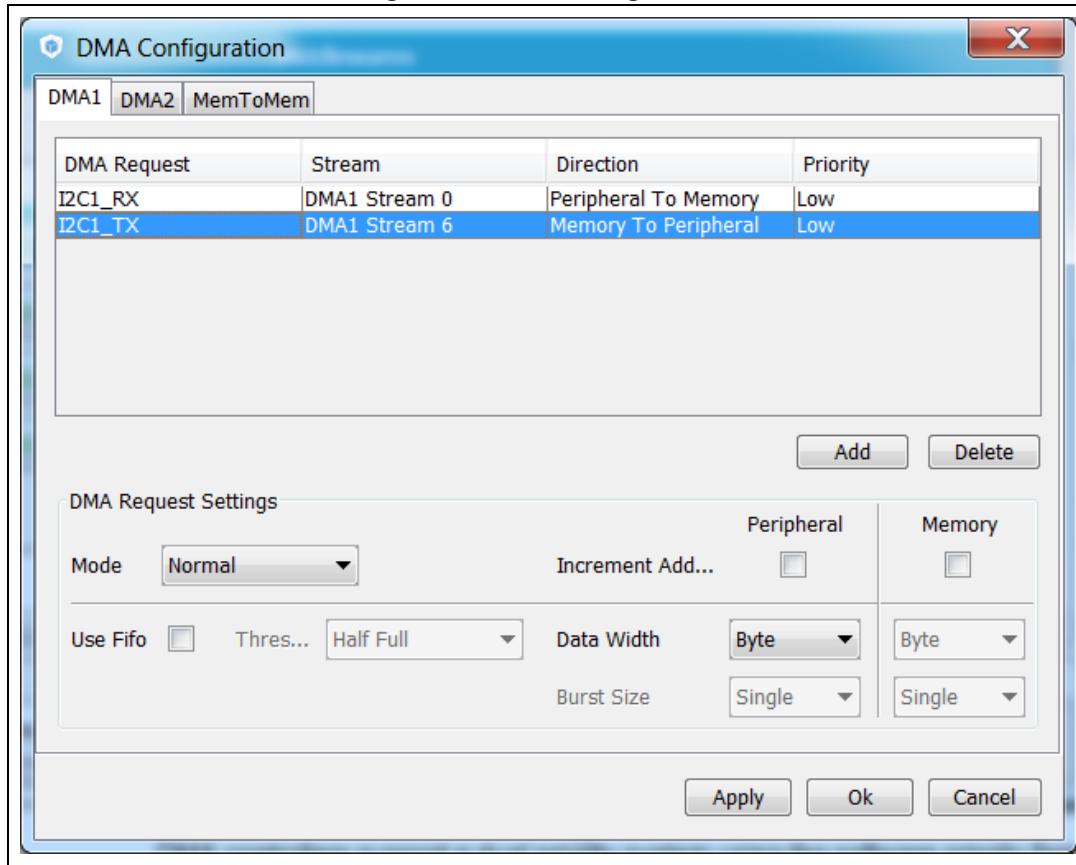


Selecting a DMA request automatically assigns a stream among all the streams available, a direction and a priority. When the DMA channel is configured, it is up to the application code to fully describe the DMA transfer run-time parameters such as the start address, etc....

The DMA request (called channel for STM32F4 MCUs) is used to reserve a stream to transfer data between peripherals and memories (see [Figure 99](#)). The stream priority will be used to decide which stream to select for the next DMA transfer.

DMA controllers support a dual priority system using the software priority first, and in case of equal software priorities, a hardware priority that is given by the stream number.

Figure 99. DMA configuration

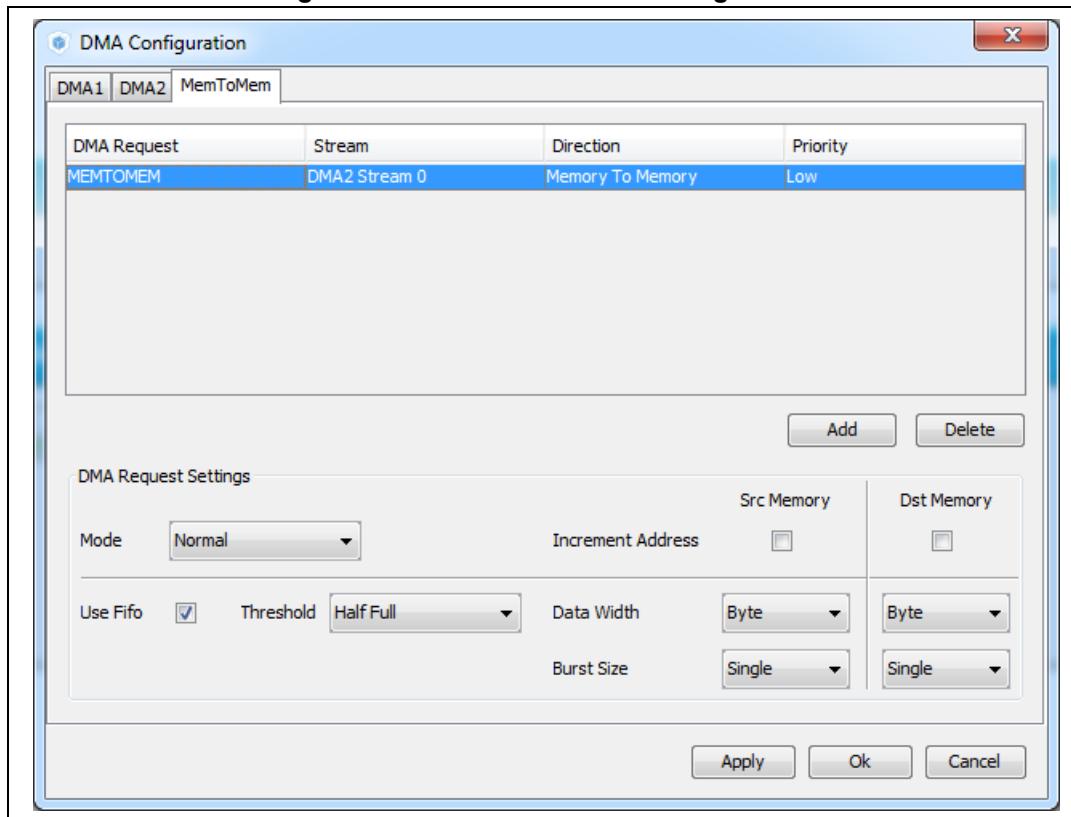


Additional DMA configuration settings can be done through the **DMA configuration** window:

- **Mode:** regular mode, circular mode, or peripheral flow controller mode (only available for the SDIO peripheral).
- **Increment Add:** the type of peripheral address and memory address increment (fixed or post-incremented in which case the address is incremented after each transfer). Click the checkbox to enable the post-incremented mode.
- **Peripheral data width:** 8, 16 or 32 bits
- Switching from the default direct mode to the *FIFO mode* with programmable *threshold*:
 - a) Click the **Use FIFO** checkbox.
 - b) Then, configure the **peripheral and memory data width** (8, 16 or 32 bits).
 - c) Select between **single transfer** and **burst transfer**. If you select burst transfer, choose a burst size (1, 4, 8 or 16).

In case of memory-to-memory transfer (MemtoMem), the DMA configuration applies to a source memory and a destination memory.

Figure 100. DMA MemToMem configuration



5.13.5 NVIC Configuration window

Click **NVIC** in the Configuration panel to open the Nested Vector interrupt controller configuration window (see [Figure 101](#)).

Interrupt unmasking and interrupt handlers are managed within 2 tabs:

- The **NVIC** tab allows enabling peripheral interrupts in the NVIC controller and setting their priorities.
- The **Code generation** tab allows selecting options for interrupt related code generation.

Enabling interruptions using the NVIC tab view

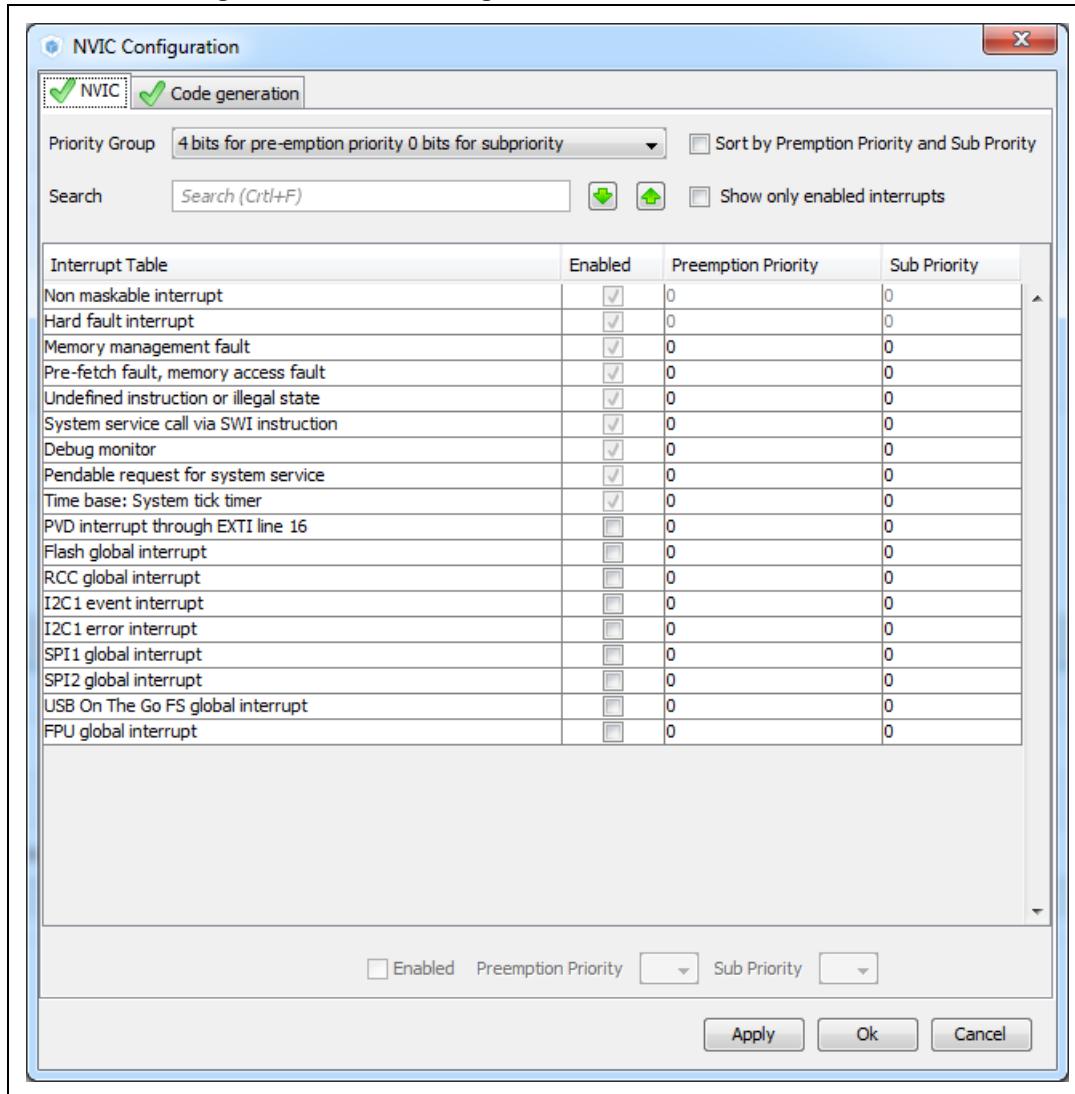
The **NVIC** view (see [Figure 101](#)) does not show all possible interrupts but only the ones available for the peripherals selected in the **Pinout and Configuration** panels. System interrupts are displayed but can never be disabled.

Check/Uncheck the **Show only enabled interrupts** box to filter or not enabled interrupts.

Use the **search field** to filter out the interrupt vector table according to a string value. As an example, after enabling UART peripherals from the **Pinout** panel, type **UART** in the NVIC search field and click the green arrow close to it: all UART interrupts are then displayed.

Enabling a **peripheral interrupt** will generate of NVIC function calls **HAL_NVIC_SetPriority** and **HAL_NVIC_EnableIRQ** for this peripheral.

Figure 101. NVIC Configuration tab - FreeRTOS disabled

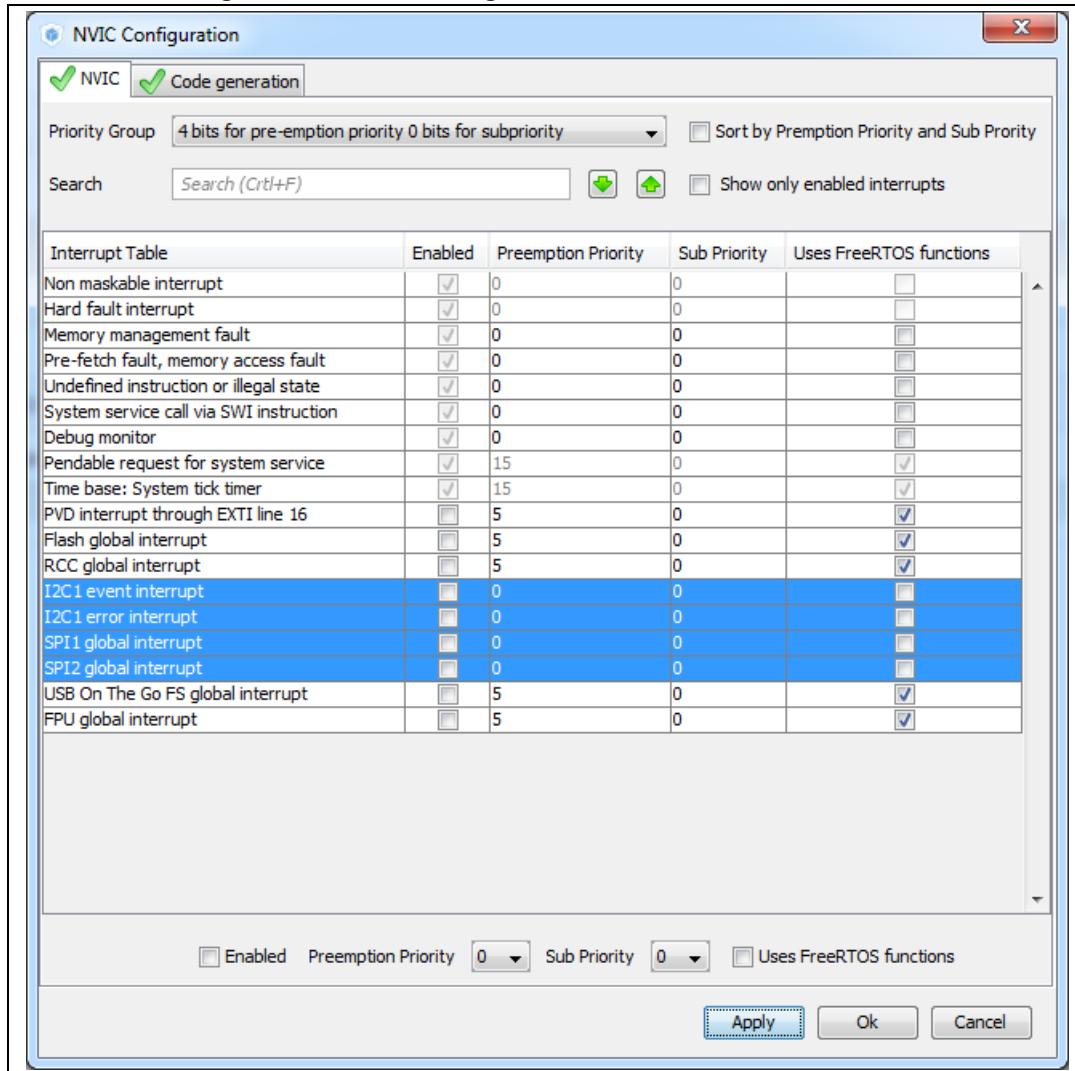


When FreeRTOS is enabled, an additional column is shown (see [Figure 102](#)). In this case, all the interrupt service routines (ISRs) that are calling the interrupt safe FreeRTOS APIs, should have a priority lower than the priority defined in the LIBRARY_MAX_SYSCALL_INTERRUPT_PRIORITY parameter (the highest the value, the lowest the priority). The check in the corresponding checkbox guarantees that the restriction is applied.

If an ISR does not use such functions, the checkbox can be unchecked and any priority level can be set.

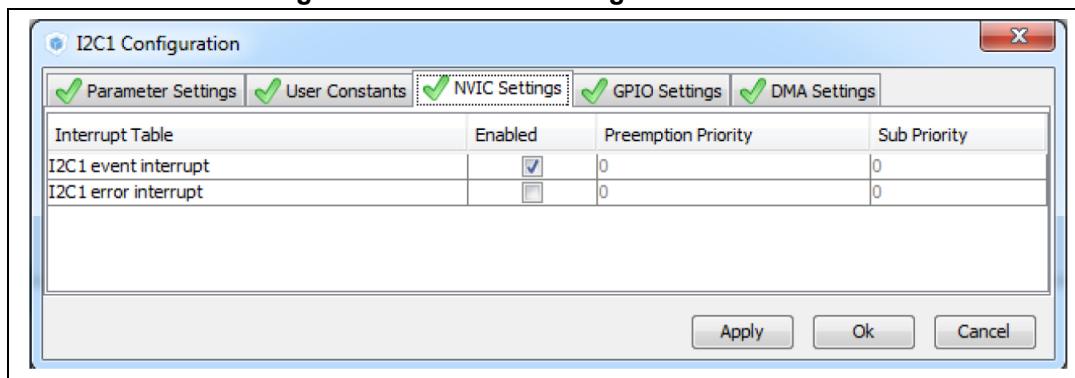
It is possible to check/uncheck multiple rows at a time (see rows highlighted in blue in [Figure 102](#)).

Figure 102. NVIC Configuration tab - FreeRTOS enabled



Peripheral dedicated interrupts can also be accessed through the NVIC window in the Peripheral Configuration window (see [Figure 103](#)).

Figure 103. I2C NVIC Configuration window



STM32CubeMX NVIC configuration consists in selecting a priority group, enabling/disabling interrupts and configuring interrupts priority levels (preemption and sub-priority levels):

1. Select a **priority group**

Several bits allow to define NVIC priority levels. These bits are divided in two priority groups corresponding to two priority types: preemption priority and sub-priority. For example, in the case of STM32F4 MCUs, the NVIC priority group 0 corresponds to 0-bit preemption and 4-bit sub-priority.

2. In the interrupt table, click one or more rows to select one or more interrupt vectors. Use the widgets below the interrupt table to configure the vectors one by one or several at a time:
 - **Enable checkbox:** check/uncheck to enable/disable the interrupt.
 - **Preemption priority:** select a priority level. The preemption priority defines the ability of one interrupt to interrupt another.
 - **Sub-priority:** select a priority level. The sub-priority defines the interrupt priority level.
 - Click **Apply** to save changes, and **OK** to close the window.

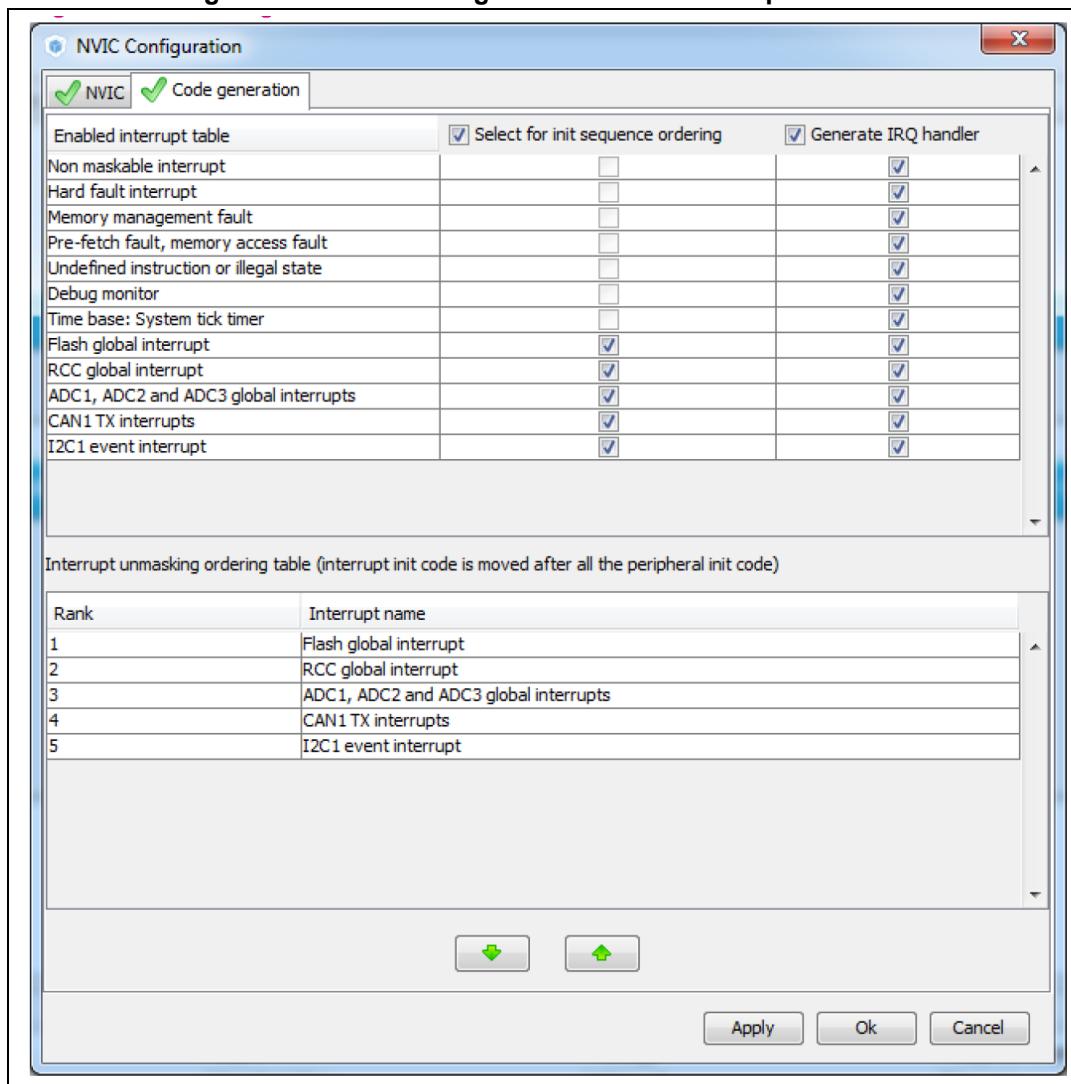
Code generation options for interrupt handling

The **Code Generation** view allows customizing the code generated for interrupt initialization and interrupt handlers:

- **Selection/Deselection of all interrupts for sequence ordering and IRQ handler code generation**

Use the checkboxes in front of the column names to configure all interrupts at a time (see [Figure 104](#)). Note that system interrupts are not eligible for init sequence reordering as the software solution does not control it.

Figure 104. NVIC Code generation – All interrupts enabled



- Default initialization sequence of interrupts

By default, the interrupts are enabled as part of the peripheral MSP initialization function, after the configuration of the GPIOs and the enabling of the peripheral clock.

This is shown in the CAN example below, where `HAL_NVIC_SetPriority` and `HAL_NVIC_EnableIRQ` functions are called within `stm32xxx_hal_msp.c` file inside the peripheral `msp_init` function.

Interrupt enabling code is shown in bold:

```
void HAL_CAN_MspInit(CAN_HandleTypeDef* hcan)
{
    GPIO_InitTypeDef GPIO_InitStruct;
    if(hcan->Instance==CAN1)
    {
        /* Peripheral clock enable */
        __CAN1_CLK_ENABLE();
        /**CAN1 GPIO Configuration
        *<!--</pre>
```

```

PD0      -----> CAN1_RX
PD1      -----> CAN1_TX
*/
GPIO_InitStruct.Pin = GPIO_PIN_0|GPIO_PIN_1;
GPIO_InitStruct.Mode = GPIO_MODE_AF_PP;
GPIO_InitStruct.Pull = GPIO_NOPULL;
GPIO_InitStruct.Speed = GPIO_SPEED_FREQ_VERY_HIGH;
GPIO_InitStruct.Alternate = GPIO_AF9_CAN1;
HAL_GPIO_Init(GPIOD, &GPIO_InitStruct);

/* Peripheral interrupt init */
HAL_NVIC_SetPriority(CAN1_TX_IRQn, 2, 2);
HAL_NVIC_EnableIRQ(CAN1_TX_IRQn);
}
}

```

For **EXTI GPIOs** only, interrupts are enabled within the *MX_GPIO_Init* function:

```

/*Configure GPIO pin : MEMS_INT2_Pin */
GPIO_InitStruct.Pin = MEMS_INT2_Pin;
GPIO_InitStruct.Mode = GPIO_MODE_EVT_RISING;
GPIO_InitStruct.Pull = GPIO_NOPULL;
HAL_GPIO_Init(MEMS_INT2_GPIO_Port, &GPIO_InitStruct);

/* EXTI interrupt init*/
HAL_NVIC_SetPriority(EXTI15_10_IRQn, 0, 0);
HAL_NVIC_EnableIRQ(EXTI15_10_IRQn);

```

For some peripherals, the application still needs to call another function to actually activate the interruptions. Taking the timer peripheral as an example, the *HAL_TIM_IC_Start_IT* function needs to be called to start the Timer input capture (IC) measurement in interrupt mode.

- **Configuration of interrupts initialization sequence**

Checking **Select for Init sequence ordering** for a set of peripherals moves the *HAL_NVIC* function calls for each peripheral to a same dedicated function, named **MX_NVIC_Init**, defined in the main.c. Moreover, the *HAL_NVIC* functions for each peripheral are called in the order specified in the **Code generation** view bottom part (see [Figure 105](#)).

As an example, the configuration shown in [Figure 105](#) generates the following code:

```

/** NVIC Configuration
*/
void MX_NVIC_Init(void)
{
    /* CAN1_TX_IRQn interrupt configuration */
    HAL_NVIC_SetPriority(CAN1_TX_IRQn, 2, 2);
    HAL_NVIC_EnableIRQ(CAN1_TX_IRQn);
    /* PVD_IRQn interrupt configuration */
    HAL_NVIC_SetPriority(PVD_IRQn, 0, 0);
}

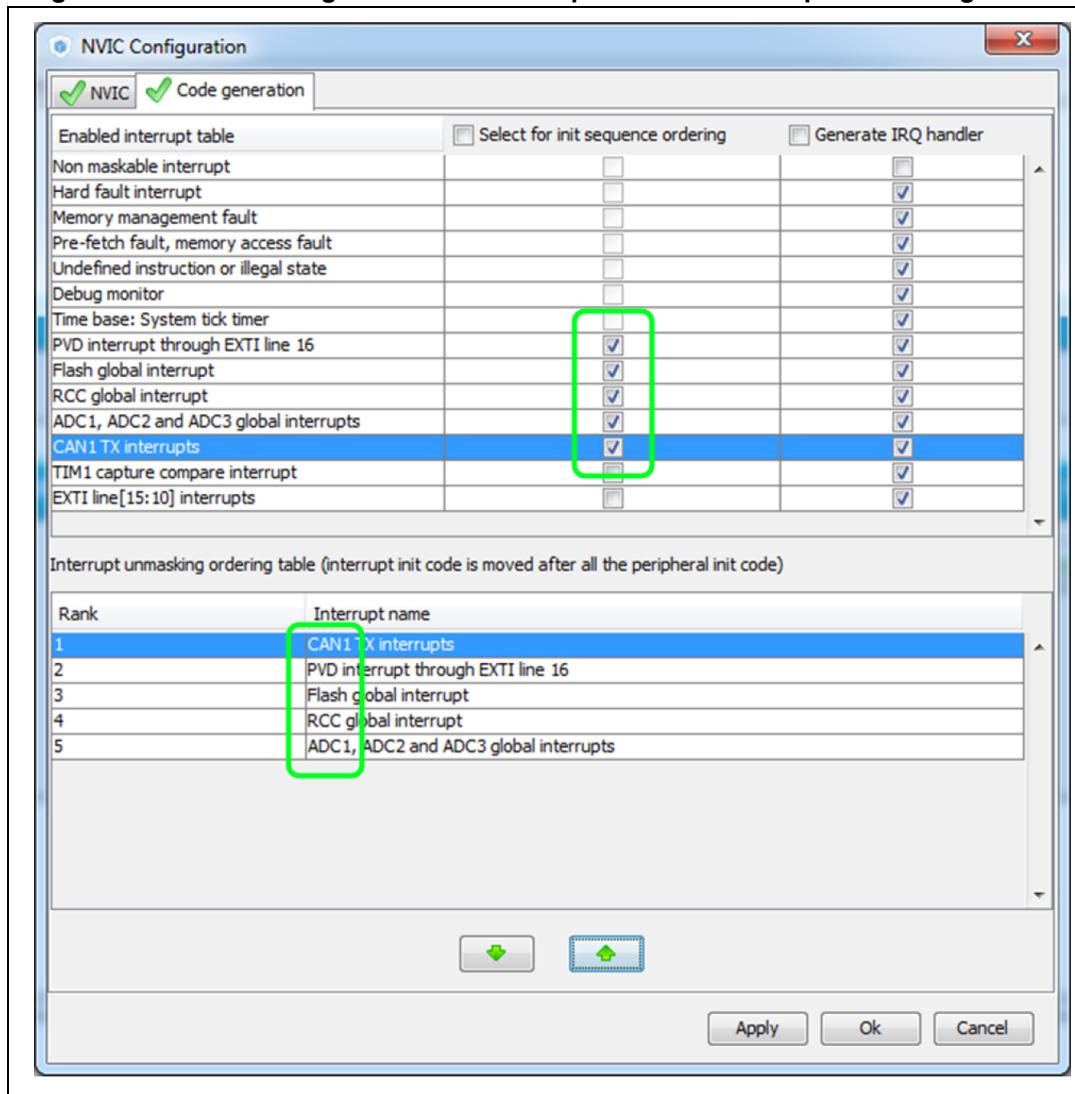
```

```

HAL_NVIC_EnableIRQ(PVD_IRQn);
/* FLASH_IRQn interrupt configuration */
HAL_NVIC_SetPriority(FLASH_IRQn, 0, 0);
HAL_NVIC_EnableIRQ(CAN1_IRQn);
/* RCC_IRQn interrupt configuration */
HAL_NVIC_SetPriority(RCC_IRQn, 0, 0);
HAL_NVIC_EnableIRQ(CAN1_IRQn);
/* ADC_IRQn interrupt configuration */
HAL_NVIC_SetPriority(ADC_IRQn, 0, 0);
HAL_NVIC_EnableIRQ(ADC_IRQn);
}

```

Figure 105. NVIC Code generation – Interrupt initialization sequence configuration



- **Interrupts handler code generation**

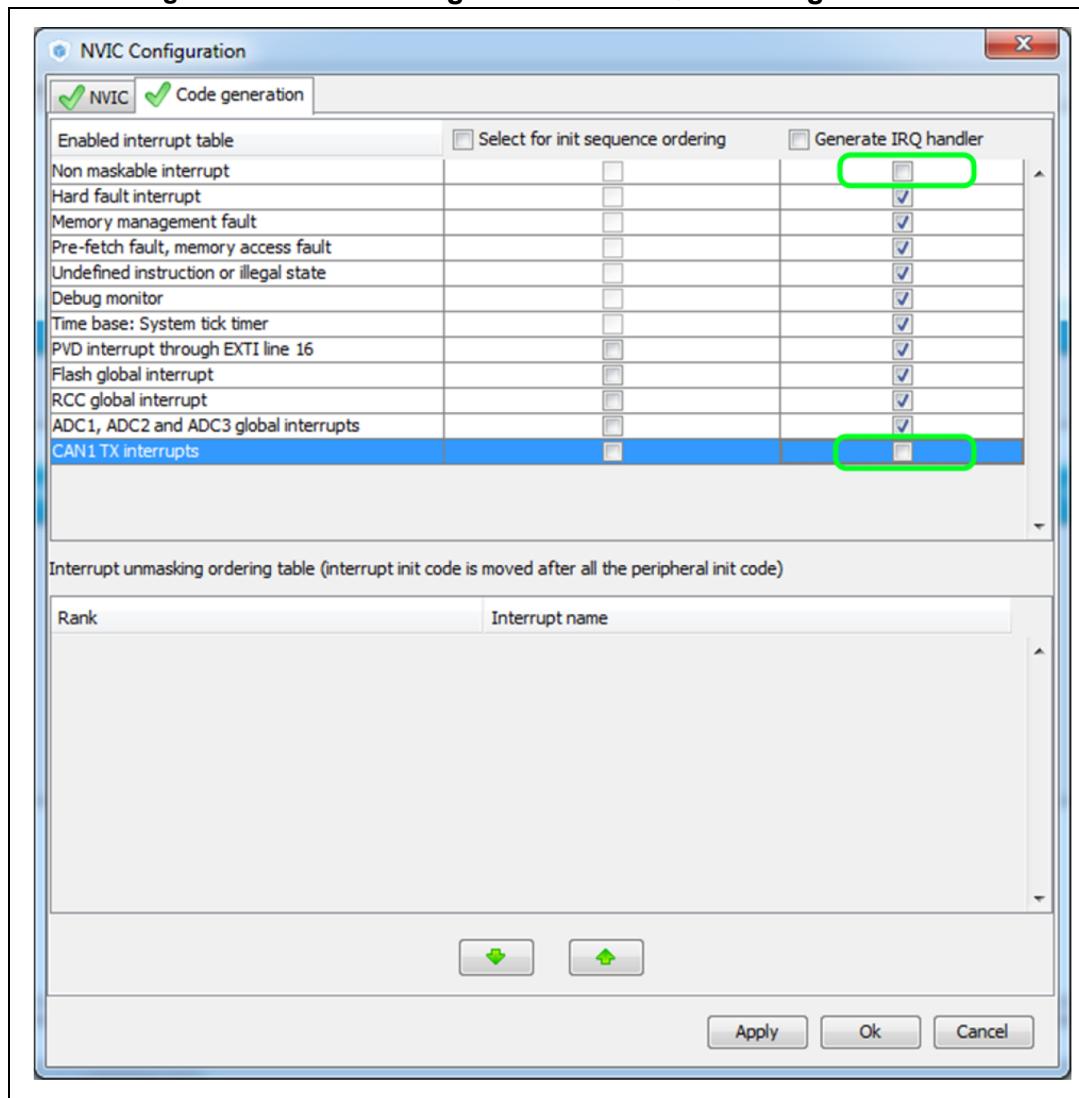
By default, STM32CubeMX generates interrupt handlers within the `stm32xxx_it.c` file.
As an example:

```
void NMI_Handler(void)
{
    HAL_RCC_NMI_IRQHandler();
}

void CAN1_TX_IRQHandler(void)
{
    HAL_CAN_IRQHandler(&hcan1);
}
```

The column **Generate IRQ Handler** allows controlling whether the interrupt handler function call shall be generated or not. Deselecting CAN1_TX and NMI interrupts from the **Generate IRQ Handler** column as shown in [Figure 105](#) removes the code mentioned earlier from the `stm32xxx_it.c` file.

Figure 106. NVIC Code generation – IRQ Handler generation



5.13.6 FreeRTOS middleware configuration view

Through STM32CubeMX FreeRTOS configuration window, the user can configure all the resources required for a real-time OS application and reserve the corresponding heap. FreeRTOS elements are defined and created in the generated code using CMSIS-RTOS API functions. Follow the sequence below:

1. In the **Configuration** tab, enable FreeRTOS from the tree view.
2. Click FreeRTOS in the **Configuration** panel to open the FreeRTOS configuration window (see [Figure 107](#)).

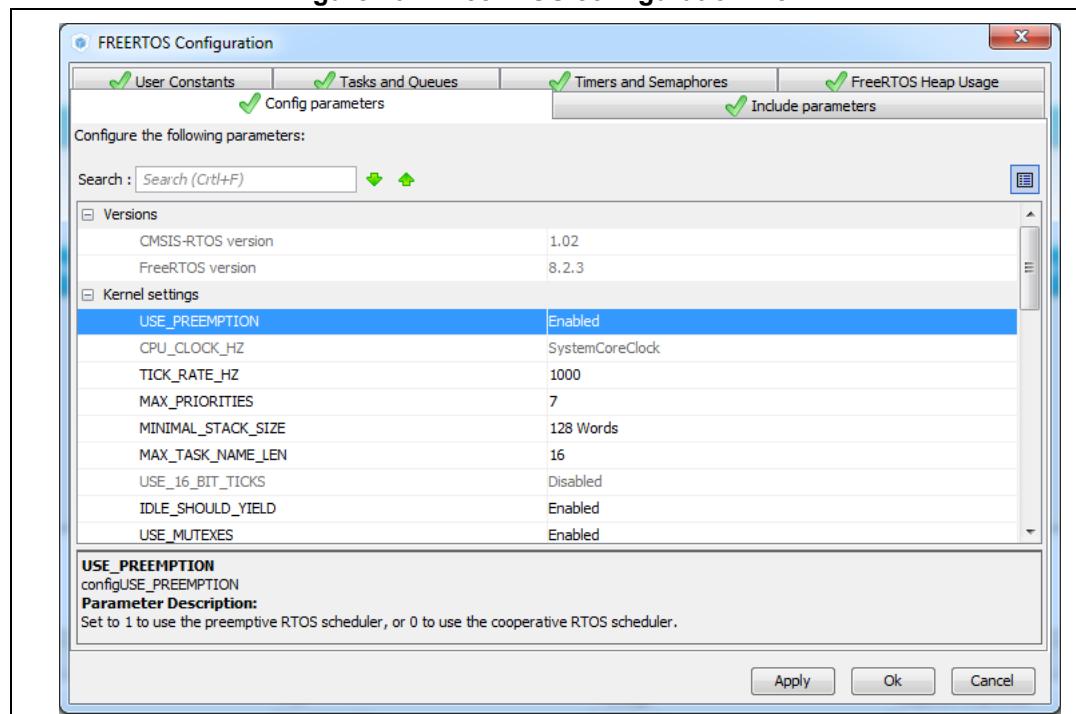
All tabs but the **User Constants** tab allow configuring FreeRTOS native configuration parameters and objects, such as tasks, timers, queues, and semaphores.

The **Config parameters** values allow configuring Kernel and Software settings.

The **Include parameters** tab allows selecting only the API functions required by the application and thus optimizing the code size.

Both Config and Include parameters will be part of the **FreeRTOSConfig.h** file.

Figure 107. FreeRTOS configuration view



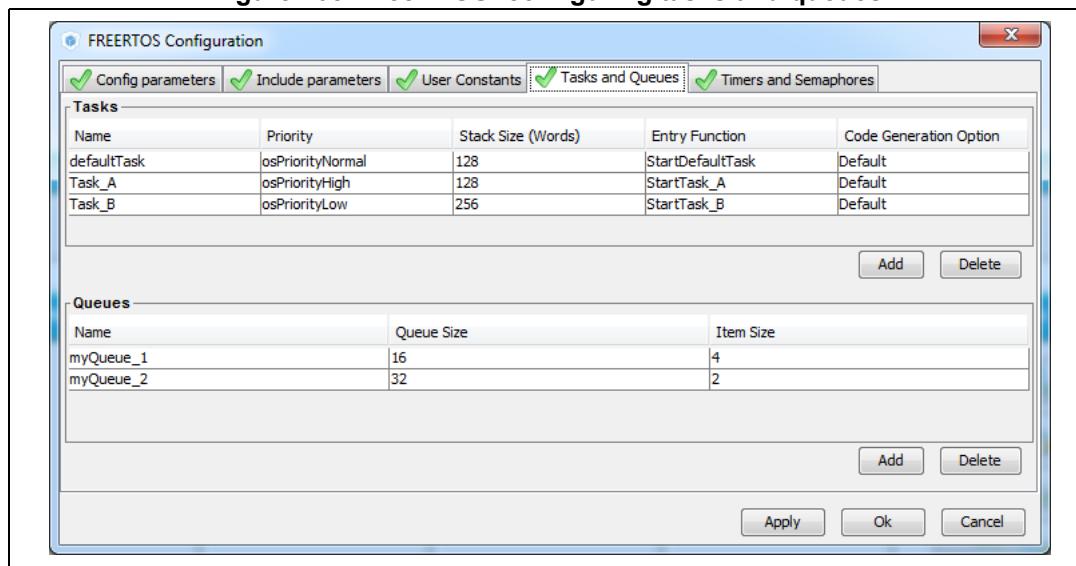
Tasks and Queues Tab

As any RTOS, FreeRTOS allows structuring a real-time application into a set of independent tasks, with only one task being executed at a given time. Queues are meant for inter-task communications: they allow to exchange messages between tasks or between interrupts and tasks.

In STM32CubeMX, the **FreeRTOS Tasks and Queues** tab allows creating and configuring such tasks and queues (see [Figure 108](#)). The corresponding initialization code will be generated within main.c or freeRTOS.c if the option “generate code as pair of .c/.h files per peripherals and middleware” is set in the **Project Settings** menu.

The corresponding initialization code will be generated within main.c by default or within freeRTOS.c if the option “generate code as pair of .c/.h files per peripherals and middleware” is set in the Project Settings menu.

Figure 108. FreeRTOS: configuring tasks and queues



- **Tasks**

Under the **Tasks** section, click the Add button to open the **New Task** window where **task name**, **priority**, **stack size** and **entry function** can be configured (see [Figure 109](#)). These settings can be updated at any time: double-clicking a task row opens again the new task window for editing.

The entry function can be generated as weak or external:

- When the task is generated as **weak**, the user can propose another definition than the one generated by default.
- When the task is **extern**, it is up to the user to provide its function definition.

By default, the function definition is generated including user sections to allow customization.

- **Queues**

Under the **Queues** section, click the Add button to open the **New Queue** window where the queue **name**, **size** and **item size** can be configured (see [Figure 109](#)). The queue size corresponds to the maximum number of items that the queue can hold at a

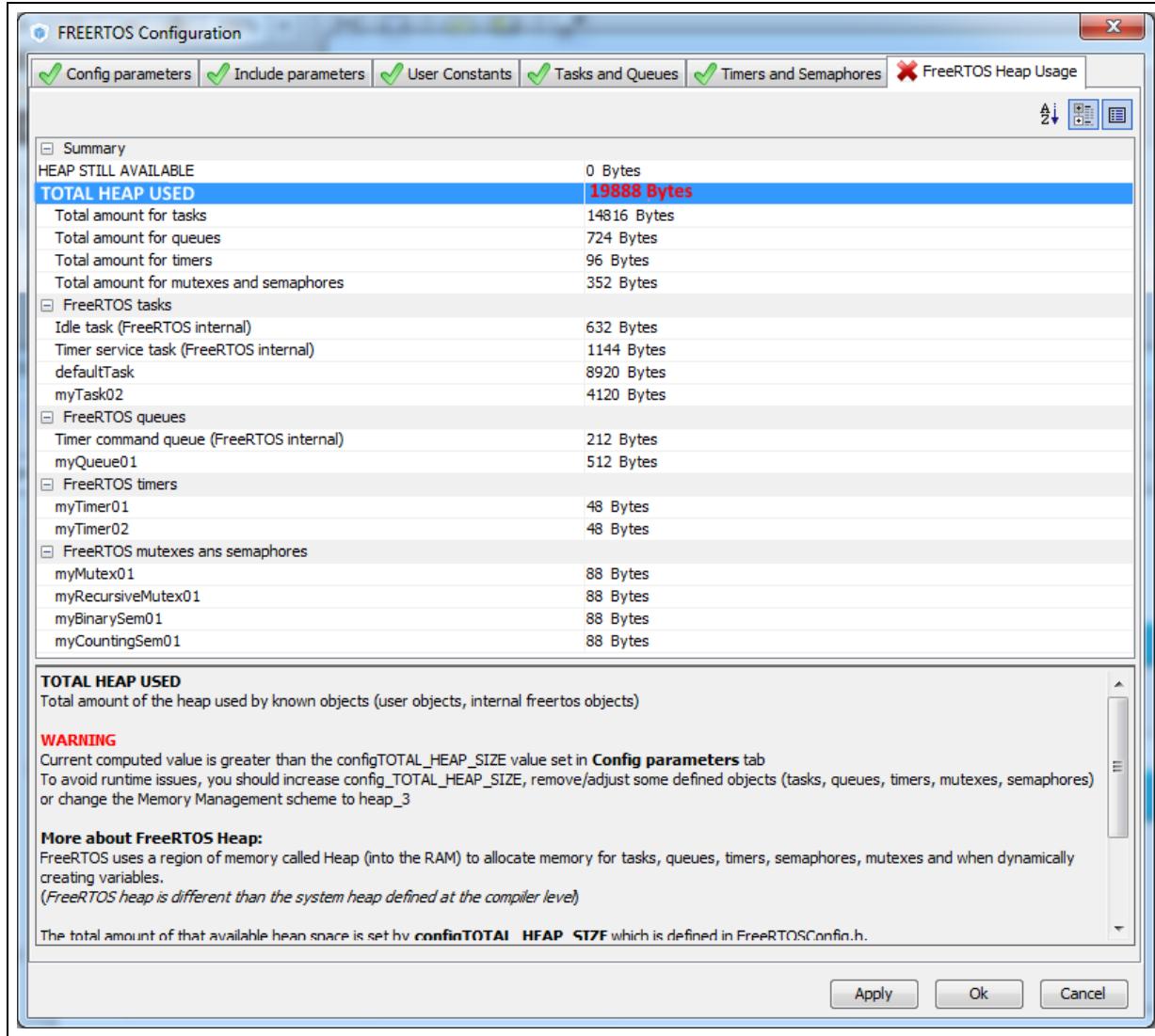
time, while the item size is the size of each data item stored in the queue. The item size can be expressed either in number of bytes or as a data type:

- 1 byte for uint8_t, int8_t, char and portCHAR types
- 2 bytes for uint16_t, int16_t, short and portSHORT types
- 4 bytes for uint32_t, int32_t, int, long and float
- 8 bytes for uint64_t, int64_t and double

By default, the FreeRTOS heap usage calculator uses 4 bytes when the item size can not be automatically derived from user input.

These settings can be updated at any time: double-clicking a queue row opens again the new queue window for editing.

Figure 109. FreeRTOS: creating a new task



The following code snippet shows the generated code corresponding to [Figure 108](#).

```
/* Create the thread(s) */
/* definition and creation of defaultTask */
osThreadDef(defaultTask, StartDefaultTask, osPriorityNormal, 0, 128);
defaultTaskHandle = osThreadCreate(osThread(defaultTask), NULL);

/* definition and creation of Task_A */
osThreadDef(Task_A, StartTask_A, osPriorityHigh, 0, 128);
Task_AHandle = osThreadCreate(osThread(Task_A), NULL);

/* definition and creation of Task_B */
osThreadDef(Task_B, StartTask_B, osPriorityLow, 0, 256);
Task_BHandle = osThreadCreate(osThread(Task_B), NULL);

/* Create the queue(s) */
/* definition and creation of myQueue_1 */
osMessageQDef(myQueue_1, 16, 4);
myQueue_1Handle = osMessageCreate(osMessageQ(myQueue_1), NULL);

/* definition and creation of myQueue_2 */
osMessageQDef(myQueue_2, 32, 2);
myQueue_2Handle = osMessageCreate(osMessageQ(myQueue_2), NULL);
```

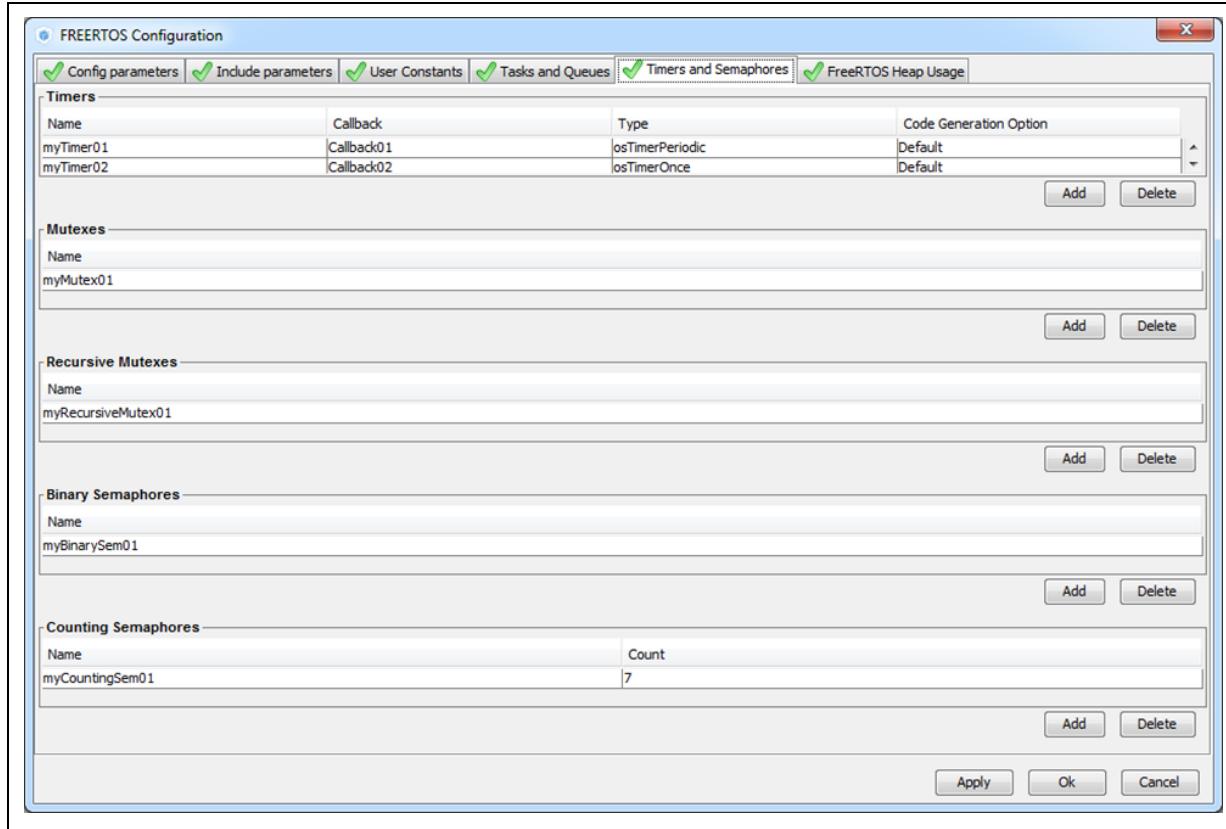
Timers, Mutexes and Semaphores

FreeRTOS timers, mutexes and semaphores can be configured via the FreeRTOS **Timers and Semaphores** tab (see [Figure 110](#)).

Under each object dedicated section, clicking the **Add** button to open the corresponding **New <object>** window where the object specific parameters can be specified. Object settings can be modified at any time: double- clicking the relevant row opens again the **New <object>** window for edition.

Note: *Expand the window if the newly created objects are not visible.*

Figure 110. FreeRTOS - Configuring timers, mutexes and semaphores



- Timers

Prior to creating timers, their usage (USE_TIMERS definition) must be enabled in the **software timer definitions section** of the **Configuration parameters** tab. In the same section, timer task priority, queue length and stack depth can be also configured.

The timer can be created to be one-shot (run once) or auto-reload (periodic). The timer name and the corresponding callback function name must be specified. It is up to the user to fill the callback function code and to specify the timer period (time between the timer being started and its callback function being executed) when calling the CMSIS-RTOS osTimerStart function.

- Mutexes/Semaphores

Prior to creating mutexes, recursive mutexes and counting semaphores, their usage (USE_MUTEXES, USE_RECURSIVE_MUTEXES, USE_COUNTING_SEMAPHORES definitions) must be enabled within the **Kernel settings** section of the **Configuration parameters** tab.

The following code snippet shows the generated code corresponding to [Figure 110: FreeRTOS - Configuring timers, mutexes and semaphores](#).

```
/* Create the semaphore(s) */
/* definition and creation of myBinarySem01 */
osSemaphoreDef(myBinarySem01);
myBinarySem01Handle = osSemaphoreCreate(osSemaphore(myBinarySem01), 1);
```

```
/* definition and creation of myCountingSem01 */
osSemaphoreDef(myCountingSem01);
myCountingSem01Handle = osSemaphoreCreate(osSemaphore(myCountingSem01),
7);

/* Create the timer(s) */
/* definition and creation of myTimer01 */
osTimerDef(myTimer01, Callback01);
myTimer01Handle = osTimerCreate(osTimer(myTimer01), osTimerPeriodic,
NULL);

/* definition and creation of myTimer02 */
osTimerDef(myTimer02, Callback02);
myTimer02Handle = osTimerCreate(osTimer(myTimer02), osTimerOnce, NULL);

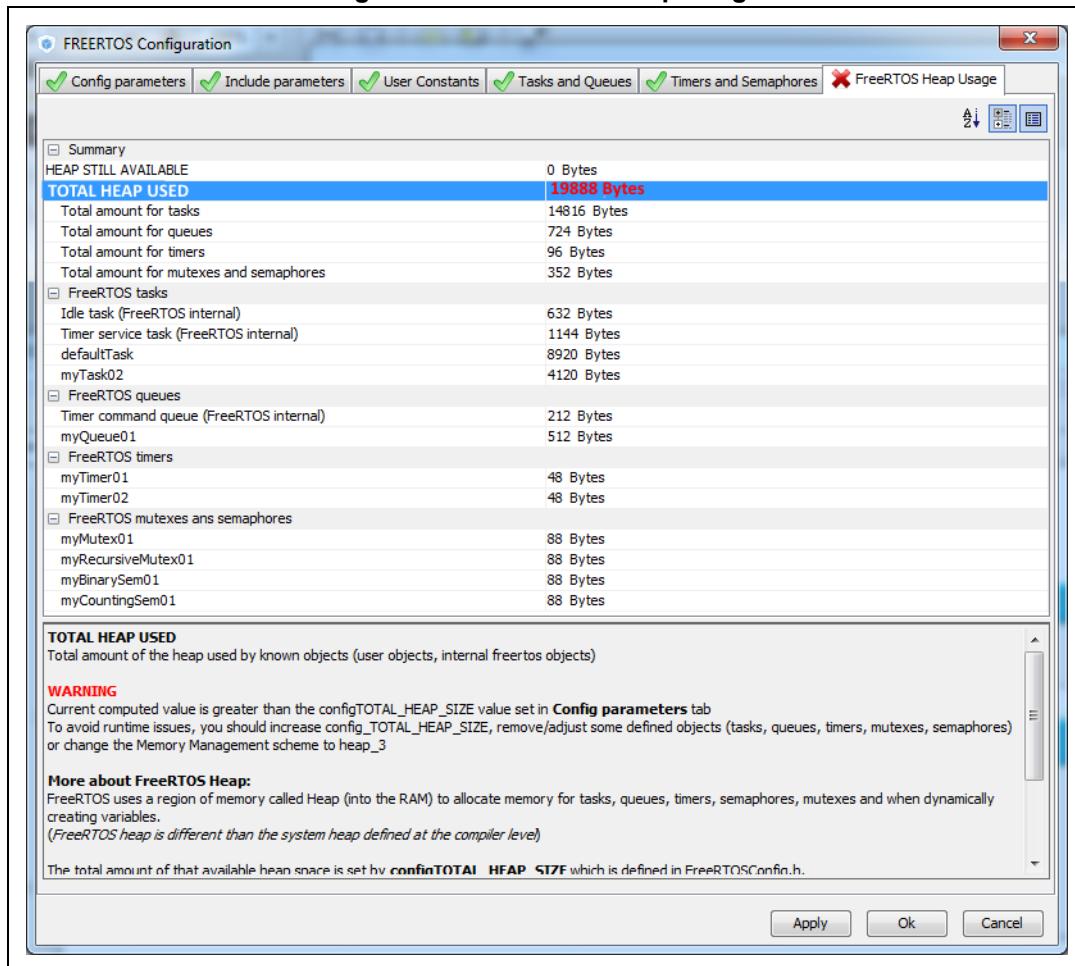
/* Create the mutex(es) */
/* definition and creation of myMutex01 */
osMutexDef(myMutex01);
myMutex01Handle = osMutexCreate(osMutex(myMutex01));

/* Create the recursive mutex(es) */
/* definition and creation of myRecursiveMutex01 */
osMutexDef(myRecursiveMutex01);
myRecursiveMutex01Handle =
osRecursiveMutexCreate(osMutex(myRecursiveMutex01));
```

FreeRTOS heap usage

The **FreeRTOS Heap usage** tab displays the heap currently used and compares it to the TOTAL_HEAP_SIZE parameter set in the **Config Parameters** tab. When the total heap used crosses the TOTAL_HEAP_SIZE maximum threshold, it is shown in red and a red cross appears on the tab (see [Figure 111](#)).

Figure 111. FreeRTOS Heap usage



5.13.7 Graphics frameworks and simulator

After selecting a Graphics capable microcontroller (see [MCU selection based on graphics criteria](#)), the user can select STemWin graphics framework.

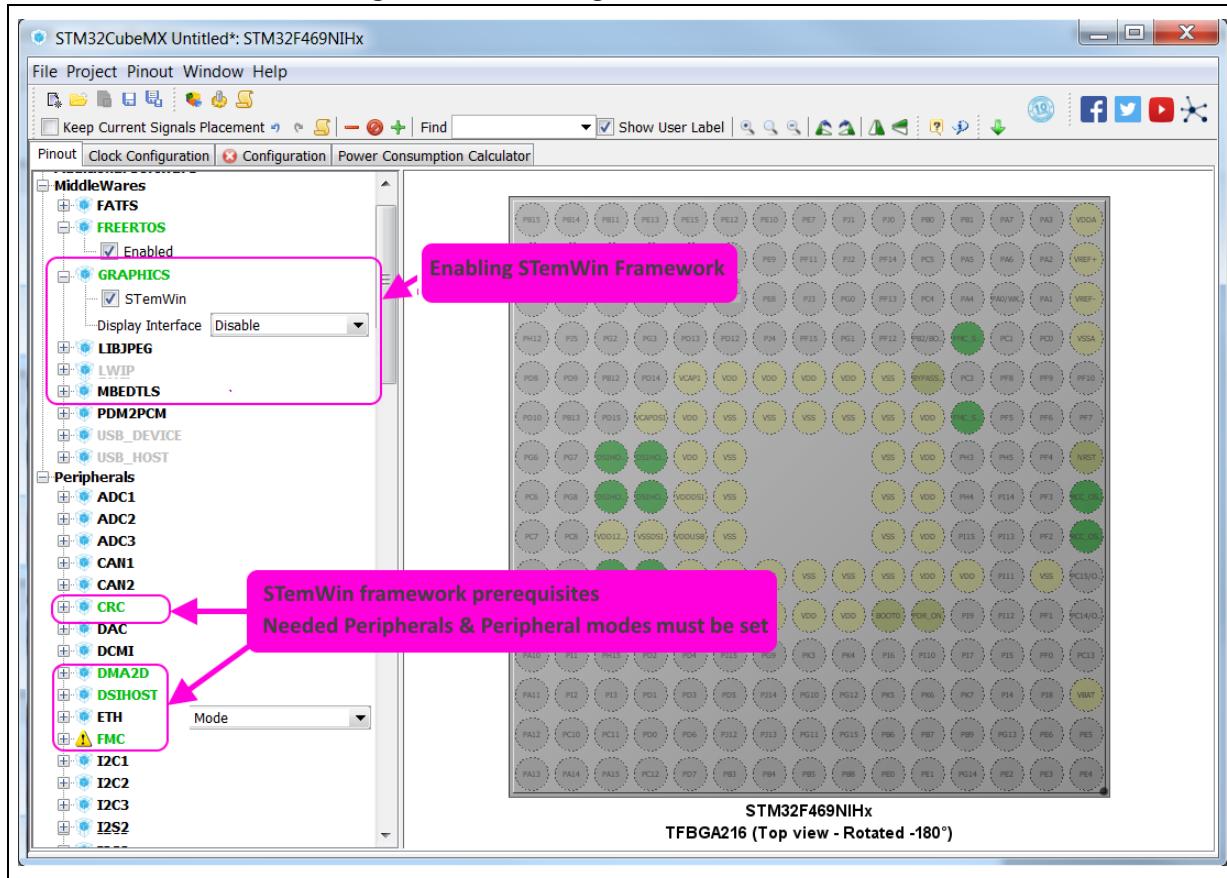
For more details, refer to associated documentation and license terms available within STM32CubeF4 and STM32CubeF7 embedded software packages.

Using the Graphics simulator, the user will be able to compare the Graphics current configuration performances with simulated settings. These latter can be imported to be used in the project.

Pinout view: enabling Graphics frameworks and prerequisites

In the pinout view, the necessary peripherals and middleware must be correctly configured for a Graphic framework to be fully available. Hover the mouse over the framework name to show the tooltip detailing the prerequisites (see [Figure 112](#)).

Figure 112. Enabling STemWin Frameworks



Configuration view: GRAPHICS configuration window

After selecting in the pinout view a Graphics framework and the relevant Display interface, the GRAPHICS configuration button is shown in green in the configuration view.

Clicking the GRAPHICS button opens the Graphics configuration window for configuring Graphics common parameters, framework specific parameters and launching framework specific tools. See the tutorials dedicated to each framework for details.

Figure 113. Configuration view for Graphics

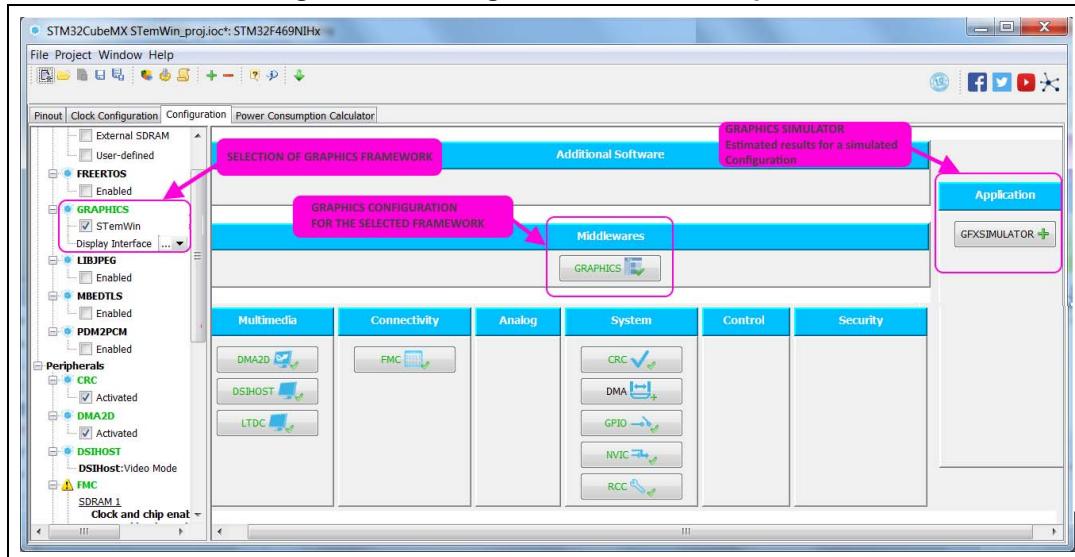
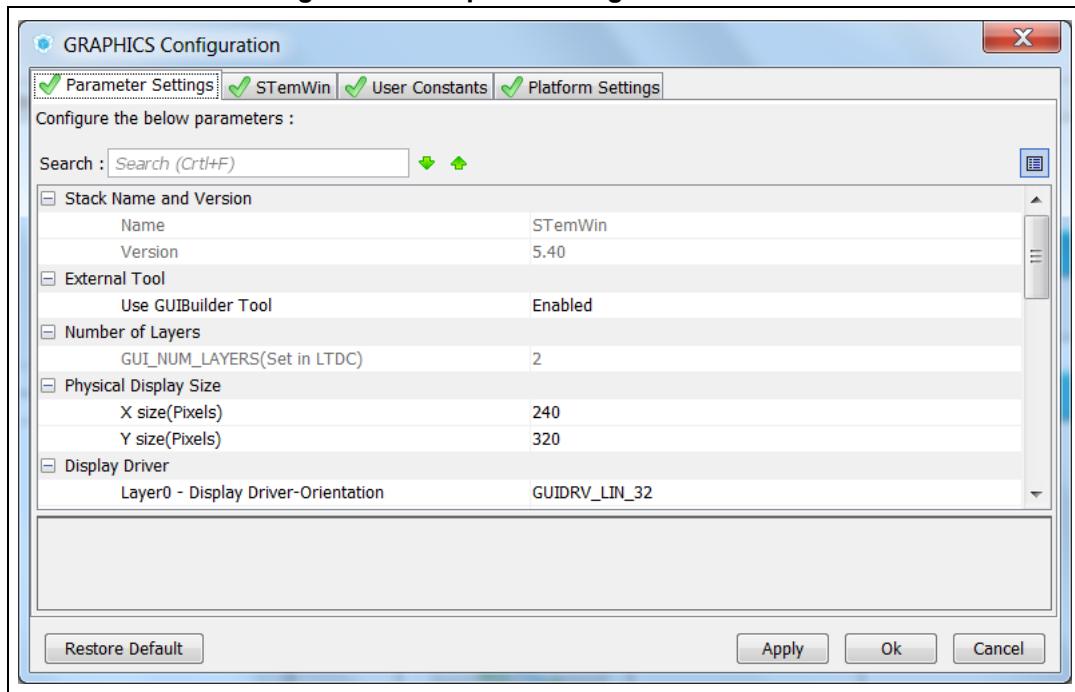


Figure 114. Graphics configuration window



Configuration view: Graphics simulator

Clicking the GFXSIMULATOR button opens the Graphics simulator user interface.

In the left panel, the user can edit parameters to change the simulator default configuration.

In the right panel, the user can visualize the Graphics configuration of the current project.

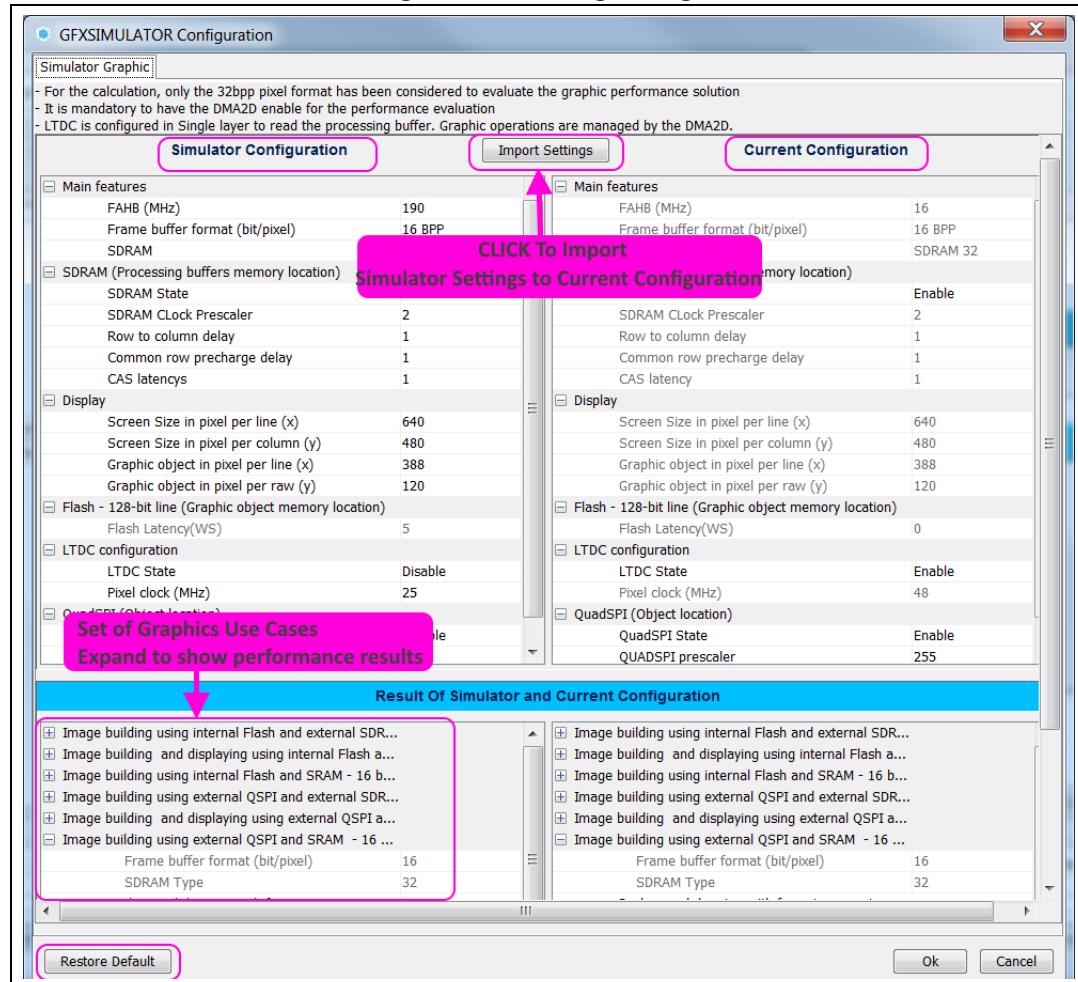
In the bottom panels, the user can compare both configurations performance results for a set of Graphics use cases.

If satisfied with simulator results, the user can click the “Import Settings” button to import simulator settings in the current configuration.

Clicking Restore Default restores STM32CubeMX default settings for the Simulator Configuration.

Clicking Ok saves the changes done within the Simulator Configuration panel and saved settings will be used next time the GFXSIMULATOR window will be reopened.

Figure 115. Saving changes



5.14 Clock tree configuration view

STM32CubeMX **Clock configuration** window (see [Figure 116](#)) provides a schematic overview of the clock paths, clock sources, dividers, and multipliers. Drop-down menus and buttons allow modifying the actual clock tree configuration to meet user application requirements.

Actual clock speeds are displayed and active. The clock signals that are used are highlighted in blue.

Out-of-range configured values are highlighted in red to flag potential issues. A solver feature is proposed to automatically resolve such configuration issues (see [Figure 117](#)).

Reverse path is supported: just enter the required clock speed in the blue field and STM32CubeMX will attempt to reconfigure multipliers and dividers to provide the requested value. The resulting clock value can then be locked by right clicking the field to prevent modifications.

STM32CubeMX generates the corresponding initialization code:

- main.c with relevant HAL_RCC structure initializations and function calls
- stm32xxxx_hal_conf.h for oscillator frequencies and V_{DD} values.

5.14.1 Clock tree configuration functions

External clock sources

When external clock sources are used, the user must previously enable them from the **Pinout** view available under the RCC peripheral.

Peripheral clock configuration options

Some other paths, corresponding to clock peripherals, are grayed out. To become active, the peripheral must be properly configured in the **Pinout** view (e.g. USB). This view allows to:

- **Enter a frequency value for the CPU Clock (HCLK), buses or peripheral clocks**
STM32CubeMX tries to propose a clock tree configuration that reaches the desired frequency while adjusting prescalers and dividers and taking into account other peripheral constraints (such as USB clock minimum value). If no solution can be found,

STM32CubeMX proposes to switch to a different clock source or can even conclude that no solution matches the desired frequency.

- **Lock the frequency fields for which the current value should be preserved**

Right click a frequency field and select **Lock** to preserve the value currently assigned when STM32CubeMX will search for a new clock configuration solution.

The user can unlock the locked frequency fields when the preservation is no longer necessary.

- **Select the clock source that will drive the system clock (SYSCLK)**

- External oscillator clock (HSE) for a user defined frequency.
- Internal oscillator clock (HSI) for the defined fixed frequency.
- Main PLL clock

- **Select secondary sources (as available for the product)**

- Low-speed internal (LSI) or external (LSE) clock
- I2S input clock
- ...

- **Select prescalers, dividers and multipliers values.**

- **Enable the Clock Security system (CSS) on HSE when it is supported by the MCU**

This feature is available only when the HSE clock is used as the system clock source directly or indirectly through the PLL. It allows detecting HSE failure and inform the software about it, thus allowing the MCU to perform rescue operations.

- **Enable the CSS on LSE when it is supported by the MCU**

This feature is available only when the LSE and LSI are enabled and after the RTC or LCD clock sources have been selected to be either LSE or LSI.

- **Reset the Clock tree default settings by using the toolbar Reset button ():**

This feature reloads STM32CubeMX default clock tree configuration.

- **Undo/Redo user configuration steps by using the toolbar Undo/Redo buttons ( )**

- **Detect and resolve configuration issues**

Erroneous clock tree configurations are detected prior to code generation. Errors are highlighted in red and the **Clock Configuration** view is marked with a red cross (see [Figure 117](#)).

Issues can be resolved manually or automatically by clicking the **Resolve Clock Issue** button () which is enabled only if issues have been detected.

The underlying resolution process follows a specific sequence:

- Setting HSE frequency to its maximum value (optional).
- Setting HCLK frequency then peripheral frequencies to a maximum or minimum value (optional).
- Changing multiplexers inputs (optional).
- Finally, iterating through multiplier/dividers values to fix the issue. The clock tree is cleared from red highlights if a solution is found. Otherwise an error message is displayed.

Note:

To be available from the clock tree, external clocks, I2S input clock, and master clocks shall be enabled in RCC configuration in the Pinout view. This information is also available as tooltips.

The tool will automatically perform the following operations:

- Adjust bus frequencies, timers, peripherals and master output clocks according to user selection of clock sources, clock frequencies and prescalers/multipliers/dividers values.
- Check the validity of user settings.
- Highlight invalid settings in red and provide tooltips to guide the user to achieve a valid configuration.

The Clock tree view is adjusted according to the RCC settings (configured in RCC pinout and configuration views) and vice versa:

- If in RCC **Pinout** view, the external and output clocks are enabled, they become configurable in the clock tree view.
- If in RCC Configuration view, the Timer prescaler is enabled, the choice of Timer clocks multipliers will be adjusted.

Conversely, the clock tree configuration may affect some RCC parameters in the configuration view:

- Flash latency: number of wait states automatically derived from V_{DD} voltage, HCLK frequency, and power over-drive state.
- Power regulator voltage scale: automatically derived from HCLK frequency.
- Power over-drive is enabled automatically according to HCLK frequency. When the power drive is enabled, the maximum possible frequency values for AHB and APB domains are increased. They are displayed in the Clock tree view.

The default optimal system settings that is used at startup are defined in the `system_stm32f4xx.c` file. This file is copied by STM32CubeMX from the STM32CubeF4 MCU package. The switch to user defined clock settings is done afterwards in the main function.

Figure 116 gives an example of Clock tree configuration view for an STM32F429x MCU and *Table 14* describes the widgets that can be used to configure each clock.

Figure 116. STM32F429xx Clock Tree configuration view

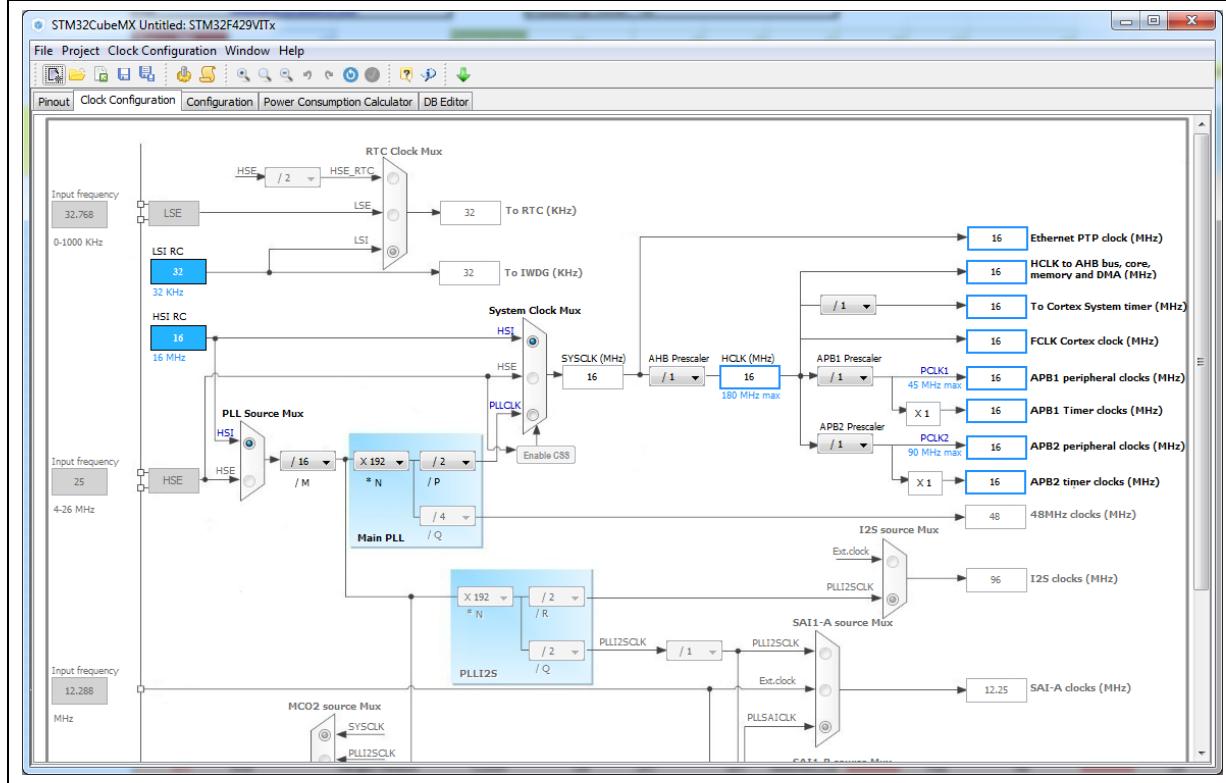


Figure 117. Clock Tree configuration view with errors

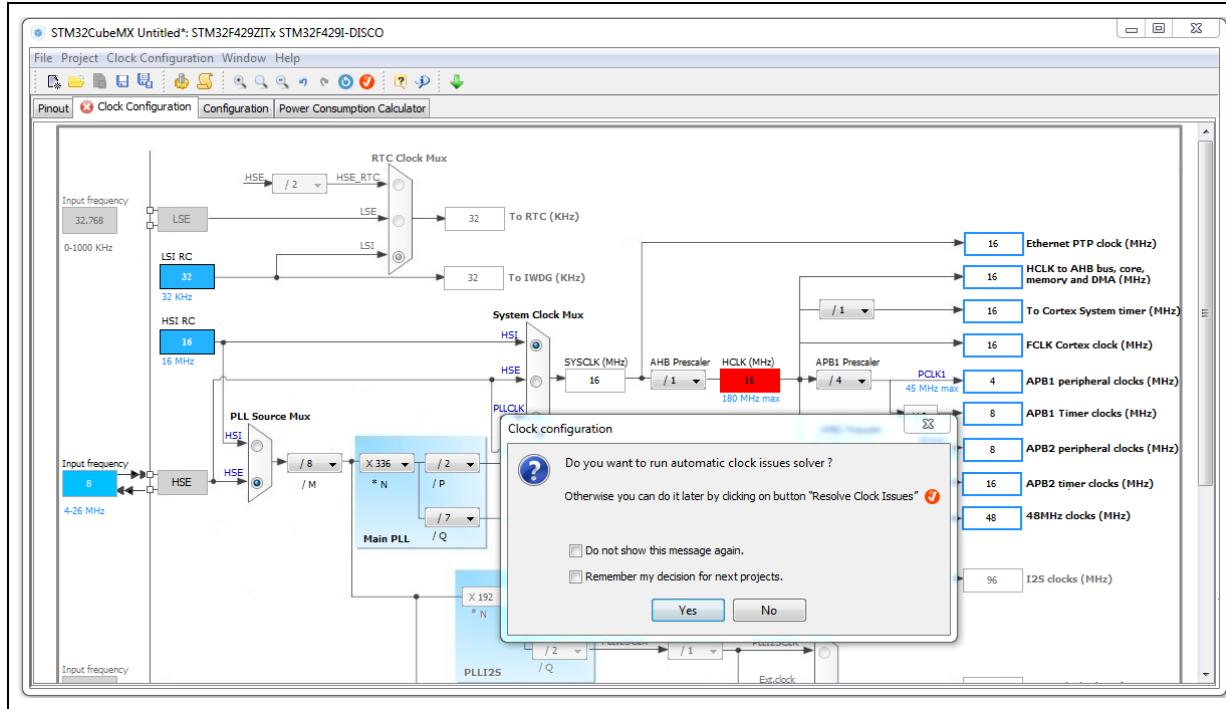


Table 14. Clock tree view widget

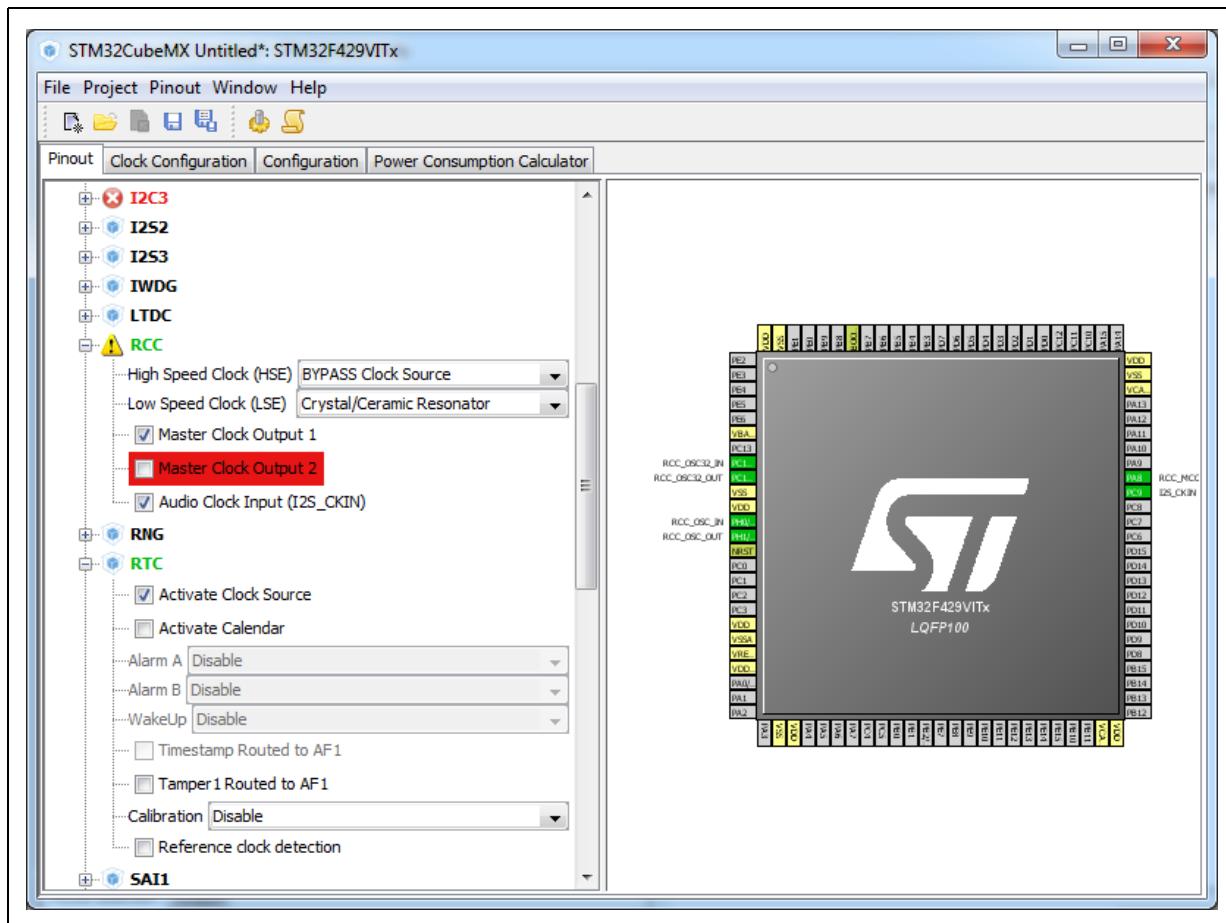
Format	Configuration status of the Peripheral Instance
	Active clock sources
	Unavailable settings are blurred or grayed out (clock sources, dividers,...)
	Gray drop down lists for prescalers, dividers, multipliers selection.
	Multiplier selection
	User defined frequency values
	Automatically derived frequency values
	User-modifiable frequency field
	Right click blue border rectangles, to lock/unlock a frequency field. Lock to preserve the frequency value during clock tree configuration updates.

5.14.2 Recommendations

The **Clock tree** view is not the only entry for clock configuration.

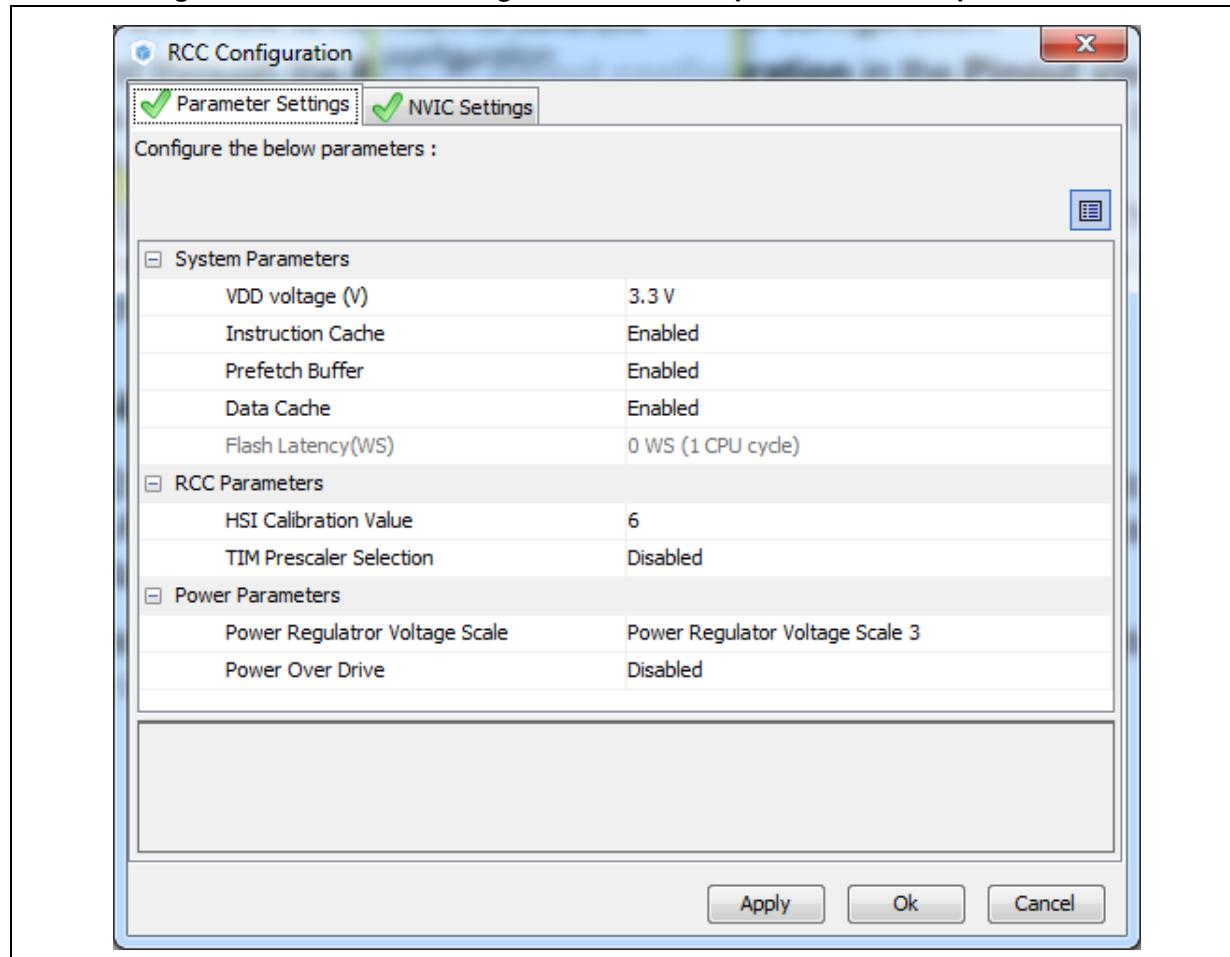
1. Go first through the **RCC pinout configuration** in the **Pinout** view to enable the clocks as needed: external clocks, master output clocks and Audio I2S input clock when available (see *Figure 118*).

Figure 118. Clock tree configuration: enabling RTC, RCC Clock source and outputs from Pinout view



2. Then go to the **RCC configuration** in the **Configuration view**. The settings defined there for advanced configurations will be reflected in the **clock tree view**. The settings defined in the clock tree view may change the settings in the RCC configuration (see [Figure 119](#)).

Figure 119. Clock tree configuration: RCC Peripheral Advanced parameters



5.14.3 STM32F43x/42x power-over drive feature

STM32F42x/43x MCUs implement a power over-drive feature allowing to work at the maximum AHB/APB bus frequencies (e.g., 180 MHz for HCLK) when a sufficient V_{DD} supply voltage is applied (e.g $V_{DD} > 2.1$ V).

[Table 15](#) lists the different parameters linked to the power over-drive feature and their availability in STM32CubeMX user interface.

Table 15. Voltage scaling versus power over-drive and HCLK frequency

Parameter	STM32CubeMX panel	Value
V _{DD} voltage	Configuration (RCC)	User-defined within a predefined range. Impacts power over-drive.
Power Regulator voltage scaling	Configuration (RCC)	Automatically derived from HCLK frequency and power over-drive (see Table 16).
Power Over Drive	Configuration (RCC)	This value is conditioned by HCLK and V _{DD} values (see Table 16). It can be enabled only if V _{DD} ≥ 2.2 V When V _{DD} ≥ 2.2 V, it is either automatically derived from HCLK or it can be configured by the user if multiple choices are possible (e.g., HCLK = 130 MHz)
HCLK/AHB clock maximum frequency value	Clock Configuration	Displayed in blue to indicate the maximum possible value. For example: maximum value is 168 MHz for HCLK when power over-drive cannot be activated (when V _{DD} ≤ 2.1 V), otherwise it is 180 MHz.
APB1/APB2 clock maximum frequency value	Clock Configuration	Displayed in blue to indicate maximum possible value

[Table 16](#) gives the relations between power-over drive mode and HCLK frequency.

Table 16. Relations between power over-drive and HCLK frequency

HCLK frequency range: V _{DD} > 2.1 V required to enable power over-drive (POD)	Corresponding voltage scaling and power over-drive (POD)
≤120 MHz	Scale 3 POD is disabled
120 to 144 MHz	Scale 2 POD can be either disabled or enabled
144 to 168 MHz	Scale 1 when POD is disabled Scale 2 when POD is enabled
168 to 180 MHz	POD must be enabled Scale 1 (otherwise frequency range not supported)

5.14.4 Clock tree glossary

Table 17. Glossary

Acronym	Definition
HSI	High Speed Internal oscillator: enabled after reset, lower accuracy than HSE.
HSE	High Speed External oscillator: requires an external clock circuit.
PLL	Phase Locked Loop: used to multiply above clock sources.

Table 17. Glossary (continued)

Acronym	Definition
LSI	Low Speed Internal clock: low power clocks usually used for watchdog timers.
LSE	Low Speed External clock: powered by an external clock.
SYSCLK	System clock
HCLK	Internal AHB clock frequency
FCLK	Cortex free running clock
AHB	Advanced High Performance Bus
APB1	Low speed Advanced Peripheral Bus
APB2	High speed Advanced Peripheral Bus

5.15 Power Consumption Calculator view

For an ever-growing number of embedded systems applications, power consumption is a major concern. To help minimizing it, STM32CubeMX offers the **Power Consumption Calculator** tab (see [Figure 120](#)), which, given a microcontroller, a battery model and a user-defined power sequence, provides the following results:

- Average current consumption

Power consumption values can either be taken from the datasheet or interpolated from a user specified bus or core frequency.

- Battery life

- Average DMIPs

DMIPs values are directly taken from the MCU datasheet and are neither interpolated nor extrapolated.

- Maximum ambient temperature (T_{AMAX})

According to the chip internal power consumption, the package type and a maximum junction temperature of 105 °C, the tool computes the maximum ambient temperature to ensure good operating conditions.

Current T_{AMAX} implementation does not account for I/O consumption. For an accurate T_{AMAX} estimate, I/O consumption must be specified using the Additional Consumption field. The formula for I/O dynamic current consumption is specified in the microcontroller datasheet.

The **Power Consumption Calculator** view allows developers to visualize an estimate of the embedded application consumption and lower it further at each power sequence step:

- Make use of low power modes when any available
- Adjust clock sources and frequencies based on the step requirements.
- Enable the peripherals necessary for each phase.

For each step, the user can choose VBUS as possible power source instead of the battery. This will impact the battery life estimation. If power consumption measurements are available at different voltage levels, STM32CubeMX will also propose a choice of voltage values (see [Figure 124](#)).

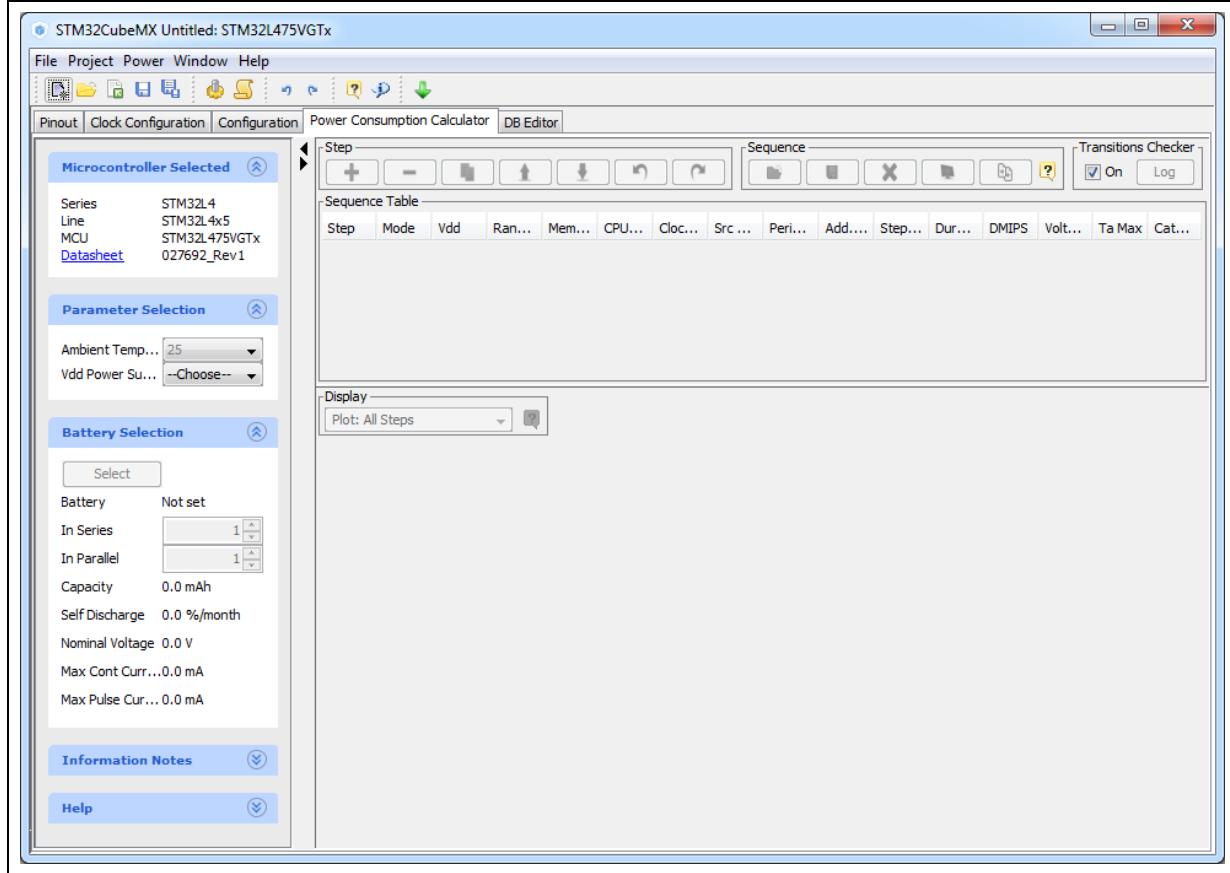
An additional option, the transition checker, is available for STM32L0, STM32L1, STM32L4 and STM32L4+ Series. When it is enabled, the transition checker detects invalid transitions

within the currently configured sequence. It ensures that only possible transitions are proposed to the user when a new step is added.

5.15.1 Building a power consumption sequence

The default starting view is shown in *Figure 120*.

Figure 120. Power Consumption Calculator default view



Selecting a V_{DD} value

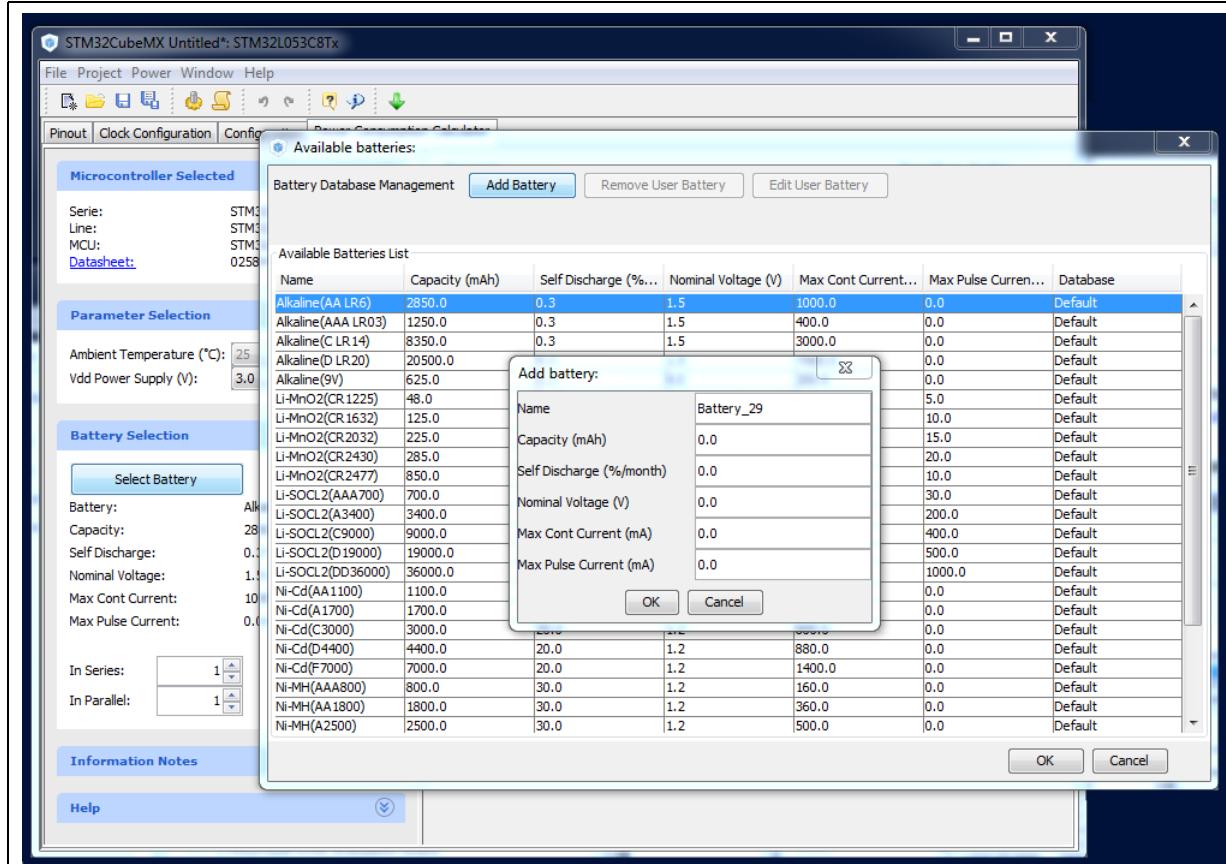
From this view and when multiple choices are available, the user must select a V_{DD} value.

Selecting a battery model (optional)

Optionally, the user can select a battery model. This can also be done once the power consumption sequence is configured.

The user can select a predefined battery or choose to specify a new battery that best matches its application (see *Figure 121*).

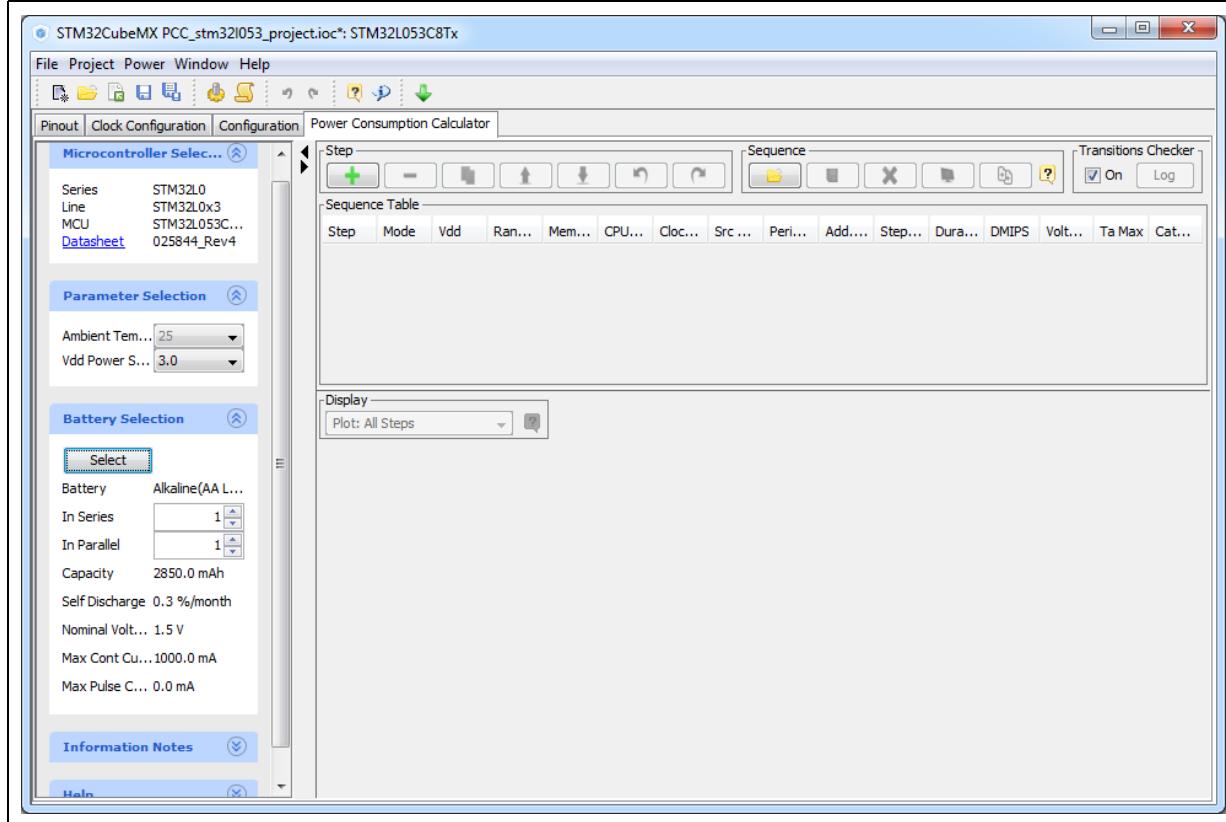
Figure 121. Battery selection



Power sequence default view

The user can now proceed and build a power sequence (see [Figure 122](#)).

Figure 122. Building a power consumption sequence



Managing sequence steps

Steps can be reorganized within a sequence (**Add** new, **Delete** a step, **Duplicate** a step, move **Up** or **Down** in the sequence) using the set of Step buttons (see [Figure 123](#)).

The user can undo or redo the last configuration actions by clicking the **Undo** button in the Power Consumption Calculator view or the Undo icon from the main toolbar

Figure 123. Step management functions

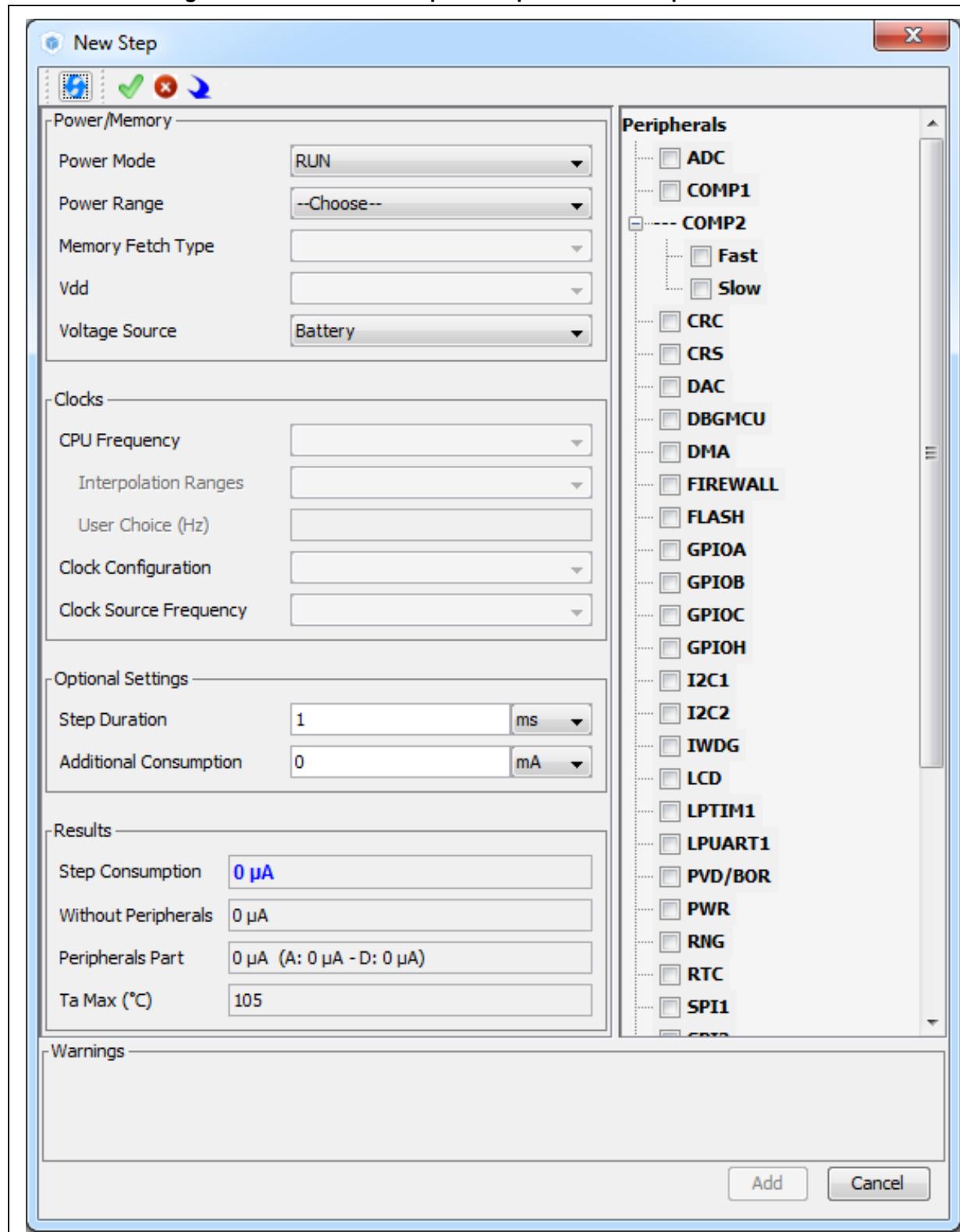


Adding a step

There are two ways to add a new step:

- Click **Add** in the Power Consumption panel. The **New Step** window opens with empty step settings.
- Or, select a step from the sequence table and click **Duplicate**. A **New Step** window opens duplicating the step settings. (see [Figure 124](#)).

Figure 124. Power consumption sequence: new step default view

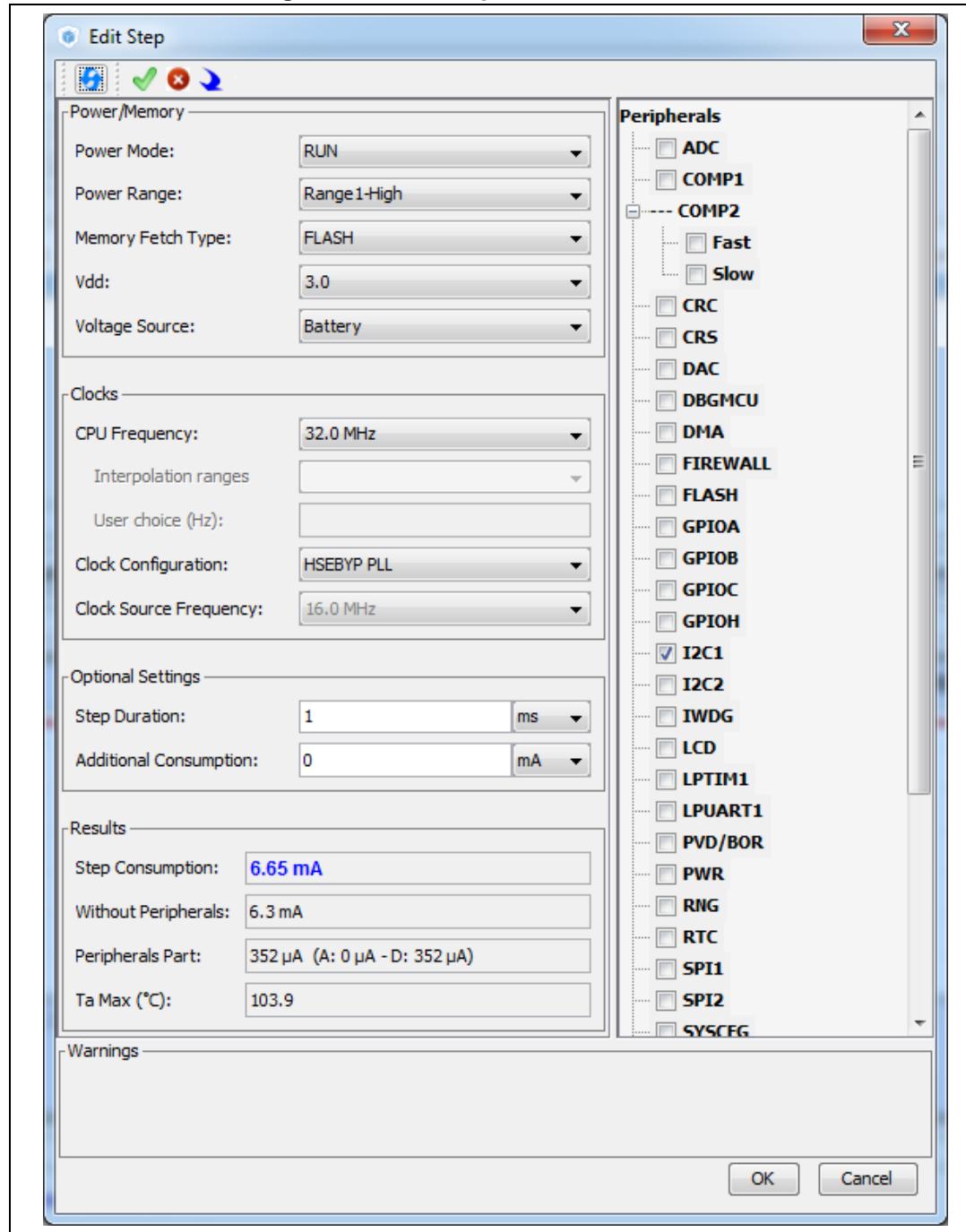


Once a step is configured, resulting current consumption and $T_{A\text{MAX}}$ values are provided in the window.

Editing a step

To edit a step, double-click it in the sequence table. The **Edit Step** window opens (see [Figure 125](#)).

Figure 125. Edit Step window



Moving a step

By default, a new step is added at the end of a sequence.

Click the step in the sequence table to select it and use the **Up** and **Down** buttons to move it elsewhere in the sequence.

Deleting a step

Select the step to be deleted and click the **Delete** button.

Using the transition checker

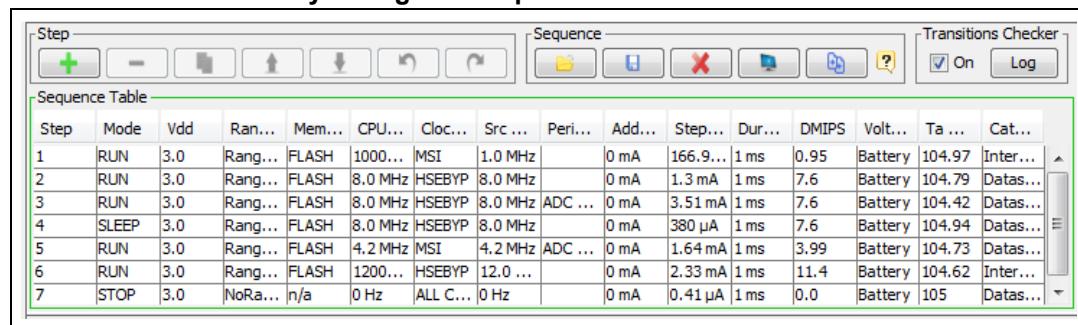
Not all transitions between power modes are possible. The Power Consumption Calculator proposes a transition checker to detect invalid transitions or restrict the sequence configuration to only valid transitions.

Enabling the transition checker option prior to sequence configuration ensures the user will be able to select only valid transition steps.

Enabling the transition checker option on an already configured sequence will highlight the sequence in green (green frame) if all transitions are valid (see [Figure 126](#)), or in red if at least one transition is invalid (red frame with description of invalid step highlighted in red) (see [Figure 127](#)).

In this case, the user can click the **Show log** button to find out how to solve the transition issue (see [Figure 128](#)).

Figure 126. Enabling the transition checker option on an already configured sequence - All transitions valid



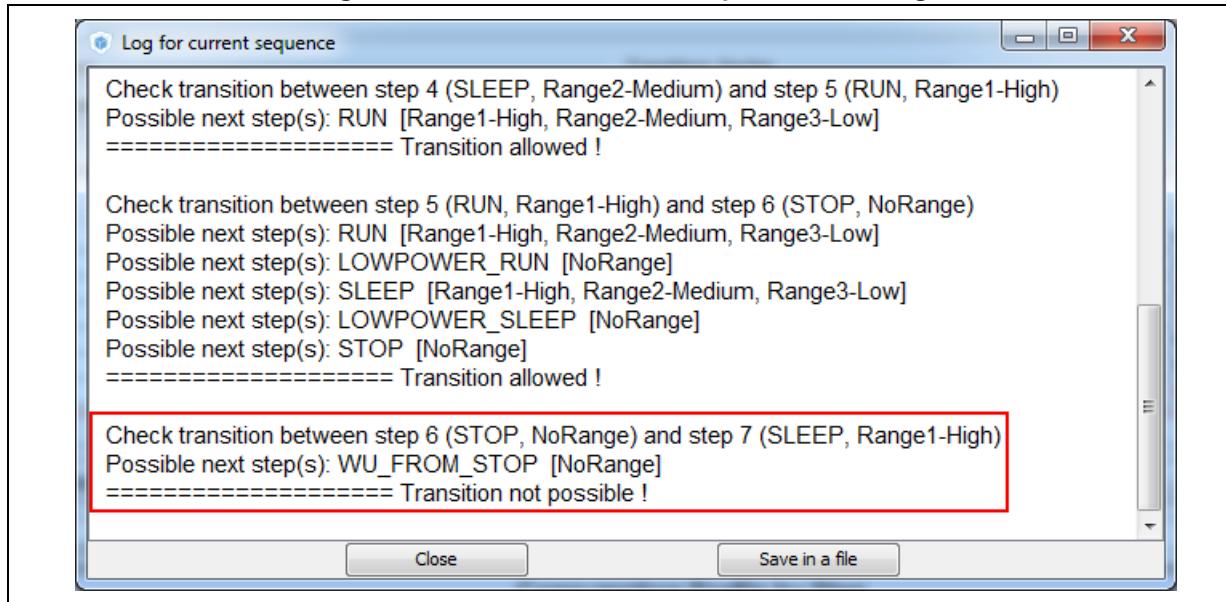
The screenshot shows the STM32CubeMX Sequence Table interface. At the top, there are buttons for Step (add, remove, up, down, refresh), Sequence (load, save, delete, log, transitions checker), and a checkbox for 'On' (checked) and 'Log'. The main area is titled 'Sequence Table' and contains a table with 14 columns: Step, Mode, Vdd, Ran..., Mem..., CPU..., Cloc..., Src..., Peri..., Add..., Step..., Dur..., DMIPS, Volt..., Ta..., and Cat... . The table has 7 rows, labeled 1 through 7. Row 1 is 'RUN' mode at 3.0V. Rows 2-6 are also 'RUN' mode at 3.0V, with varying configurations like FLASH, HSEBYP, ADC, and clock frequencies. Row 7 is 'STOP' mode at 3.0V. The entire sequence is highlighted with a green border, indicating all transitions are valid.

Step	Mode	Vdd	Ran...	Mem...	CPU...	Cloc...	Src...	Peri...	Add...	Step...	Dur...	DMIPS	Volt...	Ta...	Cat...
1	RUN	3.0	Rang...	FLASH	1000...	MSI	1.0 MHz		0 mA	166.9...	1 ms	0.95	Battery	104.97	Inter...
2	RUN	3.0	Rang...	FLASH	8.0 MHz	HSEBYP	8.0 MHz		0 mA	1.3 mA	1 ms	7.6	Battery	104.79	Data...
3	RUN	3.0	Rang...	FLASH	8.0 MHz	HSEBYP	8.0 MHz	ADC ...	0 mA	3.51 mA	1 ms	7.6	Battery	104.42	Data...
4	SLEEP	3.0	Rang...	FLASH	8.0 MHz	HSEBYP	8.0 MHz		0 mA	380 µA	1 ms	7.6	Battery	104.94	Data...
5	RUN	3.0	Rang...	FLASH	4.2 MHz	MSI	4.2 MHz	ADC ...	0 mA	1.64 mA	1 ms	3.99	Battery	104.73	Data...
6	RUN	3.0	Rang...	FLASH	1200...	HSEBYP	12.0 ...		0 mA	2.33 mA	1 ms	11.4	Battery	104.62	Inter...
7	STOP	3.0	NoRa...	n/a	0 Hz	ALL C...	0 Hz		0 mA	0.41 µA	1 ms	0.0	Battery	105	Data...

Figure 127. Enabling the transition checker option on an already configured sequence - At least one transition invalid

Step	Mode	Vdd	Ran...	Mem...	CPU...	Cloc...	Src ...	Peri...	Add...	Step...	Dura...	DMIPS	Volt...	Ta Max	Cat...
1	RUN	3.0	Rang...	FLASH	10000...	MSI	1.0 MHz		0 mA	166.9...	1 ms	0.95	Battery	104.97	Inter...
2	RUN	3.0	Rang...	FLASH	8.0 MHz	HSEBYP	8.0 MHz		0 mA	1.3 mA	1 ms	7.6	Battery	104.79	Data...
3	RUN	3.0	Rang...	FLASH	8.0 MHz	HSEBYP	8.0 MHz	ADC ...	0 mA	3.51 mA	1 ms	7.6	Battery	104.42	Data...
4	SLEEP	3.0	Rang...	FLASH	8.0 MHz	HSEBYP	8.0 MHz		0 mA	380 µA	1 ms	7.6	Battery	104.94	Data...
5	RUN	3.0	Rang...	FLASH	4.2 MHz	MSI	4.2 MHz	ADC ...	0 mA	1.64 mA	1 ms	3.99	Battery	104.73	Data...
6	RUN	3.0	Rang...	FLASH	12000...	HSEBYP	12.0 ...		0 mA	2.33 mA	1 ms	11.4	Battery	104.62	Inter...
7	STOP	3.0	NoRa...	n/a	0 Hz	ALL C...	0 Hz		0 mA	0.41 µA	1 ms	0.0	Battery	105	Data...
8	SLEEP	3.0	Rang...	FLASH	80000...	HSEBYP	8.0 MHz		0 mA	380 µA	1 ms	7.6	Battery	104.94	Inter...

Figure 128. Transition checker option - Show log



5.15.2 Configuring a step in the power sequence

The step configuration is performed from the **Edit Step** and **New Step** windows. The graphical interface guides the user by forcing a predefined order for setting parameters.

Their naming may differ according to the selected MCU Series. For details on each parameter, refer to [Section 5.15.4](#) glossary and to [Appendix D: STM32 microcontrollers power consumption parameters](#) or to the electrical characteristics section of the datasheet.

The parameters are set automatically by the tool when there is only one possible value (in this case, the parameter cannot be modified and is grayed out). The tool proposes only the configuration choices relevant to the selected MCU.

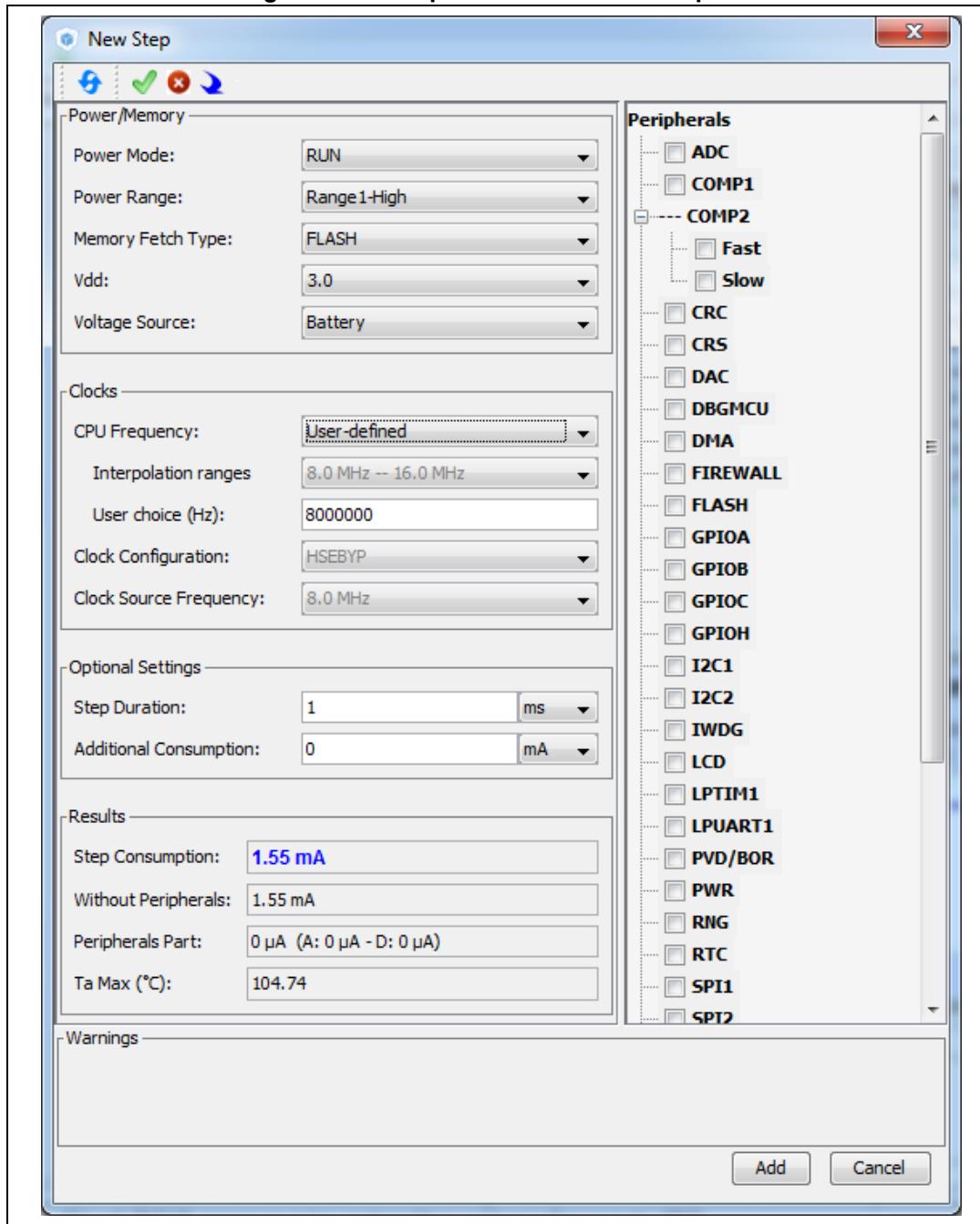
Proceed as follow to configure a new step:

1. Click **Add** or **Duplicate** to open the **New step** window or double-click a step from the sequence table to open the **Edit step** window.
2. Within the open step window, select in the following order:
 - **The Power Mode**
Changing the Power Mode resets the whole step configuration.
 - **The Peripherals**
Peripherals can be selected/deselected at any time after the Power Mode is configured.
 - **The Power scale**
The power scale corresponds to the power consumption range (STM32L1) or the power scale (STM32F4).
Changing the Power Mode or the Power Consumption Range discards all subsequent configurations.
 - **The Memory Fetch Type**
 - The V_{DD} value if multiple choices available
 - The voltage source (battery or VBUS)
 - **A Clock Configuration**
Changing the Clock Configuration resets the frequency choices further down.
 - When multiple choices are available, the **CPU Frequency** (STM32F4) and the **AHB Bus Frequency/CPU Frequency**(STM32L1) or, for active modes, a user specified frequency. In this case, the consumption value will be interpolated (see [Section : Using interpolation](#)).
3. Optionally set
 - **A step duration** (1 ms is the default value)
 - An **additional consumption** value (expressed in mA) to reflect, for example, external components used by the application (external regulator, external pull-up, LEDs or other displays). This value added to the microcontroller power consumption will impact the step overall power consumption.
4. Once the configuration is complete, the **Add** button becomes active. Click it to create the step and add it to the sequence table.

Using interpolation

For steps configured for active modes (Run, Sleep), frequency interpolation is supported by selecting CPU frequency as User Defined and entering a frequency in Hz (see [Figure 129](#)).

Figure 129. Interpolated Power consumption

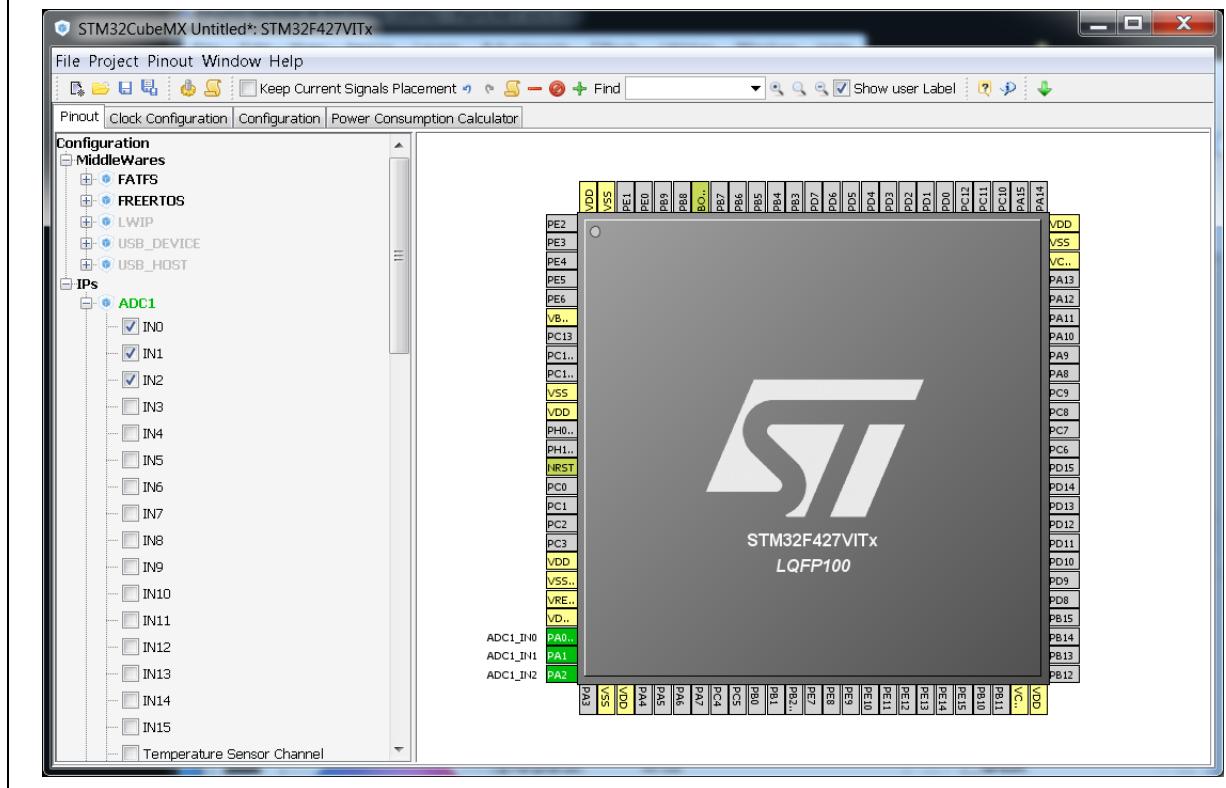


Importing pinout

Figure 130 illustrates the example of the ADC configuration in the **Pinout** view: clicking **Import Pinout** in the Power Consumption Calculator view selects the ADC peripheral and GPIO A (*Figure 131*).

The **Import pinout** button  allows to automatically select the peripherals that have been configured in the **Pinout** view.

Figure 130. ADC selected in Pinout view

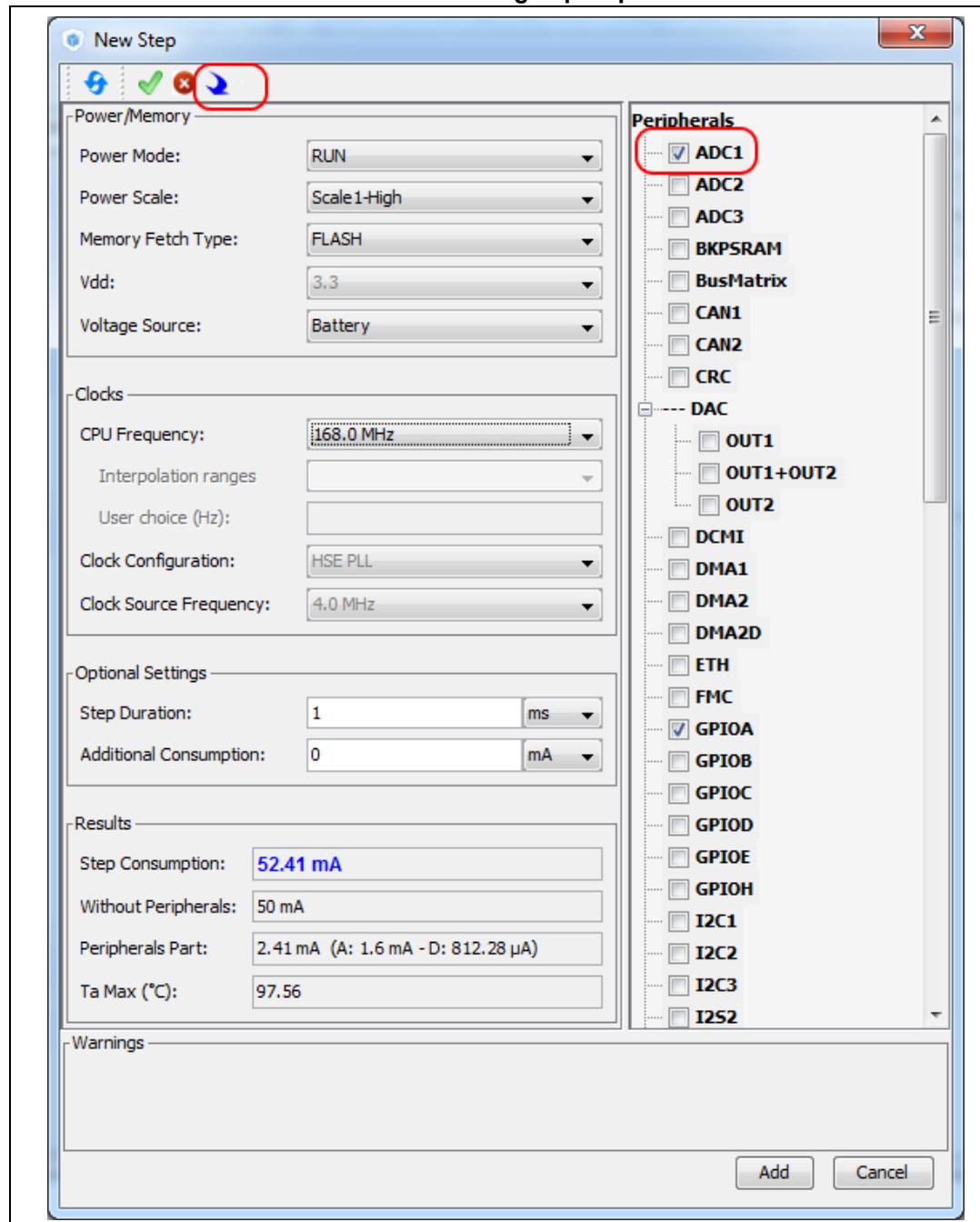


Selecting/deselecting all peripherals

Clicking the **Select All** button allows selecting all peripherals at once.

Clicking **Deselect All** removes them as contributors to the consumption.

**Figure 131. Power Consumption Calculator Step configuration window:
ADC enabled using import pinout**

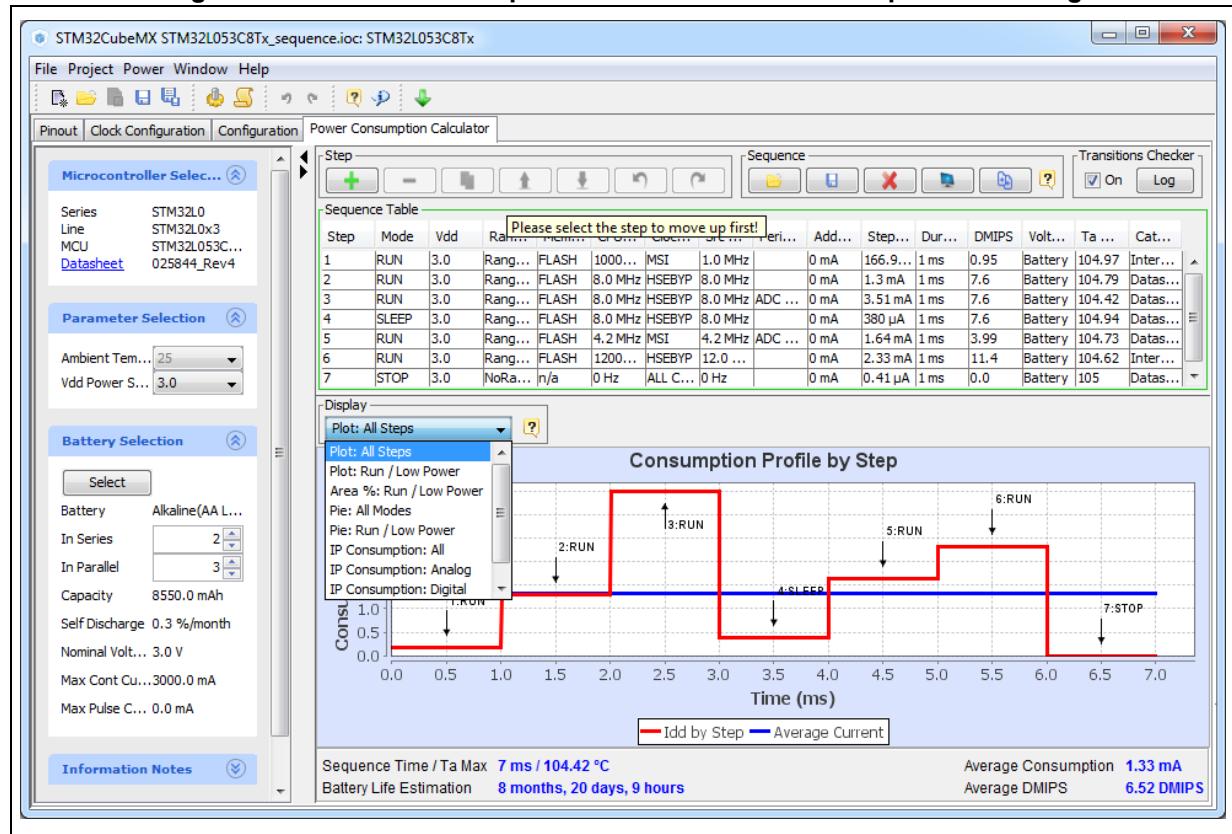


5.15.3 Managing user-defined power sequence and reviewing results

The configuration of a power sequence leads to an update of the Power Consumption Calculator view (see [Figure 132](#)):

- The sequence table shows all steps and step parameters values. A category column indicates whether the consumption values are taken from the datasheet or are interpolated.
- The sequence chart area shows different views of the power sequence according to a display type (e.g. plot all steps, plot low power versus run modes, ..)
- The results summary provides the total sequence time, the maximum ambient temperature (T_{AMAX}), plus an estimate of the average power consumption, DMIPS, and battery lifetime provided a valid battery configuration has been selected.

Figure 132. Power Consumption Calculator view after sequence building



Managing the whole sequence (load, save and compare)

The current sequence can be saved or deleted by clicking  and , respectively.

In addition, a previously saved sequence can be either loaded in the current view or opened for comparison by clicking  (see [Figure 133](#)).

Figure 133. Sequence table management functions



To load a previously saved sequence:

1. Click the load button .
2. Browse to select the sequence to load.

To open a previously saved sequence for comparison:

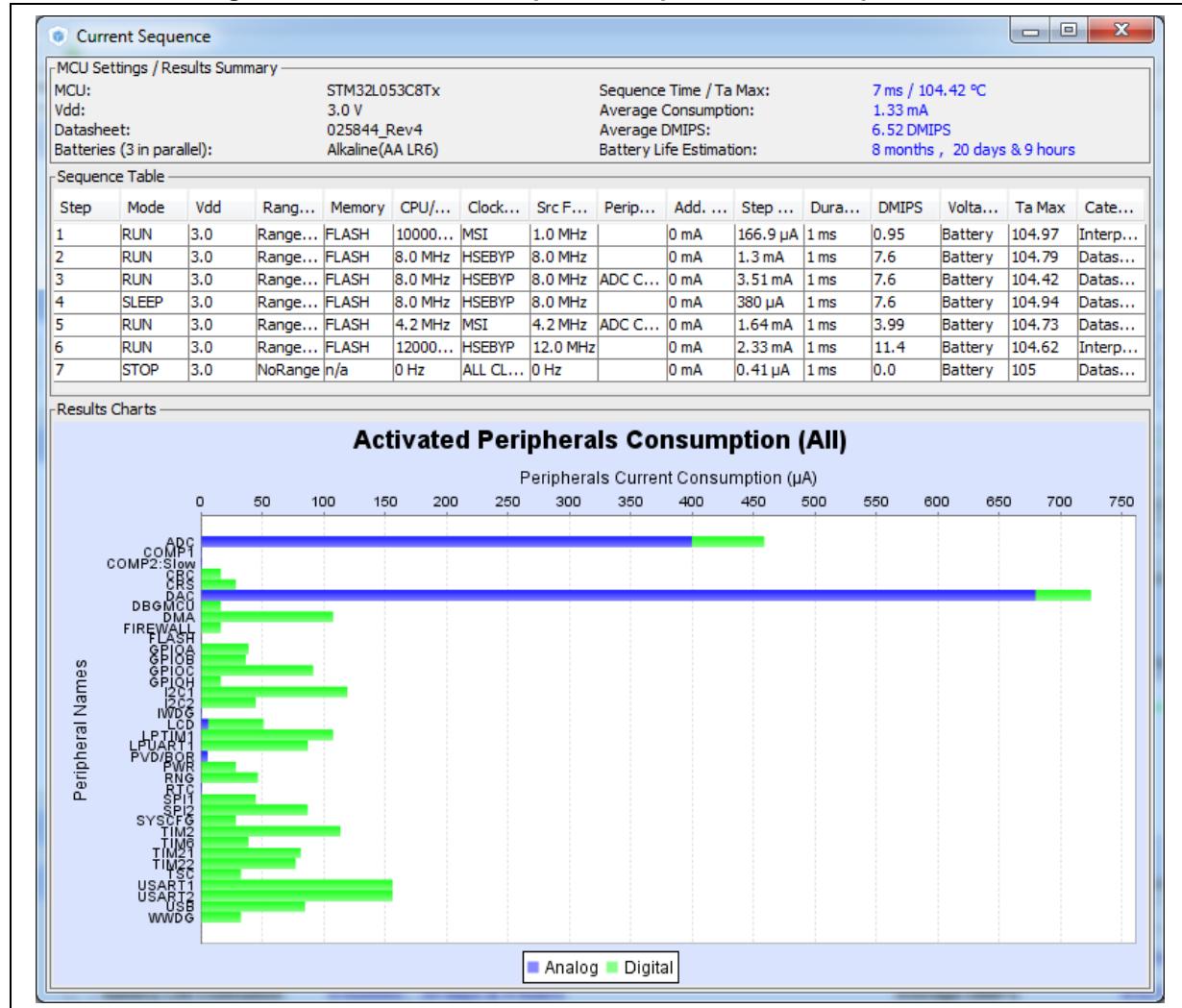
1. Click the **Compare** button .
2. Browse and select the .pcs sequence file to be compared with the current sequence. A new window opens showing the selected sequence details.

Managing the results charts and display options

In the Display area, select the type of chart to display (sequence steps, pie charts, consumption per peripherals, ...). You can also click **External Display** to open the charts in dedicated windows (see [Figure 134](#)).

Right-click on the chart to access the contextual menus: **Properties**, **Copy**, **Save** as png picture file, **Print**, **Zoom** menus, and **Auto Range** to reset to the original view before zoom operations. **Zooming** can also be achieved by mouse selecting from left to right a zone in the chart and **Zoom reset** by clicking the chart and dragging the mouse to the left.

Figure 134. Power Consumption: Peripherals Consumption Chart



Overview of the Results summary area

This area provides the following information (see [Figure 135](#)):

- Total sequence time as the sum of the sequence steps durations.
- Average consumption as the sum of each step consumption weighed by the step duration.
- The average DMIPS (Dhrystone Million Instructions per Second) based on Dhrystone benchmark, highlighting the CPU performance for the defined sequence.
- Battery life estimation for the selected battery model, based on the average power consumption and the battery self-discharge.
- $T_{A\text{MAX}}$: highest maximum ambient temperature value encountered during the sequence.

Figure 135. Description of the Results area

Results Summary		Average Consumption	1.33 mA
Sequence Time / T_a Max	7 ms / 104.42 °C		
Battery Life Estimation	8 months , 20 days & 9 hours	Average DMIPS	6.52 DMIPS

5.15.4 Power sequence step parameters glossary

The parameters that characterize power sequence steps are the following (refer to [Appendix D: STM32 microcontrollers power consumption parameters](#) for more details):

- Power modes
To save energy, it is recommended to switch the microcontroller operating mode from running mode, where a maximum power is required, to a low-power mode requiring limited resources.
- V_{CORE} range (STM32L1) or Power scale (STM32F4)
These parameters are set by software to control the power supply range for digital peripherals.
- Memory Fetch Type
This field proposes the possible memory locations for application C code execution. It can be either RAM, FLASH or FLASH with ART ON or OFF (only for families that feature a proprietary Adaptive real-time (ART) memory accelerator which increases the program execution speed when executing from Flash memory).

The performance achieved thanks to the ART accelerator is equivalent to 0 wait state program execution from Flash memory. In terms of power consumption, it is equivalent to program execution from RAM. In addition, STM32CubeMX uses the same selection choice to cover both settings, RAM and Flash with ART ON.

- Clock Configuration

This operation sets the AHB bus frequency or the CPU frequency that will be used for computing the microcontroller power consumption. When there is only one possible choice, the frequencies are automatically configured.

The clock configuration drop-down list allows to configure the application clocks:

- The internal or external oscillator sources: MSI, HSI, LSI, HSE or LSE),
- The oscillator frequency,
- Other determining parameters: PLL ON, LSE Bypass, AHB prescaler value, LCD with duty...

- Peripherals

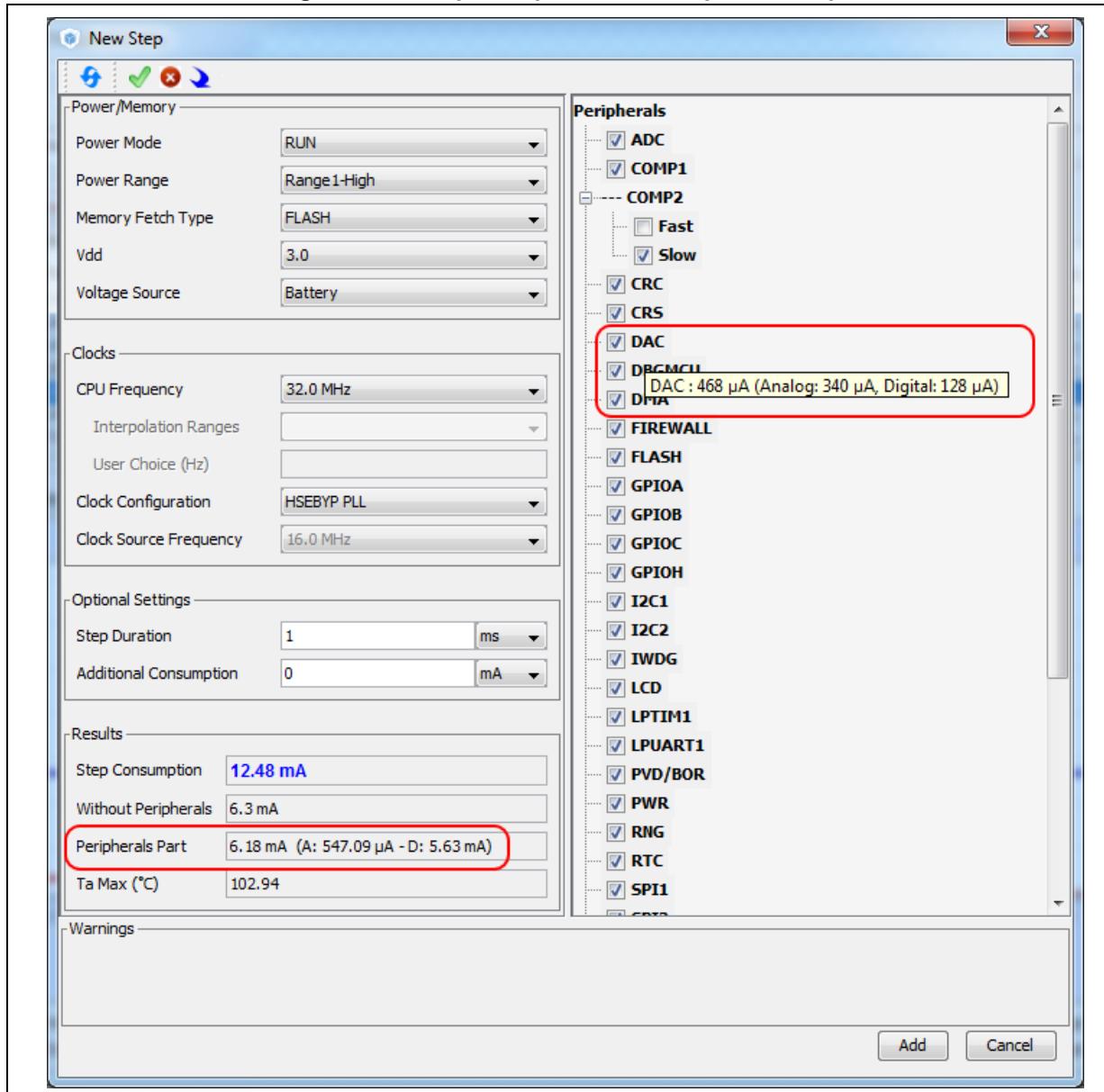
The peripheral list shows the peripherals available for the selected power mode. The power consumption is given assuming that peripherals are only clocked (e.g. not in use by a running program). Each peripheral can be enabled or disabled. Peripherals individual power consumptions are displayed in a tooltip. An overall consumption due to peripheral analog and digital parts is provided in the step Results area (see [Figure 136](#)).

The user can select the peripherals relevant for the application:

- None (**Disable All**),
- Some (using peripheral dedicated checkbox),
- All (**Activate All**),
- Or all from the previously defined pinout configuration (**Import Pinout**).

Only the selected and enabled peripherals are taken into account when computing the power consumption.

Figure 136. Peripheral power consumption tooltip



- Step duration

The user can change the default step duration value. When building a sequence, the user can either create steps according to the application actual power sequence or define them as a percentage spent in each mode. For example, if an application spends 30% in Run mode, 20% in Sleep and 50% in Stop, the user must configure a 3-step sequence consisting in 30 ms in Run, 20 ms in Sleep and 50 ms in Stop.

- Additional Consumption

This field allows entering an additional consumption resulting from specific user configuration (e.g. MCU providing power supply to other connected devices).

5.15.5 Battery glossary

- Capacity (mAh)
Amount of energy that can be delivered in a single battery discharge.
- Self-discharge (%/month)
This percentage, over a specified period, represents the loss of battery capacity when the battery is not used (open-circuit conditions), as a result of internal leakage.
- Nominal voltage (V)
Voltage supplied by a fully charged battery.
- Max. Continuous Current (mA)
This current corresponds to the maximum current that can be delivered during the battery lifetime period without damaging the battery.
- Max. Pulse Current (mA)

This is the maximum pulse current that can be delivered exceptionally, for instance when the application is switched on during the starting phase.

5.15.6 SMPS feature

Some microcontroller part numbers such as STM32L496xxxxP allow connecting an external switched mode power supply (SMPS) to further reduce power consumption.

For such microcontrollers, the Power Consumption Calculator tool offer the following features:

- Selection of SMPS for the current project:
From the left panel, check the **Use SMPS** box to use SMPS (see [Figure 137](#)). By default, ST SMPS model is used.
- Selection of another SMPS model by clicking the **Change** button.
This opens the SMPS database management window in which the user can add a new SMPS model (see [Figure 138](#)). The user can then select a different SMPS model for the current sequence (see [Figure 139](#), [Figure 140](#) and [Figure 141](#))
- Check for invalid SMPS transitions in the current sequence by enabling the SMPS checker.
To do this, select the checkbox to enable the checker and click the **Help** button to open the reference state diagram (see [Figure 142](#)).
- Configuration of SMPS mode for each step (see [Figure 143](#)).
If the SMPS checker is enabled, only the SMPS modes valid for the current step are proposed.

Figure 137. Selecting SMPS for the current project

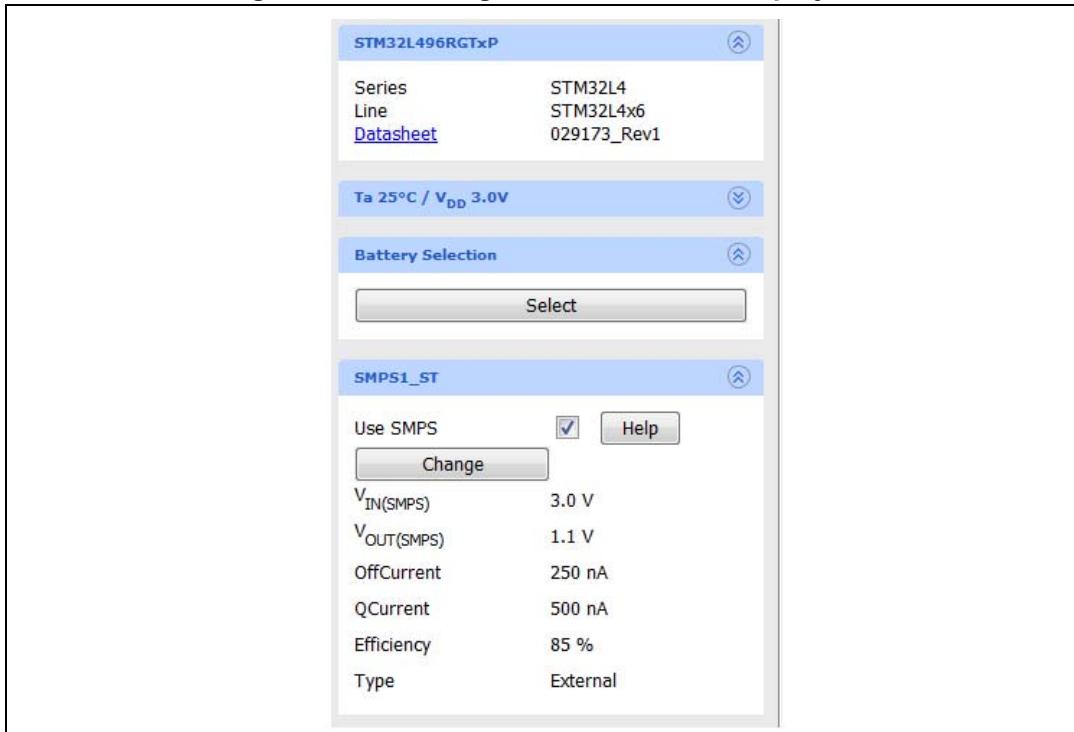


Figure 138. SMPS database - adding new SMPS models

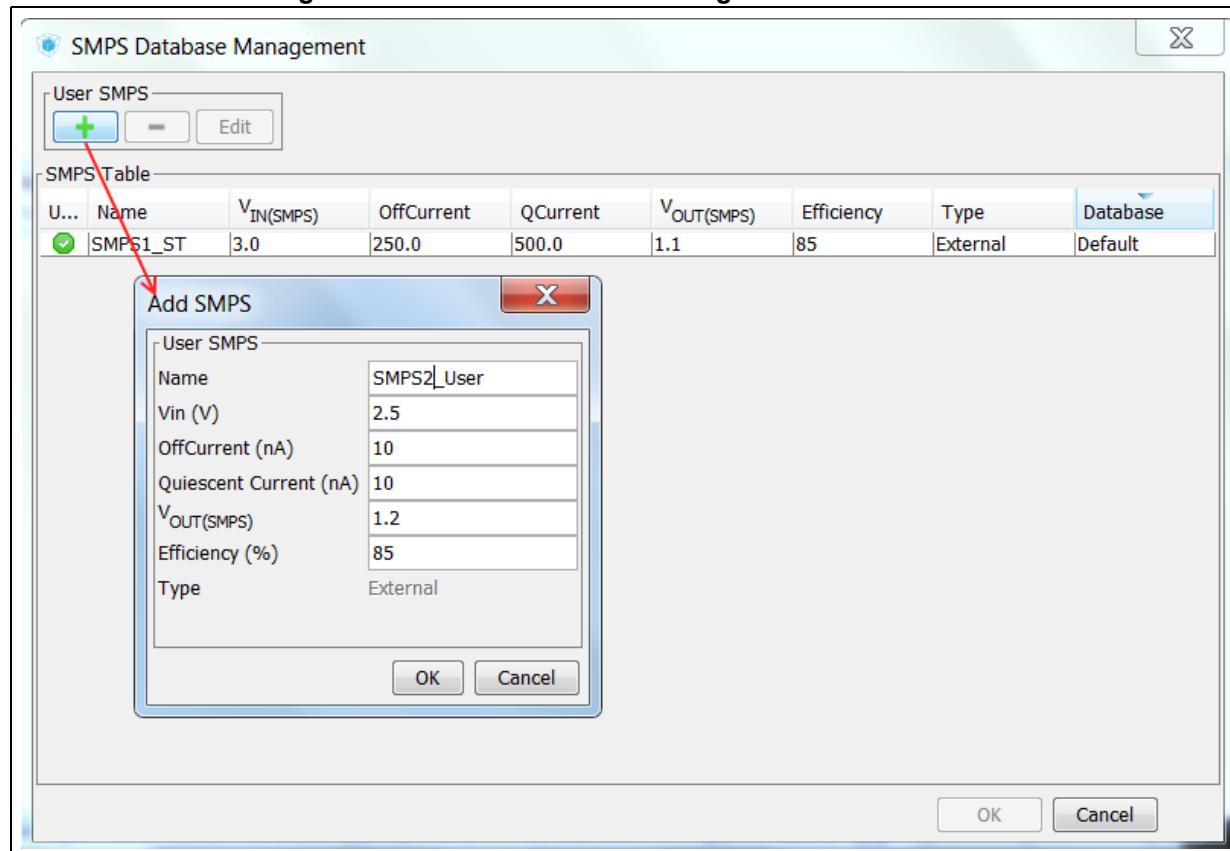


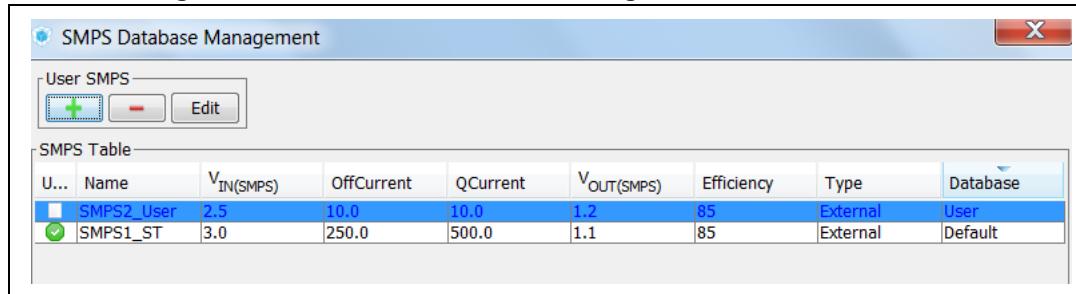
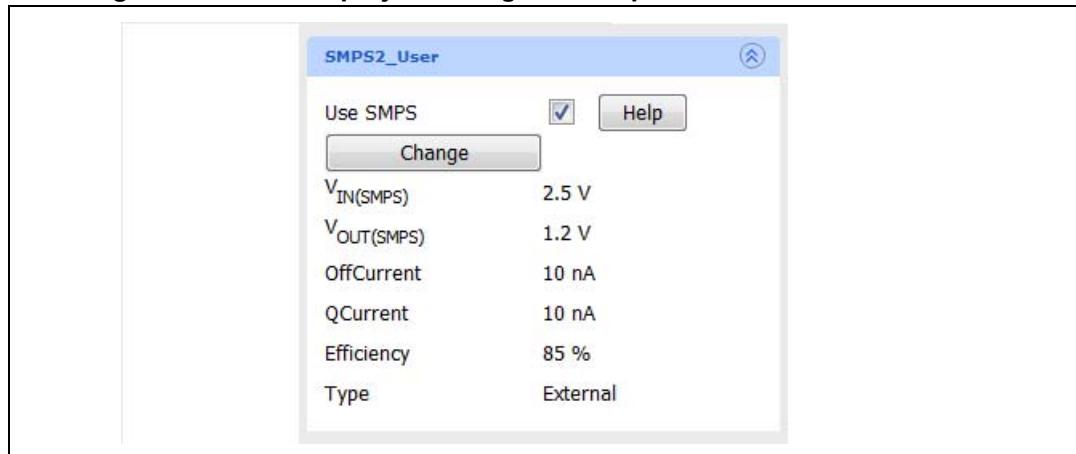
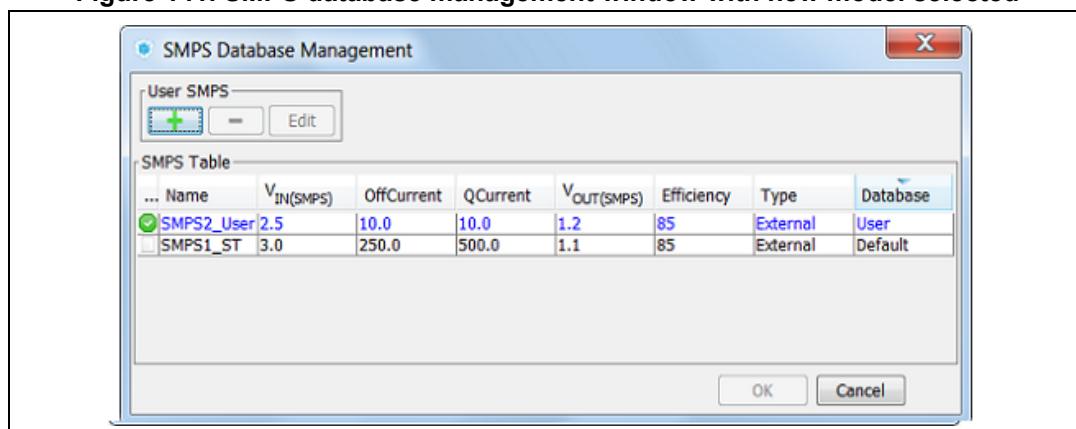
Figure 139. SMPS database - Selecting a different SMPS model**Figure 140. Current project configuration updated with new SMPS model****Figure 141. SMPS database management window with new model selected**

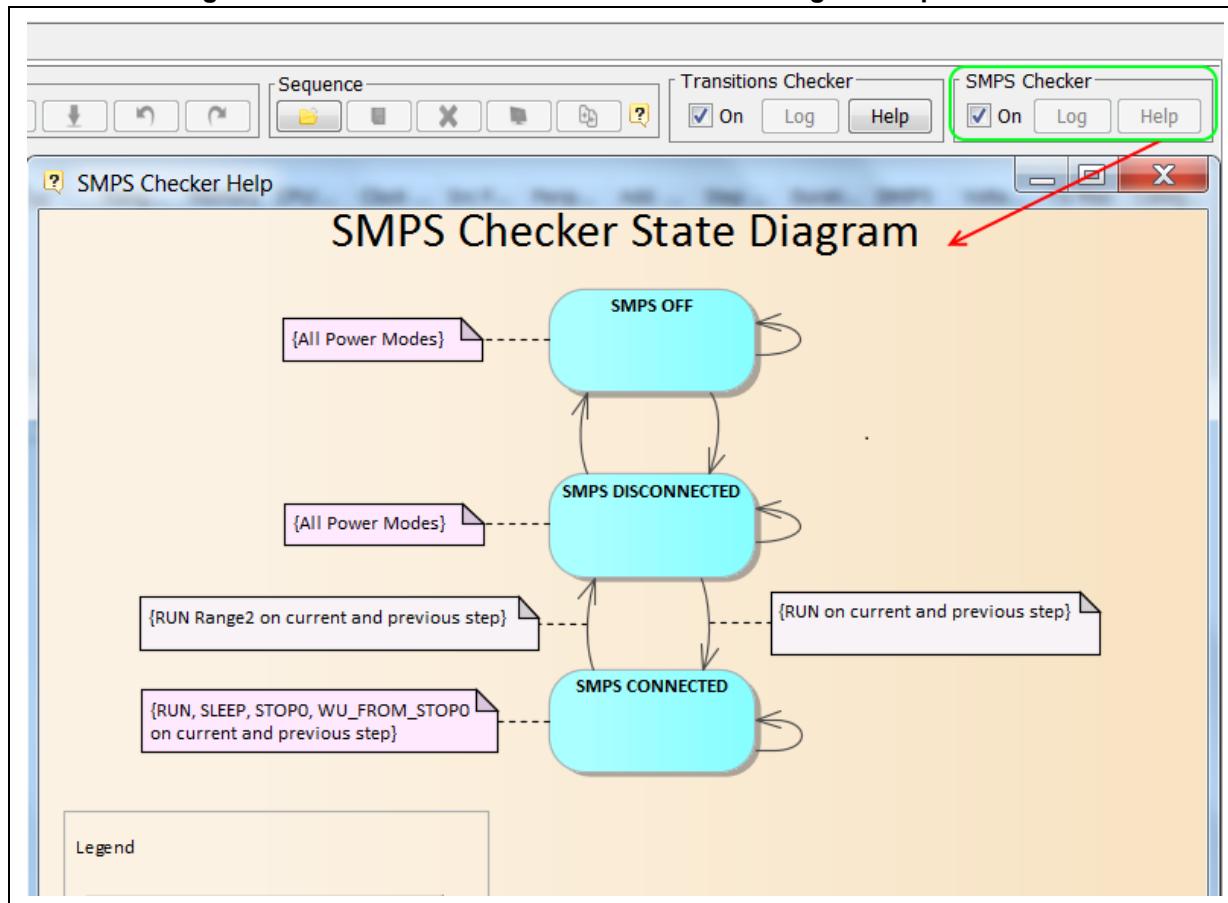
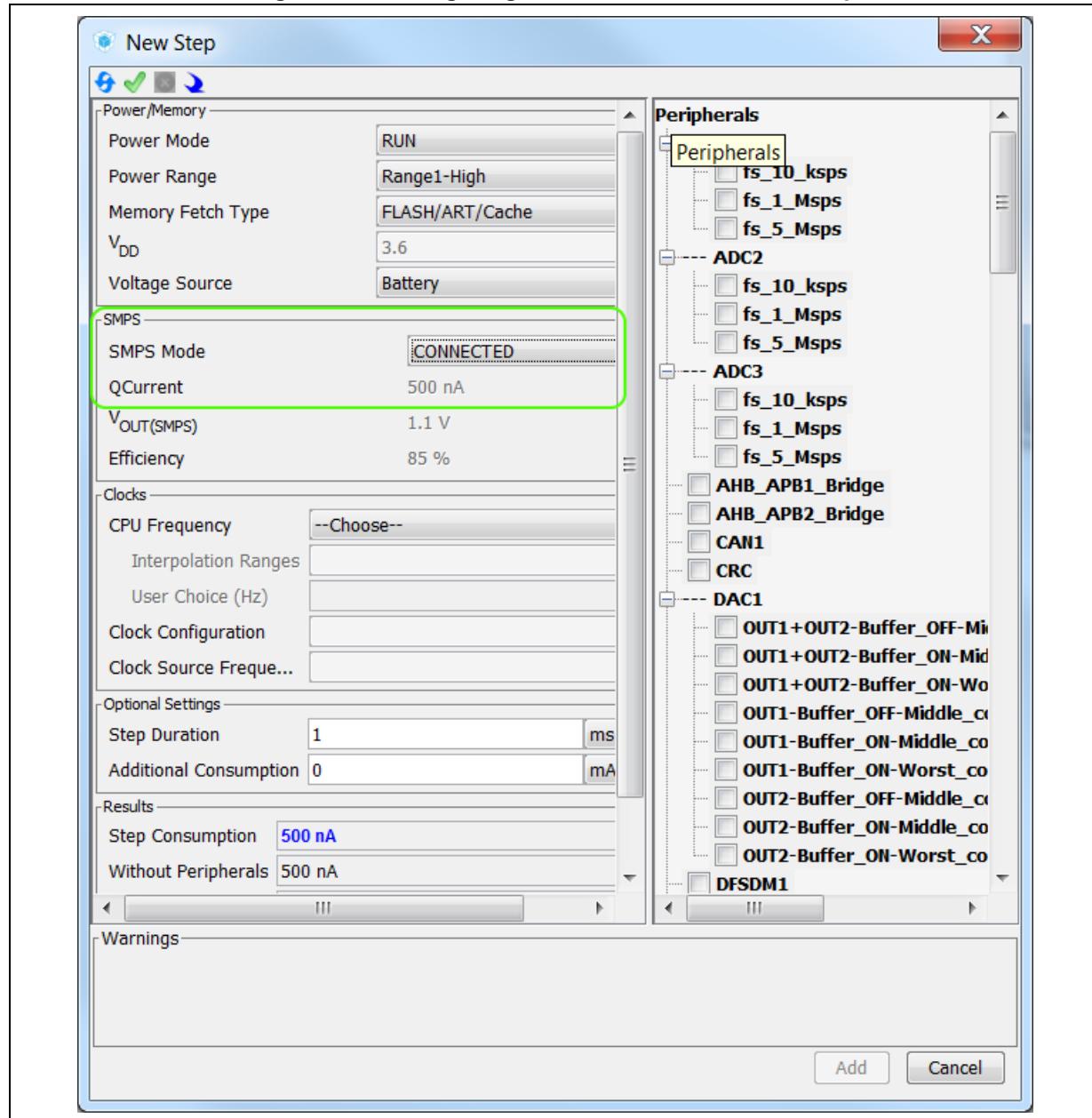
Figure 142. SMPS transition checker and state diagram helper window

Figure 143. Configuring the SMPS mode for each step



6 STM32CubeMX C Code generation overview

Refer to [Section 5.4.2: Project menu](#) for code generation and C project settings related topics.

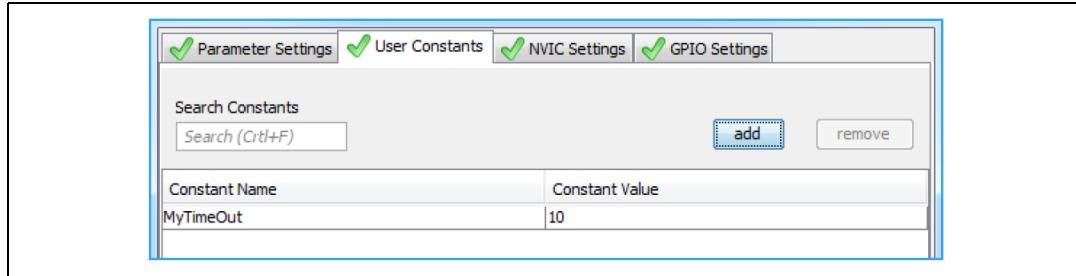
6.1 STM32Cube code generation using only HAL drivers (default mode)

During the C code generation process, STM32CubeMX performs the following actions:

1. If it is missing, it downloads the relevant STM32Cube MCU package from the user repository. STM32CubeMX repository folder is specified in the **Help > Updater settings** menu.
2. It copies from the firmware package, the relevant files in *Drivers/CMSIS* and *Drivers/STM32F4_HAL_Driver* folders and in the *Middleware* folder if a middleware was selected.
3. It generates the initialization C code (.c/.h files) corresponding to the user MCU configuration and stores it in the *Inc* and *Src* folders. By default, the following files are included:
 - **stm32f4xx_hal_conf.h**: this file defines the enabled HAL modules and sets some parameters (e.g. External High Speed oscillator frequency) to predefined default values or according to user configuration (clock tree).
 - **stm32f4xx_hal_msp.c** (MSP = MCU Support package): this file defines all initialization functions to configure the peripheral instances according to the user configuration (pin allocation, enabling of clock, use of DMA and Interrupts).
 - **main.c** is in charge of:
 - Resetting the MCU to a known state by calling the *HAL_init()* function that resets all peripherals, initializes the Flash memory interface and the SysTick.
 - Configuring and initializing the system clock.
 - Configuring and initializing the GPIOs that are not used by peripherals.
 - Defining and calling, for each configured peripheral, a peripheral initialization function that defines a handle structure that will be passed to the corresponding peripheral *HAL init* function which in turn will call the peripheral HAL MSP initialization function. Note that when LwIP (respectively USB) middleware is used, the initialization C code for the underlying Ethernet (respectively USB peripheral) is moved from main.c to LwIP (respectively USB) initialization C code itself.
 - **main.h**:
This file contains the define statements corresponding to the pin labels set from the **Pinout** tab, as well as the user project constants added from the **Configuration** tab (refer to [Figure 144](#) and [Figure 145](#) for examples):

```
#define MyTimeOut      10
#define LD4_Pin         GPIO_PIN_12
#define LD4_GPIO_Port   GPIOD
#define LD3_Pin         GPIO_PIN_13
#define LD3_GPIO_Port   GPIOD
#define LD5_Pin         GPIO_PIN_14
```

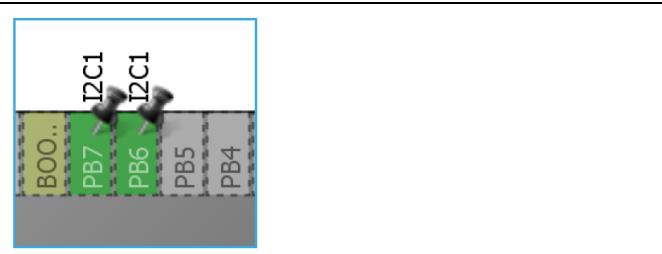
```
#define LD5_GPIO_Port      GPIOD
#define LD6_Pin              GPIO_PIN_15
#define LD6_GPIO_Port      GPIOD
```

Figure 144. Labels for pins generating define statements**Figure 145. User constant generating define statements**

In case of duplicate labels, a unique suffix, consisting of the pin port letter and the pin index number, is added and used for the generation of the associated define statements.

In the example of a duplicate I2C1 labels shown in [Figure 146](#), the code generation produces the following code, keeping the I2C1 label on the original port B pin 6 define statements and adding B7 suffix on pin 7 define statements:

```
#define I2C1_Pin          GPIO_PIN_6
#define I2C1_GPIO_Port     GPIOB
#define I2C1B7_Pin         GPIO_PIN_7
#define I2C1B7_GPIO_Port   GPIOB
```

Figure 146. Duplicate labels

In order for the generated project to compile, define statements shall follow strict naming conventions. They shall start with a letter or an underscore as well as the corresponding label. In addition, they shall not include any special character such as minus sign, parenthesis or brackets. Any special character within the label will be automatically replaced by an underscore in the define name.

If the label contains character strings between “[]” or “()”, only the first string listed is used for the define name. As an example, the label “**LD6** [Blue Led]” corresponds the following define statements:

```
#define LD6_Pin    GPIO_PIN_15
#define LD6_GPIO_Port  GPIOD
```

The define statements are used to configure the GPIOs in the generated initialization code. In the following example, the initialization of the pins labeled *Audio_RST_Pin* and *LD4_Pin* is done using the corresponding define statements:

```
/*Configure GPIO pins : LD4_Pin Audio_RST_Pin */
GPIO_InitStruct.Pin = LD4_Pin | Audio_RST_Pin;
GPIO_InitStruct.Mode = GPIO_MODE_OUTPUT_PP;
GPIO_InitStruct.Pull = GPIO_NOPULL;
GPIO_InitStruct.Speed = GPIO_SPEED_LOW;
HAL_GPIO_Init(GPIOD, &GPIO_InitStruct);
```

4. Finally it generates a *Projects* folder that contains the toolchain specific files that match the user project settings. Double-clicking the IDE specific project file launches the IDE and loads the project ready to be edited, built and debugged.

6.2 STM32Cube code generation using Low Layer drivers

For STM32F0, STM32F3, STM32L0, STM32L1, STM32L4, STM32L4+, STM32F2, STM32F4 and STM32F7 Series, STM32CubeMX allows generating peripheral initialization code based either on the peripheral HAL driver or on the peripheral Low Layer (LL) driver.

The choice is made through the Project Settings window (see [Section 5.8.3: Advanced Settings tab](#)).

The LL drivers are available only for the peripherals which require an optimized access and do not have a complex software configuration. The LL services allow performing atomic operations by changing the relevant peripheral registers content:

- Examples of supported peripherals: RCC, ADC, GPIO, I2C, SPI, TIM, USART,...
- Examples of peripherals not supported by LL drivers: USB, SDMMC, FSMC.

The LL drivers are available within the STM32CubeL4 package:

- They are located next to the HAL drivers (`stm32l4_hal_<peripheral_name>`) within the `Inc` and `Src` directory of the `STM32Cube_FW_L4_V1.6\Drivers\STM32L4xx_HAL_Driver` folder.
- They can be easily recognizable by their naming convention:
`stm32l4_ll_<peripheral_name>`

For more details on HAL and LL drivers refer to the *STM32L4 HAL and Low-layer drivers* user manual (UM1884).

As the decision to use LL or HAL drivers is made on a peripheral basis, the user can mix both HAL and LL drivers within the same project.

The following tables shows the main differences between the three possible STM32CubeMX project generation options: HAL-only, LL-only, and mix of HAL and LL code.

Table 18. LL versus HAL code generation: drivers included in STM32CubeMX projects

Project configuration and drivers to be included	HAL only	LL only	Mix of HAL and LL	Comments
CMSIS	Yes	Yes	Yes	-
STM32xxx_HAL_Driver	Only HAL driver files	Only LL driver files	Mix of HAL and LL driver files	Only the driver files required for a given configuration (selection of peripherals) are copied when the project settings option is set to "Copy only the necessary files". Otherwise ("all used libraries" option) the complete set of driver files is copied.

Table 19. LL versus HAL code generation: STM32CubeMX generated header files

Generated header files	HAL only	LL only	Mix of HAL and LL	Comments
main.h	Yes	Yes	Yes	This file contains the include statements and the generated define statements for user constants (GPIO labels and user constants).
stm32xxx_hal_conf.h	Yes	No	Yes	This file enables the HAL modules necessary to the project.
stm32xxx_it.h	Yes	Yes	Yes	Header file for interrupt handlers
stm32xx_assert.h	No	Yes	Yes	This file contains the assert macros and the functions used for checking function parameters.

Table 20. LL versus HAL: STM32CubeMX generated source files

Generated source files	HAL only	LL only	Mix of HAL and LL	Comments
main.c	Yes	Yes	Yes	This file contains the main functions and optionally STM32CubeMX generated functions.
stm32xxx_hal_msp.c	Yes	No	Yes	<p>This file contains the following functions:</p> <ul style="list-style-type: none"> – HAL_MspInit – for peripherals using HAL drivers: HAL_<Peripheral>_MspInit, HAL_<Peripheral>_MspDeInit, <p>These functions are available only for the peripherals that use HAL drivers.</p>
stm32xxx_it.c	Yes	Yes	Yes	Source file for interrupt handlers

Table 21. LL versus HAL: STM32CubeMX generated functions and function calls

Generated source files	HAL only	LL only	Mix of HAL and LL	Comments
Hal_init()	Called in main.c	Not used	Called in main.c	<p>This file performs the following functions:</p> <ul style="list-style-type: none"> – Configuration of the Flash prefetch and instruction and data caches – Selection of the SysTick timer as timebase source – Setting of NVIC Group Priority – MCU low-level MCU initialization.
Hal_msp_init()	Generated in stm32xxx_hal_msp.c and called by HAL_init()	Not used	Generated in stm32xxx_hal_msp.c And called by HAL_init()	This function performs the peripheral resource configuration ⁽¹⁾ .
LL_init()	Not used	Generated and called in main.c	Not used	System and memory interrupt configuration
MX_<Peripheral>_Init()	[1] Peripheral configuration and call to HAL_<Peripheral>_Init()	[2] Peripheral and peripheral resource configuration ⁽¹⁾ using LL functions. Call to LL_Peripheral_Init()	<ul style="list-style-type: none"> – When HAL driver is selected for the <Peripheral>, function generation and calls are done following [1] – When LL driver selected for the <Peripheral>, function generation and calls are done following [2] 	<p>This file takes care of the peripheral configuration.</p> <p>When the LL driver is selected for the <Peripheral>, it also performs the peripheral resource configuration⁽¹⁾.</p>

Table 21. LL versus HAL: STM32CubeMX generated functions and function calls (continued)

Generated source files	HAL only	LL only	Mix of HAL and LL	Comments
HAL_<Peripheral>_MspInit()	[3] Generated in stm32xxx_hal_msp.c when HAL driver selected for the <Peripheral>	Not used	Only HAL driver can be selected for the <Peripheral>: function generation and calls are done following [3]	Peripheral resource configuration ⁽¹⁾
HAL_<Peripheral>_MspDeInit()	[4] Generated in stm32xxx_hal_msp.c when HAL driver selected for the <Peripheral>	Not used	Only HAL driver can be selected for the <Peripheral>: function generation and calls are done following [4]	This function can be used to free peripheral resources.

1. Peripheral resources include:
 Peripheral clock
 Pinout configuration (GPIO)
 Peripheral DMA requests
 Peripheral Interrupt requests and priorities

Figure 147. HAL-based peripheral initialization: usart.c code snippet

```
USART Peripheral initialization - HAL-based
void MX_USART1_UART_Init(void)
{
    huart1.Instance = USART1;
    huart1.Init.BaudRate = 115200;
    huart1.Init.WordLength = UART_WORDLENGTH_7B;
    huart1.Init.StopBits = UART_STOPBITS_1;
    ...
    if (HAL_UART_Init(&huart1) != HAL_OK)
    {
        Error_Handler();
    }
}
void HAL_UART_MspInit(UART_HandleTypeDef* uartHandle)
{
    GPIO_InitTypeDef GPIO_InitStruct;           Peripheral Resources Configuration
    if(uartHandle->Instance==USART1)
    {
        /* Peripheral clock enable */
        __HAL_RCC_USART1_CLK_ENABLE();
        /* USART1 GPIO Configuration */
        GPIO_InitStruct.Pin = GPIO_PIN_10;
        GPIO_InitStruct.Mode = GPIO_MODE_AF_PP;
        GPIO_InitStruct.Pull = GPIO_PULLUP;
        ...
        HAL_GPIO_Init(GPIOB, &GPIO_InitStruct);
    }
}
void HAL_UART_MspDeInit(UART_HandleTypeDef* uartHandle)
{
    if(uartHandle->Instance==USART1)           Peripheral Resources Release
    {
        /* Peripheral clock disable */
        __HAL_RCC_USART1_CLK_DISABLE();
        /* USART1 GPIO Configuration */
        HAL_GPIO_DeInit(GPIOA, GPIO_PIN_10);
        HAL_GPIO_DeInit(GPIOB, GPIO_PIN_6);
    }
}
```

Figure 148. LL-based peripheral initialization: usart.c code snippet

```

USART Peripheral Initialization using LL drivers
void MX_USART1_UART_Init(void)
{
    LL_USART_InitTypeDef USART_InitStruct;
    LL_GPIO_InitTypeDef GPIO_InitStruct;
    /* Peripheral clock enable */
    LL_APB2_GRP1_EnableClock(LL_APB2_GRP1_PERIPH_USART1);

    /**USART1 GPIO Configuration
    PA10      -----> USART1_RX
    PB6       -----> USART1_TX
    */
    GPIO_InitStruct.Pin = LL_GPIO_PIN_10;
    GPIO_InitStruct.Mode = LL_GPIO_MODE_ALTERNATE;
    GPIO_InitStruct.Speed = LL_GPIO_SPEED_FREQ_VERY_HIGH;
    GPIO_InitStruct.Pull = LL_GPIO_PULL_UP;
    GPIO_InitStruct.Alternate = LL_GPIO_AF_7;
    LL_GPIO_Init(GPIOA, &GPIO_InitStruct);

    GPIO_InitStruct.Pin = LL_GPIO_PIN_6;
    GPIO_InitStruct.Mode = LL_GPIO_MODE_ALTERNATE;
    GPIO_InitStruct.Speed = LL_GPIO_SPEED_FREQ_VERY_HIGH;
    GPIO_InitStruct.Pull = LL_GPIO_PULL_UP;
    GPIO_InitStruct.Alternate = LL_GPIO_AF_7;
    LL_GPIO_Init(GPIOB, &GPIO_InitStruct);

Peripheral Resources Configuration
    USART_InitStruct.BaudRate = 115200;
    USART_InitStruct.DataWidth = LL_USART_DATAWIDTH_8B;
    USART_InitStruct.StopBits = LL_USART_STOPBITS_1;
    USART_InitStruct.Parity = LL_USART_PARITY_NONE;
    USART_InitStruct.TransferDirection = LL_USART_DIRECTION_TX_RX;
    USART_InitStruct.HardwareFlowControl = LL_USART_HWCONTROL_NONE;
    USART_InitStruct.OverSampling = LL_USART_OVERSAMPLING_16;

Peripheral Configuration
    LL_USART_Init(USART1, &USART_InitStruct);
    LL_USART_ConfigAsyncMode(USART1);
}

```

Figure 149. HAL versus LL : main.c code snippet

<pre> /* /* Includes ----- #include "main.h" #include "stm32l4xx_hal.h" #include "usart.h" #include "gpio.h" void SystemClock_Config(void); void Error_Handler(void); int main(void) { /* Reset of all peripherals, Initializes the Flash interface and the Systick. */ HAL_Init(); /* Configure the system clock */ SystemClock_Config(); /* Initialize all configured peripherals */ MX_GPIO_Init(); MX_USART1_UART_Init(); } </pre>	<pre> /* /* Includes ----- #include "main.h" #include "usart.h" #include "gpio.h" void SystemClock_Config(void); void Error_Handler(void); int main(void) { /* Reset of all peripherals, Initializes the Flash interface and the Systick. */ LL_Init(); /* Configure the system clock */ SystemClock_Config(); /* Initialize all configured peripherals */ MX_GPIO_Init(); MX_USART1_UART_Init(); } </pre>
--	--

6.3 Custom code generation

STM32CubeMX supports custom code generation by means of a FreeMarker template engine (see <http://www.freemarker.org>).

6.3.1 STM32CubeMX data model for FreeMarker user templates

STM32CubeMX can generate a custom code based on a FreeMarker template file (.ftl extension) for any of the following MCU configuration information:

- List of MCU peripherals used by the user configuration
- List of parameters values for those peripherals
- List of resources used by these peripherals: GPIO, DMA requests and interrupts.

The user template file must be compatible with STM32CubeMX data model. This means that the template must start with the following lines:

```
[#ftl]
[#list configs as dt]
[#assign data = dt]
[#assign peripheralParams =dt.peripheralParams]
[#assign peripheralGPIOParams =dt.peripheralGPIOParams]
[#assign usedIPs =dt.usedIPs]
and end with
[/#list]
```

A sample template file is provided for guidance (see [Figure 150: extra_templates folder – default content](#)).

STM32CubeMX will also generate user-specific code if any is available within the template.

As shown in the below example, when the sample template is used, the ftl commands are provided as comments next to the data they have generated:

FreeMarker command in template:
\${peripheralParams.get("RCC").get("LSI_VALUE")}
Resulting generated code:
LSI_VALUE : 32000 [peripheralParams.get("RCC").get("LSI_VALUE")]

6.3.2 Saving and selecting user templates

The user can either place the FreeMarker template files under STM32CubeMX installation path within the db/extra_templates folder or in any other folder.

Then for a given project, the user will select the template files relevant for its project via the **Template Settings** window accessible from the **Project Settings** menu (see [Section 5.8: Project Settings window](#))

6.3.3 Custom code generation

To generate custom code, the user must place the FreeMarker template file under STM32CubeMX installation path within the db/extra_templates folder (see [Figure 151: extra_templates folder with user templates](#)).

The template filename must follow the naming convention <user filename>_<file extension>.ftl in order to generate the corresponding custom file as <user filename>.<file extension>.

By default, the custom file is generated in the user project root folder, next to the .ioc file (see [Figure 152: Project root folder with corresponding custom generated files](#)).

To generate the custom code in a different folder, the user shall match the destination folder tree structure in the extra_template folder (see [Figure 153: User custom folder for templates](#)).

Figure 150. extra_templates folder – default content

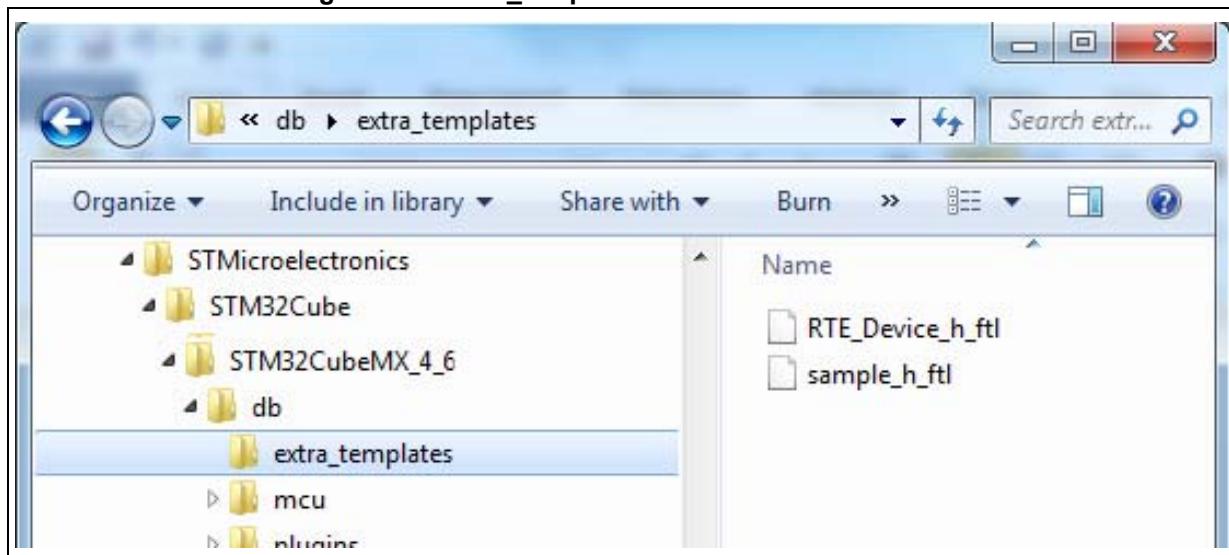


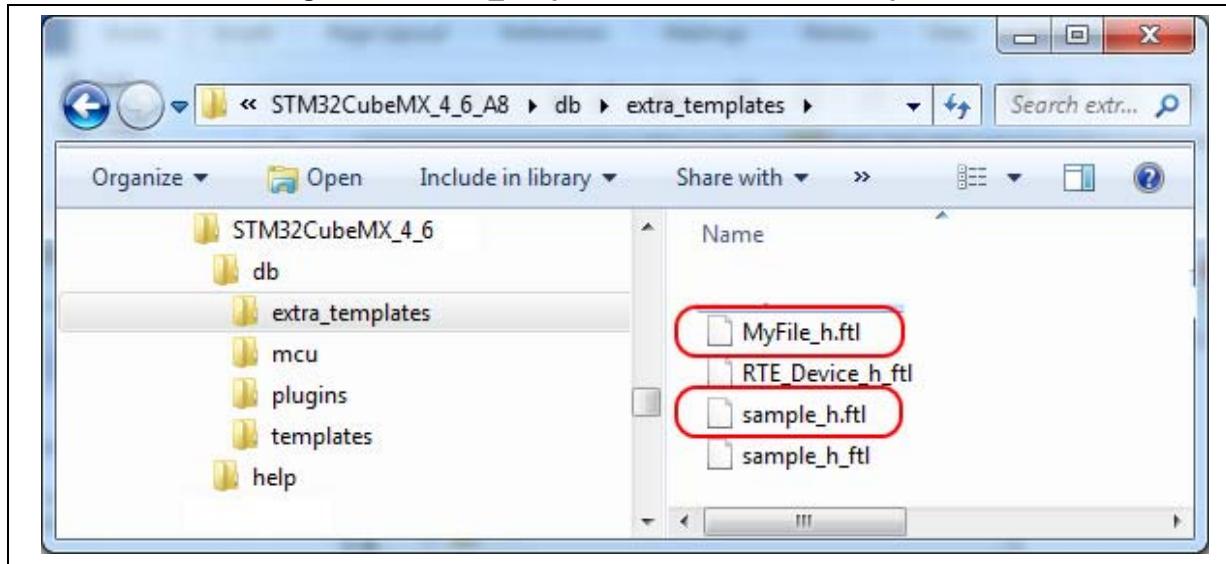
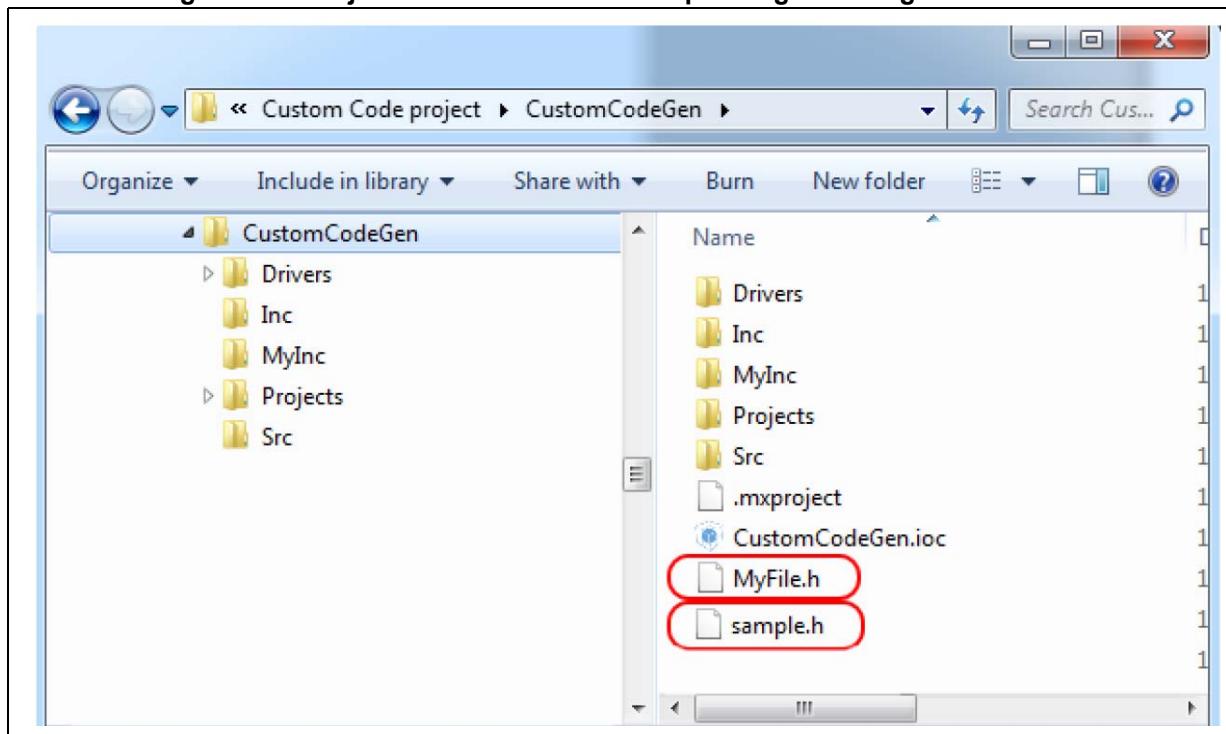
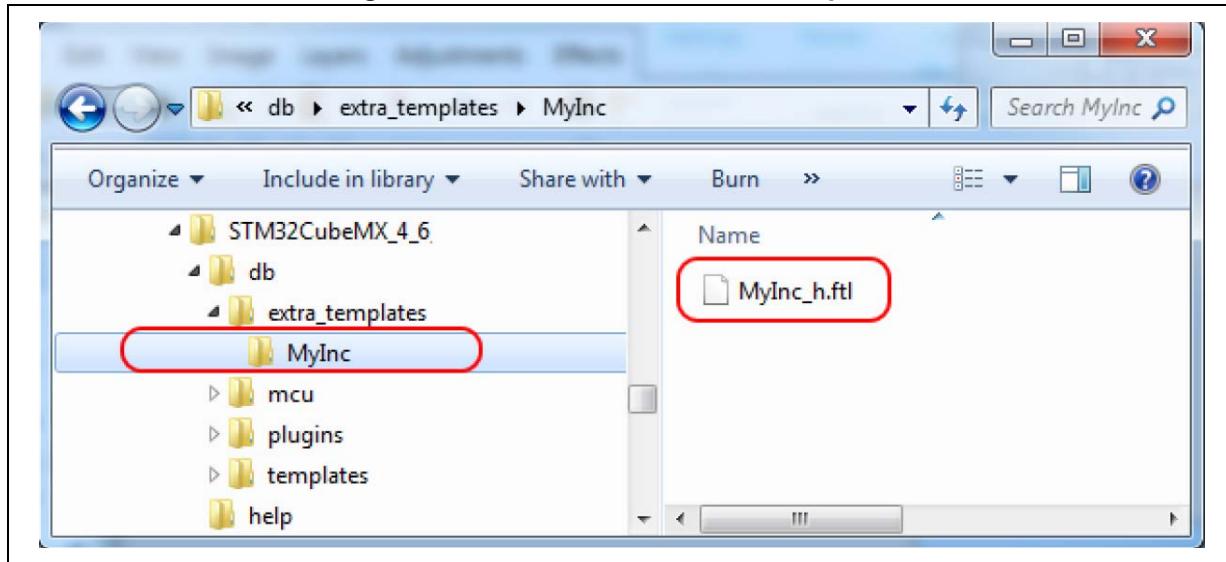
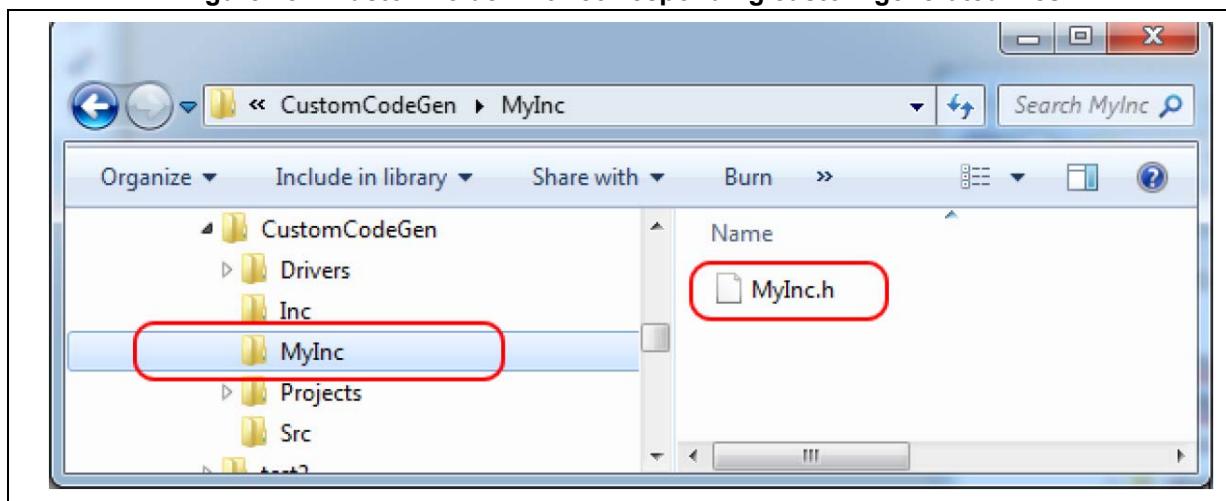
Figure 151. extra_templates folder with user templates**Figure 152. Project root folder with corresponding custom generated files**

Figure 153. User custom folder for templates**Figure 154. Custom folder with corresponding custom generated files**

6.4 Additional settings for C project generation

STM32CubeMX allows specifying additional project settings through the .extSettings file. This file must be placed in the same project folder and at the same level as the .ioc file.

As an example, additional settings can be used when external tools call STM32CubeMX to generate the project and require specific project settings.

Possible entries and syntax

All entries are optional. They are organized under the followings three categories: ProjectFiles, Groups or Others.

- **[ProjectFiles]:** section where to specify additional include directories

Syntax

```
HeaderPath = <include directory 1 path>;< include directory 2 path >
```

Example

```
HeaderPath=../../IIR_Filter_int32/Inc ;
```

- **[Groups]:** section where to create new groups of files and/or add files to a group

Syntax

```
<Group name> = <file pathname1>;< file pathname2>
```

Example

```
Doc=$ PROJ_DIR$..\readme.txt  
Lib=C:\libraries\mylib1.lib; C:\libraries\mylib2.lib;  
Drivers/BSP/MyRefBoard = C:\MyRefBoard\BSP\board_init.c;  
C:\MyRefBoard\BSP\board_init.h;
```

- **[Others]** section where to enable HAL modules and/or specify preprocessor define statements

- Enabling pre-processor define statements

Preprocessor define statements can be specified using the following syntax after the [Others] line:

Syntax

```
Define = <define1_name>;<define2_name>
```

Example

```
Define= USE_STM32F429I_DISCO
```

- Enabling HAL modules in generated stm32f4xx_hal_conf.h

HAL modules can be enabled using the following syntax after the [Others] line:

Syntax

```
HALModule = <ModuleName1>; <ModuleName1>;
```

Example

```
HALModule=I2S;I2C
```

.extSettings file example and generated outcomes

For the purpose of the example, a new project is created by selecting the STM32F429I-DISCO board from STM32CubeMX board selector. The EWARM toolchain is selected under **Project Settings**. The project is saved as *MyF429IDiscoProject*. In the project folder, next to the generated .ioc file, a .extSettings text file is placed with the following contents:

[Groups]

```
Drivers/BSP/STM32F429IDISCO=C:\Users\frq09031\STM32Cube\Repository\STM32Cube_FW_F4_V1.14.0\Drivers\BSP\STM32F429I-Discovery\stm32f429i_discovery.c;
C:\Users\frq09031\STM32Cube\Repository\STM32Cube_FW_F4_V1.14.0\Drivers\BSP\STM32F429I-Discovery\stm32f429i_discovery.h
Lib=C:\Users\frq09031\STM32Cube\Repository\STM32Cube_FW_F4_V1.14.0\Middlewares\Third_Party\Freertos\Source\portable\IAR\ARM_CM4F\portasm.s
Doc=$PROJ_DIR$\..\readme.txt
```

[Others]

```
Define = USE_STM32F429I_DISCO
HALModule = UART;SPI
```

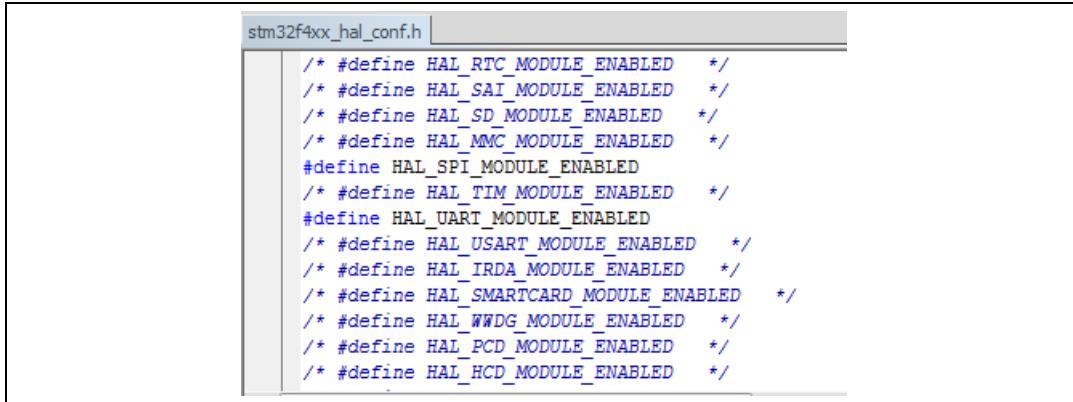
Upon project generation, the presence of this .extSettings file triggers the update of:

- the project MyF429IDiscoProject.ewp file in EWARM folder (see [Figure 155](#)),
- the stm32f4xx_hal_conf.h file in the project Inc folder (see [Figure 156](#))
- the project view within EWARM user interface as shown in [Figure 157](#) and [Figure 158](#).

Figure 155. Update of the project .ewp file (EWARM IDE) for preprocessor define statements



```
<settings>
  <name>ICCARM</name>
  <archiveVersion>2</archiveVersion>
  <data>
    <version>28</version>
    <wantNonLocal>1</wantNonLocal>
    <debug>1</debug>
    <option>
      <name>CCDefines</name>
      <state>USE_HAL_DRIVER</state>
      <state>STM32F429xx</state>
      <state>USE_STM32F429I_DISCO</state>
    </option>
  </data>
</settings>
```

Figure 156. Update of stm32f4xx_hal_conf.h file to enable selected modules

```
stm32f4xx_hal_conf.h
/*
 * #define HAL_RTC_MODULE_ENABLED      */
/* #define HAL_SAI_MODULE_ENABLED     */
/* #define HAL_SD_MODULE_ENABLED      */
/* #define HAL_MMC_MODULE_ENABLED     */
#define HAL_SPI_MODULE_ENABLED
/* #define HAL_TIM_MODULE_ENABLED     */
#define HAL_UART_MODULE_ENABLED
/* #define HAL_USART_MODULE_ENABLED   */
/* #define HAL_IRDA_MODULE_ENABLED    */
/* #define HAL_SMARTCARD_MODULE_ENABLED */
/* #define HAL_WWDG_MODULE_ENABLED    */
/* #define HAL_PCD_MODULE_ENABLED     */
/* #define HAL_HCD_MODULE_ENABLED     */
*/
```

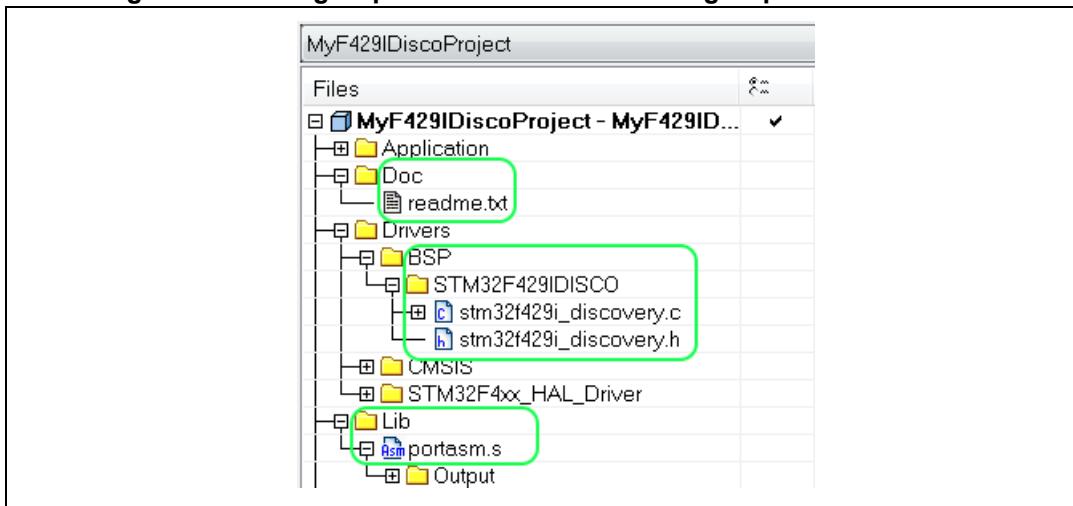
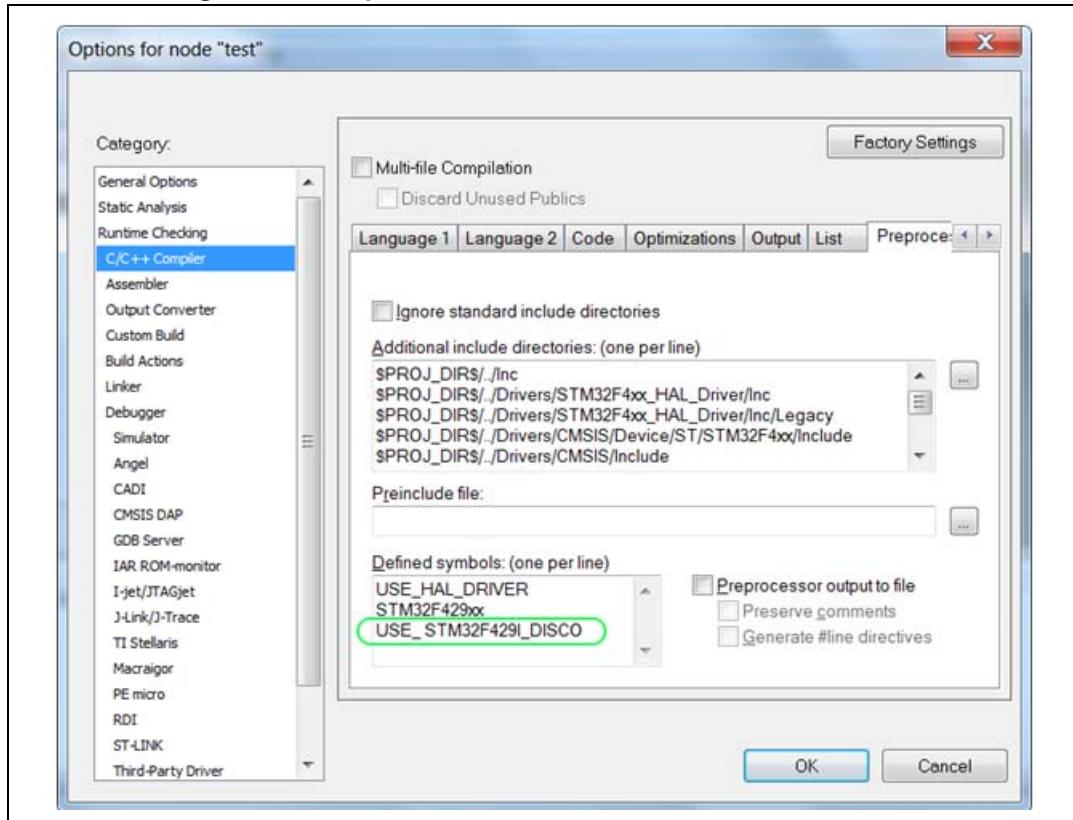
Figure 157. New groups and new files added to groups in EWARM IDE

Figure 158. Preprocessor define statements in EWARM IDE



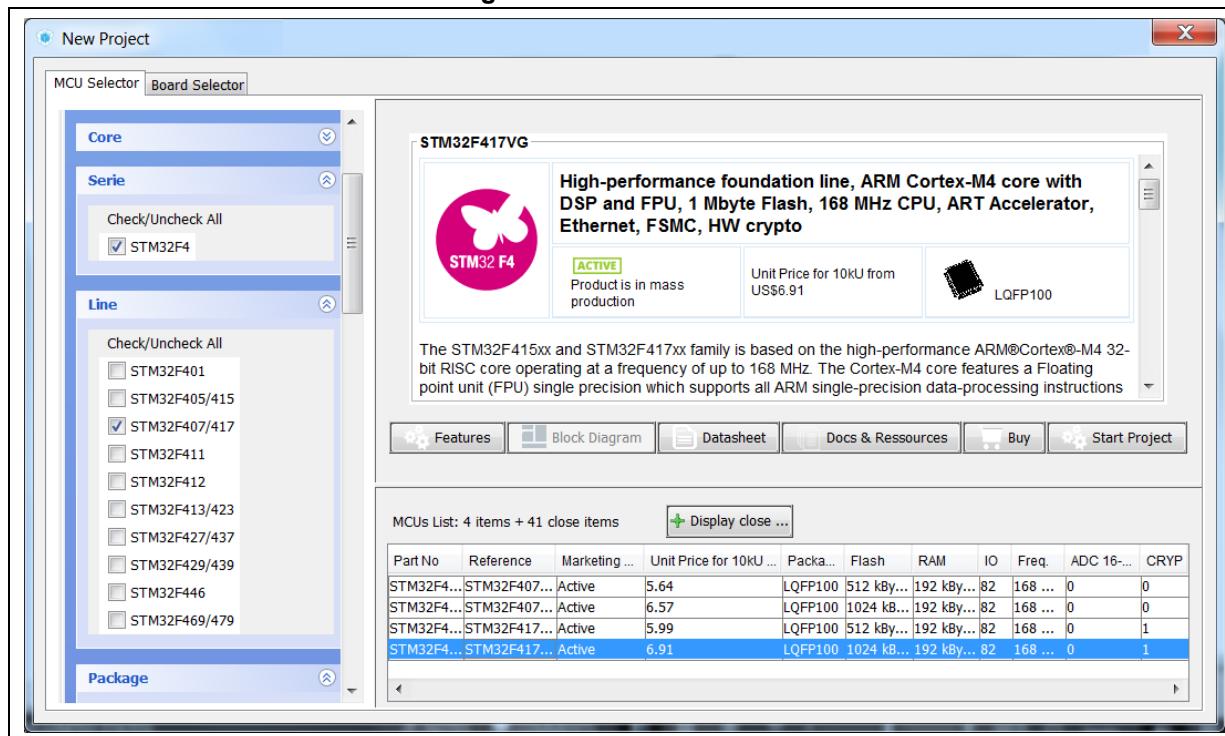
7 Tutorial 1: From pinout to project C code generation using an STM32F4 MCU

This section describes the configuration and C code generation process. It takes as an example a simple LED toggling application running on the STM32F4DISCOVERY board.

7.1 Creating a new STM3CubeMX Project

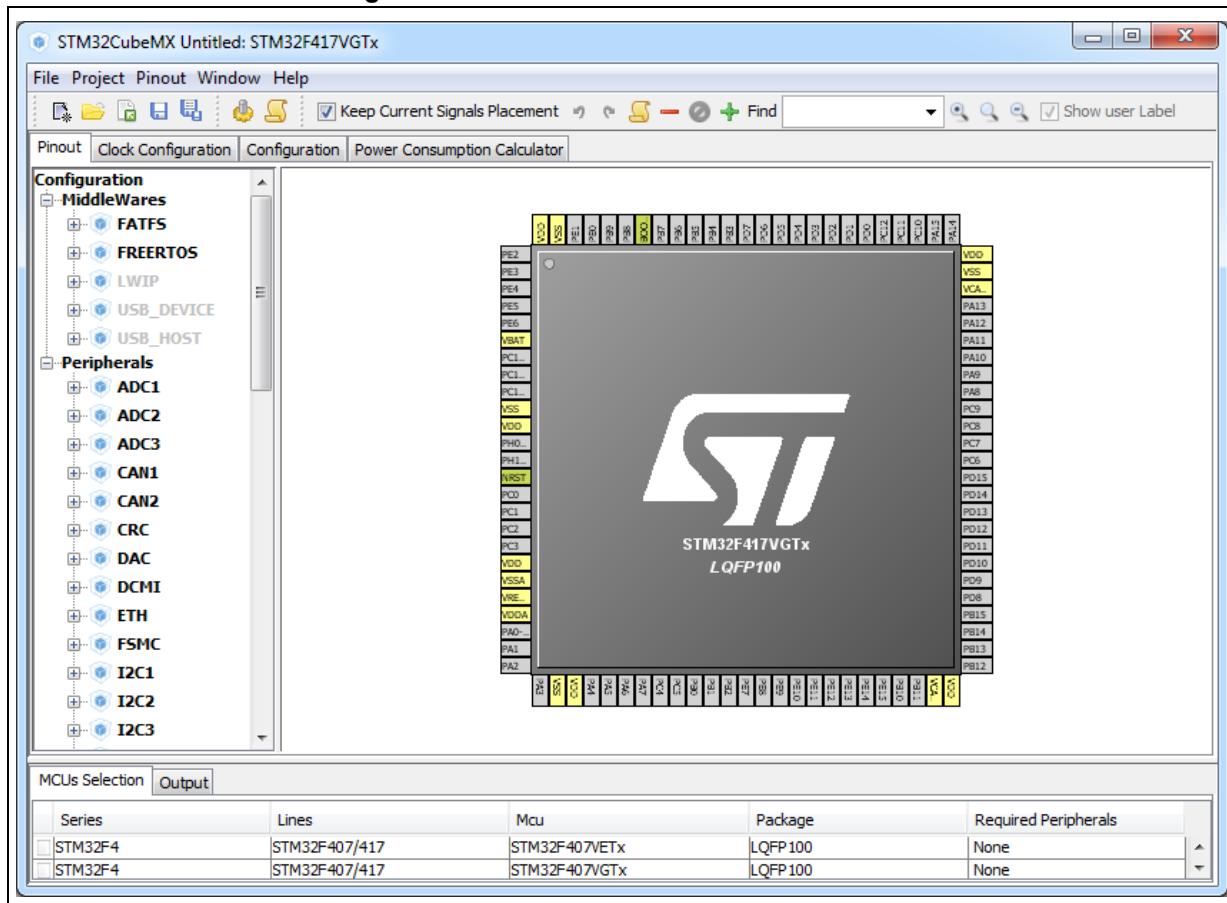
1. Select **File > New project** from the main menu bar or **New project** from the Welcome page.
2. Select the MCU Selector tab and filter down the STM32 portfolio by selecting STM32F4 as 'Series', STM32F407 as 'Lines', and LQFP100 as 'Package' (see [Figure 159](#)).
3. Select the STM32F407VGTx from the MCU list and click OK.

Figure 159. MCU selection



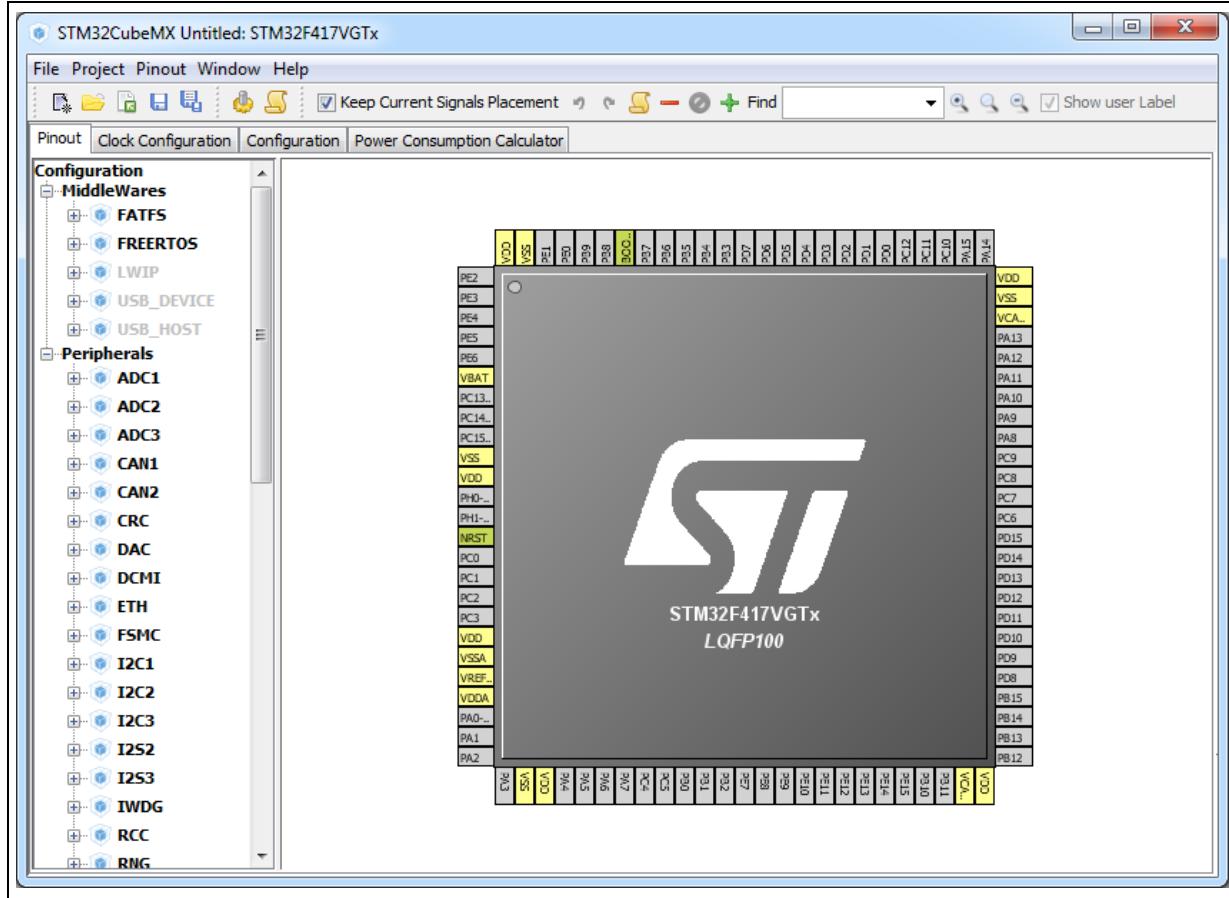
STM32CubeMX views are then populated with the selected MCU database (see [Figure 160](#)).

Figure 160. Pinout view with MCUs selection



Optionally, remove the MCUs Selection bottom window by deselecting **Window> Outputs** sub-menu (see [Figure 161](#)).

Figure 161. Pinout view without MCUs selection window



7.2 Configuring the MCU pinout

For a detailed description of menus, advanced actions and conflict resolutions, refer to [Section 5: STM32CubeMX user interface](#) and [Appendix A: STM32CubeMX pin assignment rules](#).

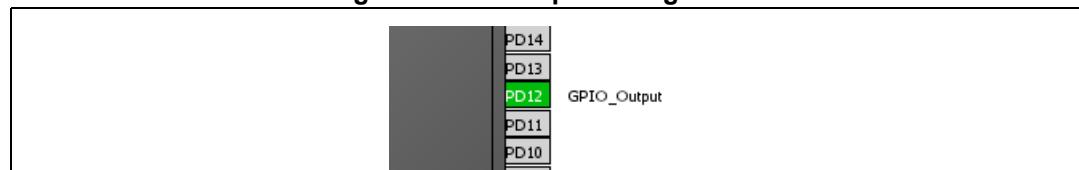
1. By default, STM32CubeMX shows the **Pinout** view.
2. By default, **Keep Current Signals Placement** is unchecked allowing STM32CubeMX to move the peripheral functions around and to find the optimal pin allocation, that is the one that accommodates the maximum number of peripheral modes.

Since the MCU pin configurations must match the STM32F4DISCOVERY board, enable **Keep Current Signals Placement** for STM32CubeMX to maintain the peripheral function allocation (mapping) to a given pin.

This setting is saved as a user preference in order to be restored when reopening the tool or when loading another project.

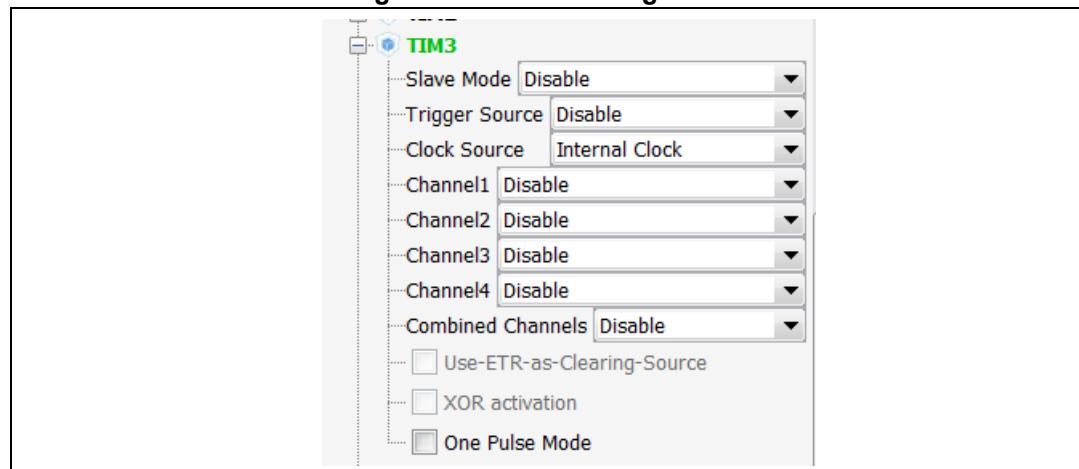
3. Select the required peripherals and peripheral modes:
 - a) Configure the GPIO to output the signal on the STM32F4DISCOVERY green LED by right-clicking PD12 from the **Chip** view, then select **GPIO_Output**:

Figure 162. GPIO pin configuration



- b) Enable a timer to be used as timebase for toggling the LED. This is done by selecting Internal Clock as TIM3 Clock source from the peripheral tree (see [Figure 163](#)).

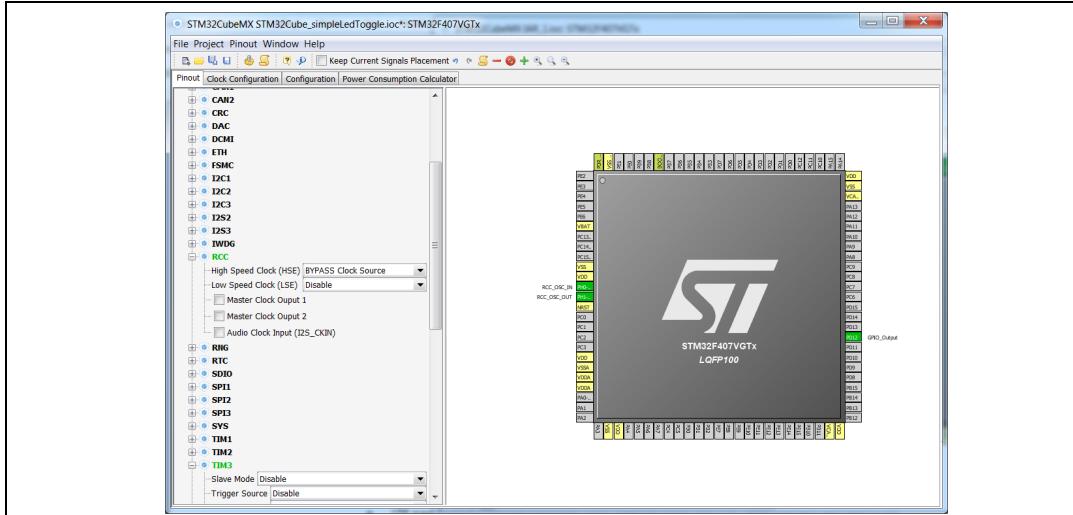
Figure 163. Timer configuration



- c) You can also configure the RCC in order to use an external oscillator as potential clock source (see [Figure 164](#)).

This completes the pinout configuration for this example.

Figure 164. Simple pinout configuration



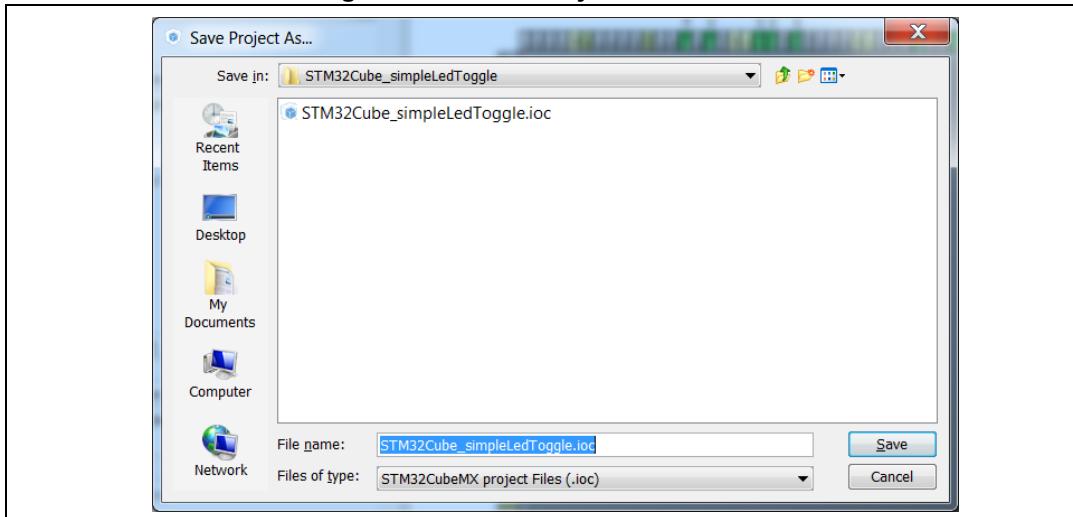
Note: Starting with STM32CubeMX 4.2, the user can skip the pinout configuration by directly loading ST Discovery board configuration from the Board selector tab.

7.3 Saving the project

1. Click to save the project.

When saving for the first time, select a destination folder and filename for the project. The .ioc extension is added automatically to indicate this is an STM32CubeMX configuration file.

Figure 165. Save Project As window



2. Click to save the project under a different name or location.

7.4 Generating the report

Reports can be generated at any time during the configuration:

1. Click  to generate .pdf and .txt reports.

If a project file has not been created yet, a warning prompts the user to save the project first and requests a project name and a destination folder (see [Figure 166](#)). An .ioc file is then generated for the project along with a .pdf and .txt reports with the same name.

Answering “No” will require to provide a name and location for the report only.

A confirmation message is displayed when the operation has been successful (see [Figure 167](#)).

Figure 166. Generate Project Report - New project creation

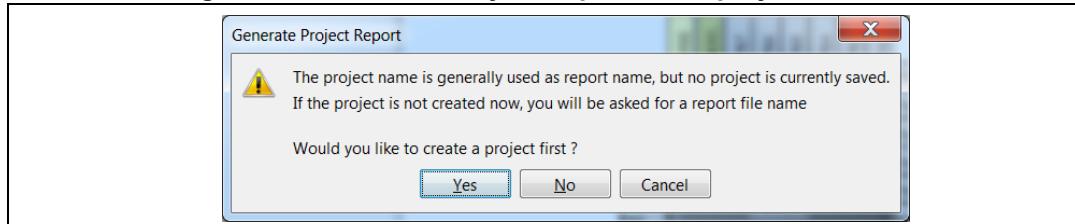
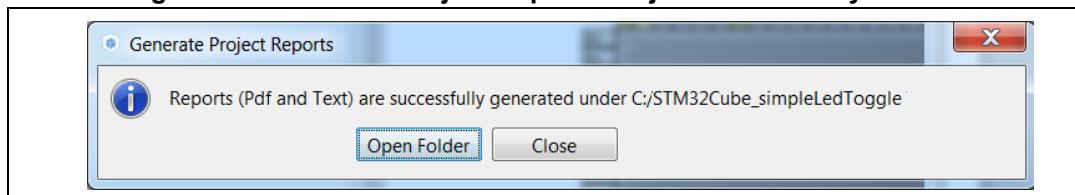


Figure 167. Generate Project Report - Project successfully created



2. Open the .pdf report using Adobe Reader or the .txt report using your favorite text editor. The reports summarize all the settings and MCU configuration performed for the project.

7.5 Configuring the MCU clock tree

The following sequence describes how to configure the clocks required by the application based on an STM32F4 MCU.

STM32CubeMX automatically generates the system, CPU and AHB/APB bus frequencies from the clock sources and prescalers selected by the user. Wrong settings are detected and highlighted in red through a dynamic validation of minimum and maximum conditions. Useful tooltips provide a detailed description of the actions to undertake when the settings are unavailable or wrong. User frequency selection can influence some peripheral parameters (e.g. UART baud rate limitation).

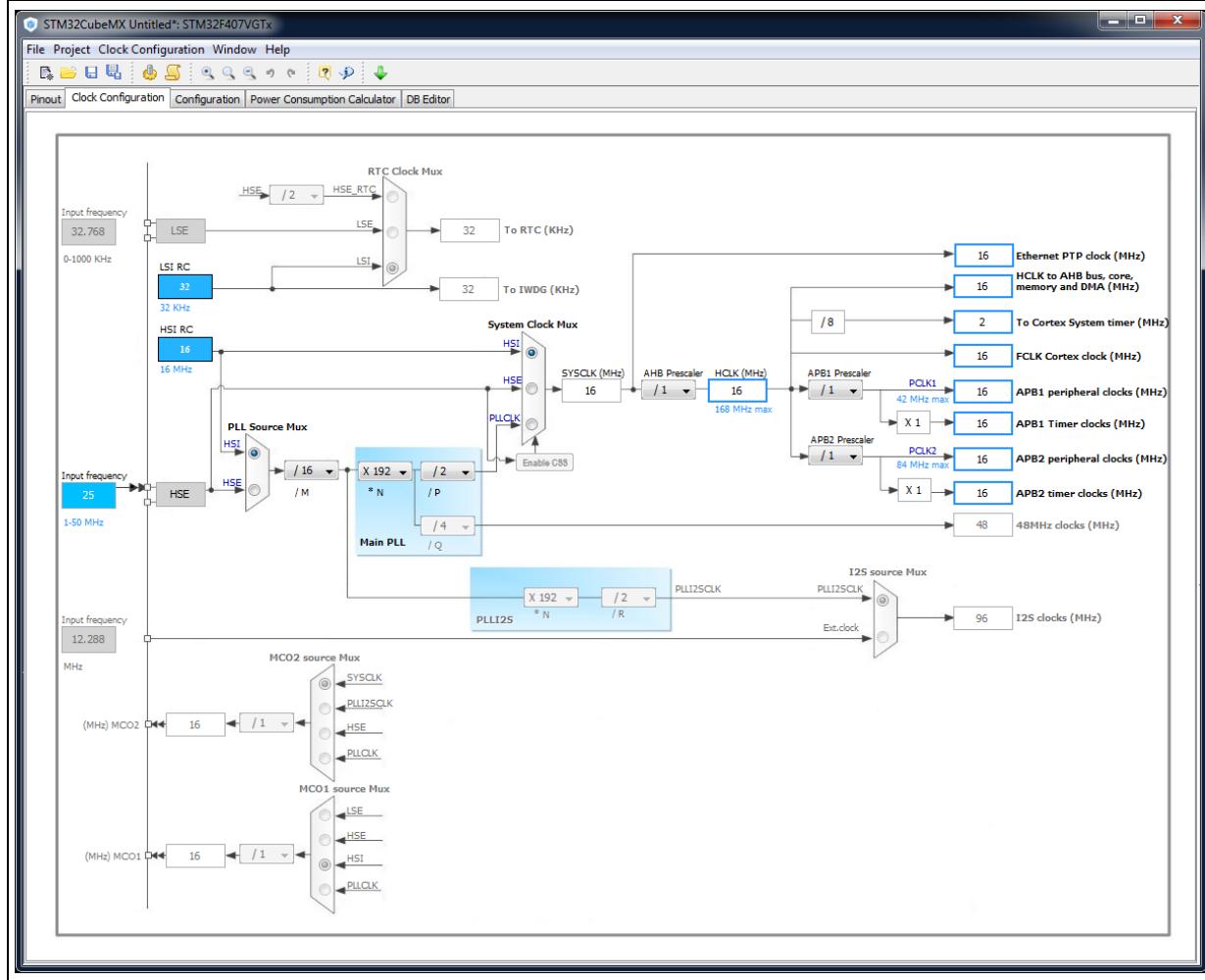
STM32CubeMX uses the clock settings defined in the Clock tree view to generate the initialization C code for each peripheral clock. Clock settings are performed in the generated C code as part of RCC initialization within the project main.c and in stm32f4xx_hal_conf.h (HSE, HSI and External clock values expressed in Hertz).

Follow the sequence below to configure the MCU clock tree:

1. Click the **Clock Configuration** tab to display the clock tree (see *Figure 168*).

The internal (HSI, LSI), system (SYSCLK) and peripheral clock frequency fields cannot be edited. The system and peripheral clocks can be adjusted by selecting a clock source, and optionally by using the PLL, prescalers and multipliers.

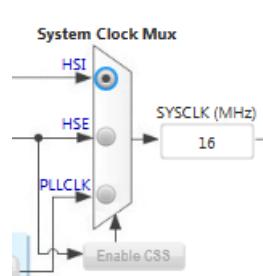
Figure 168. Clock tree view



2. First select the clock source (HSE, HSI or PLLCLK) that will drive the system clock of the microcontroller.

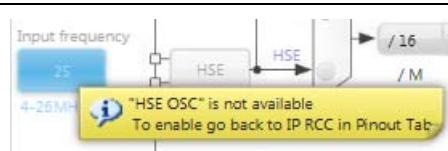
In the example taken for the tutorial, select HSI to use the internal 16 MHz clock (see *Figure 169*).

Figure 169. HSI clock enabled



To use an external clock source (HSE or LSE), the RCC peripheral shall be configured in the **Pinout** view since pins will be used to connect the external clock crystals (see *Figure 170*).

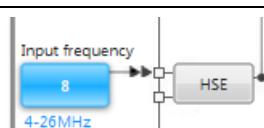
Figure 170. HSE clock source disabled



Other clock configuration options for the STM32F4DISCOVERY board would have been:

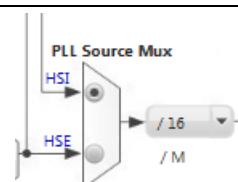
- To select the external HSE source and enter 8 in the HSE input frequency box since an 8 MHz crystal is connected on the discovery board:

Figure 171. HSE clock source enabled



- To select the external PLL clock source and the HSI or HSE as the PLL input clock source.

Figure 172. External PLL clock source enabled



3. Keep the core and peripheral clocks to 16 MHz using HSI, no PLL and no prescaling.

Note: *Optionally, further adjust the system and peripheral clocks using PLL, prescalers and multipliers:*

Other clock sources independent from the system clock can be configured as follows:

- *USB OTG FS, Random Number Generator and SDIO clocks are driven by an independent output of the PLL.*
 - *I2S peripherals come with their own internal clock (PLL_I2S), alternatively derived by an independent external clock source.*
 - *USB OTG HS and Ethernet Clocks are derived from an external source.*
4. Optionally, configure the prescaler for the Microcontroller Clock Output (MCO) pins that allow to output two clocks to the external circuit.
 5. Click  to save the project.
 6. Go to the **Configuration** tab to proceed with the project configuration.

7.6 Configuring the MCU initialization parameters

Reminder

The C code generated by STM32CubeMX covers the initialization of the MCU peripherals and middlewares using the STM32Cube firmware libraries.

7.6.1 Initial conditions

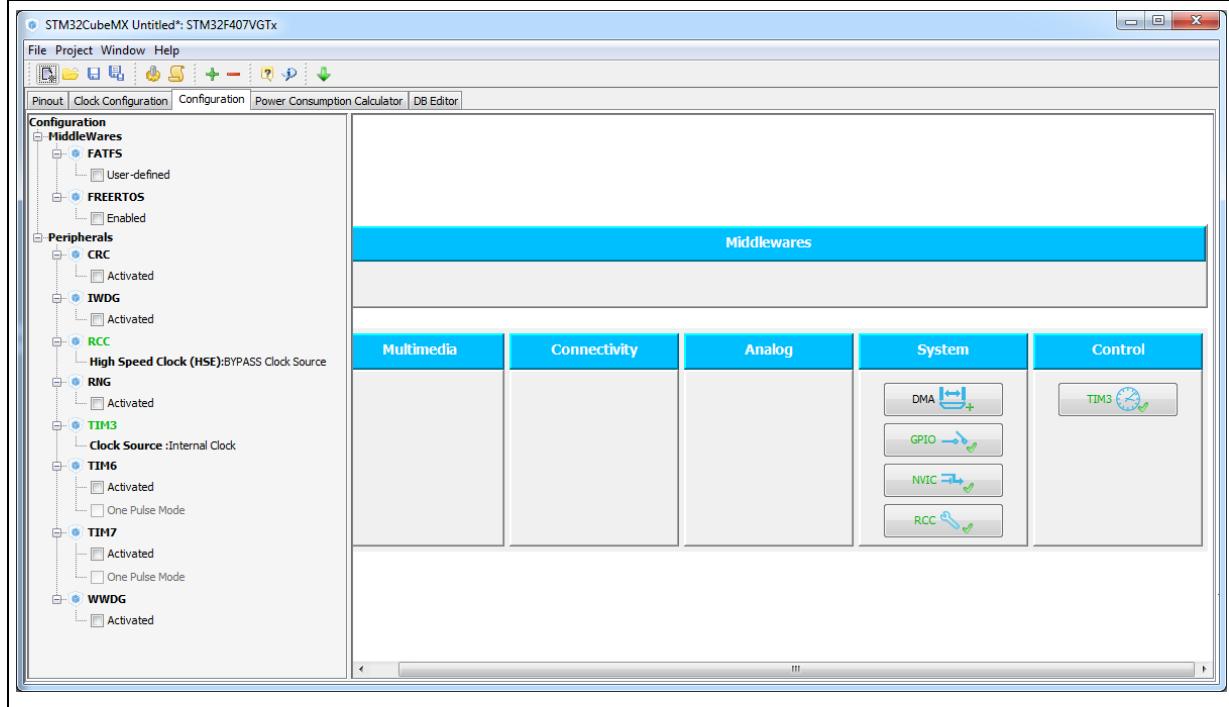
Select the **Configuration** tab to display the configuration view (see [Figure 173](#)).

Peripherals and middleware modes without influence on the pinout can be disabled or enabled in the **Peripheral and Middleware Tree** panel. The modes that impact the pin assignments can only be selected through the **Pinout** tab.

In the main panel, tooltips and warning messages are displayed when peripherals are not properly configured (see [Section 5: STM32CubeMX user interface](#) for details).

Note: *The RCC peripheral initialization will use the parameter configuration done in this view as well as the configuration done in the Clock tree view (clock source, frequencies, prescaler values, etc...).*

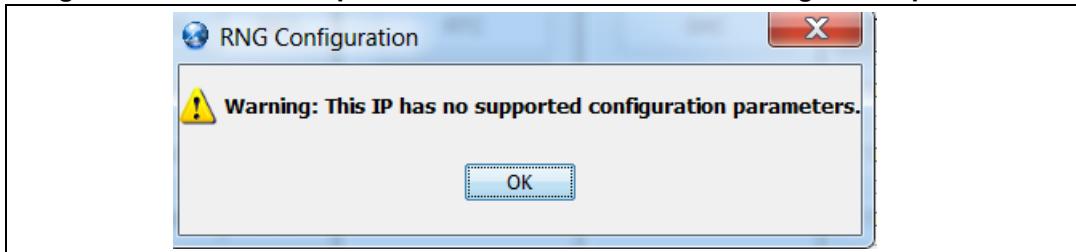
Figure 173. Configuration view



7.6.2 Configuring the peripherals

Each peripheral instance corresponds to a dedicated button in the main panel. Some peripheral modes have no configurable parameters, as illustrated below.

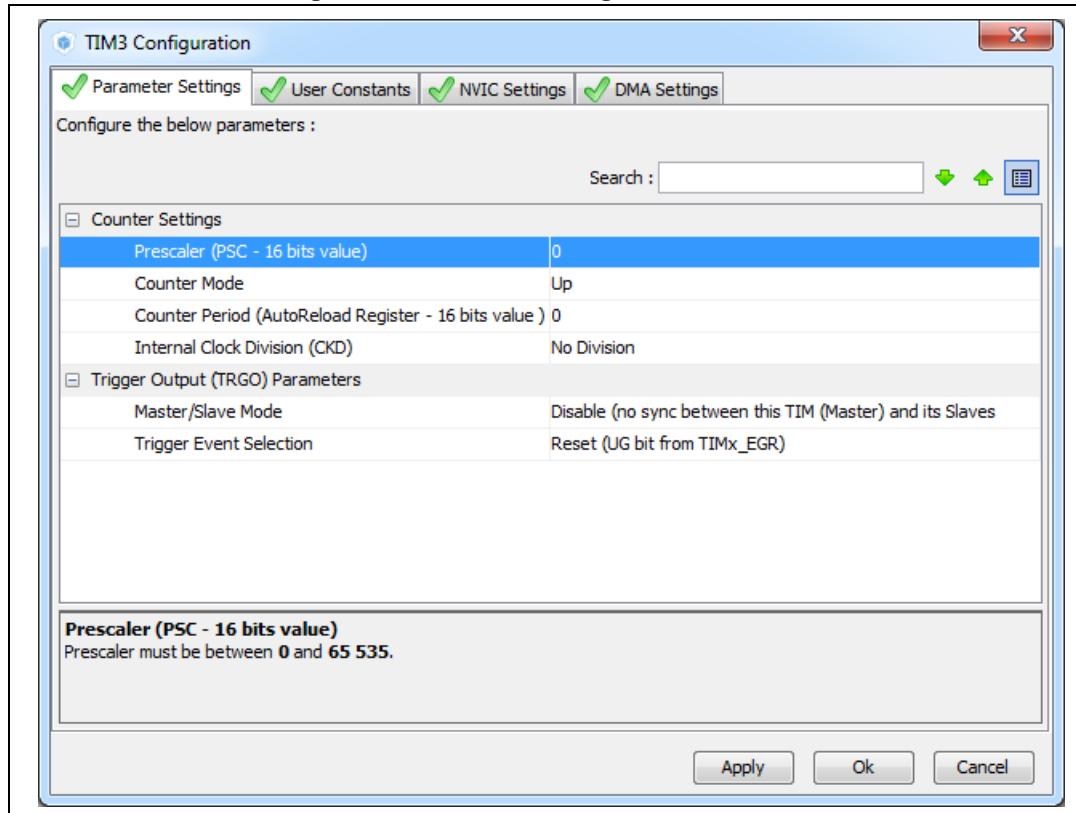
Figure 174. Case of Peripheral and Middleware without configuration parameters



Follow the steps below to proceed with peripheral configuration:

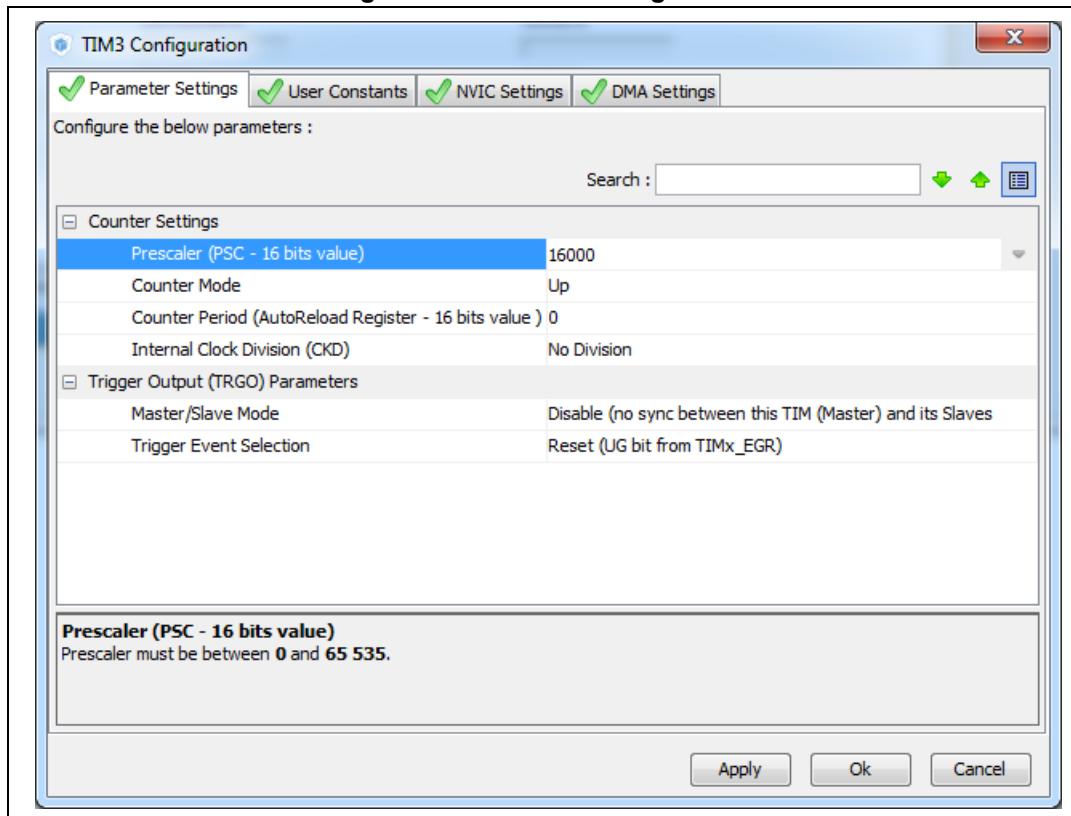
1. Click the peripheral button to open the corresponding configuration window.
In our example,
 - a) Click TIM3 to open the timer configuration window.

Figure 175. Timer 3 configuration window



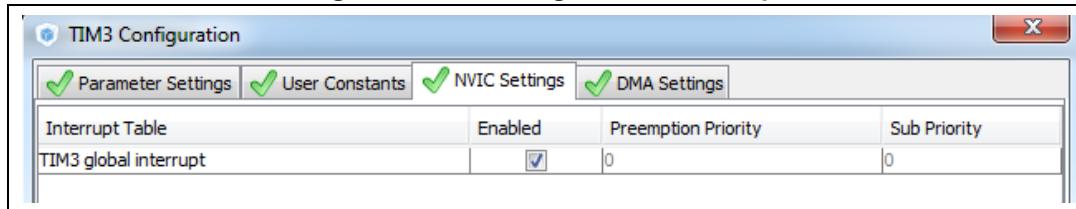
- b) With a 16 MHz APB clock (Clock tree view), set the prescaler to 16000 and the counter period to 1000 to make the LED blink every millisecond.

Figure 176. Timer 3 configuration



2. Optionally and when available, select:
 - The **NVIC Settings** tab to display the NVIC configuration and enable interruptions for this peripheral.
 - The **DMA Settings** tab to display the DMA configuration and to configure DMA transfers for this peripheral.
In the tutorial example, the DMA is not used and the GPIO settings remain unchanged. The interrupt is enabled as shown in [Figure 177](#).
 - The **GPIO Settings** tab to display the GPIO configuration and to configure the GPIOs for this peripheral.
 - Insert an item:
 - The **User Constants** tab to specify constants to be used in the project.
3. Modify and click Apply or OK to save your modifications.

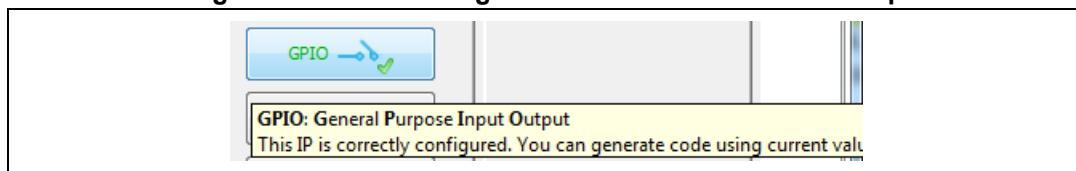
Figure 177. Enabling Timer 3 interrupt



7.6.3 Configuring the GPIOs

The user can adjust all pin configurations from this window. A small icon along with a tooltip indicates the configuration status.

Figure 178. GPIO configuration color scheme and tooltip

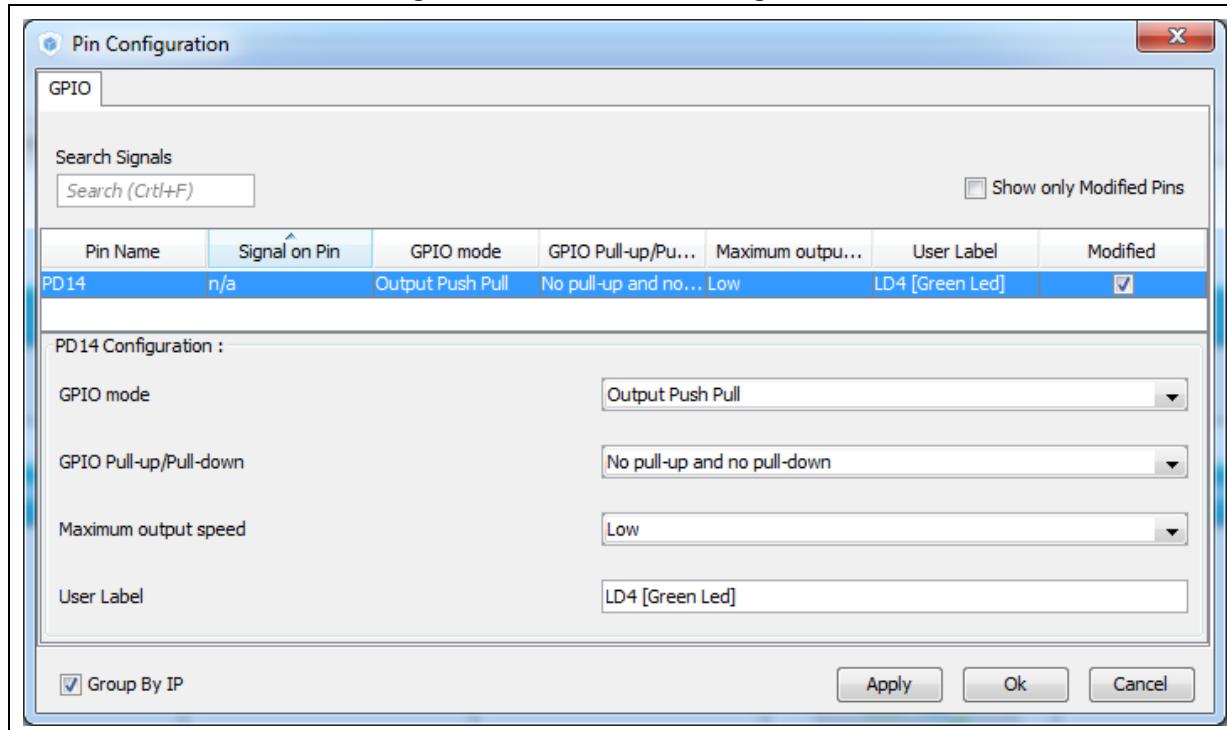


Follow the sequence below to configure the GPIOs:

1. Click the **GPIO** button in the Configuration view to open the **Pin Configuration** window below.
2. The first tab shows the pins that have been assigned a GPIO mode but not for a dedicated peripheral and middleware. Select a Pin Name to open the configuration for that pin.

In the tutorial example, select PD12 and configure it in output push-pull mode to drive the STM32F4DISCOVERY LED (see [Figure 179](#)).

Figure 179. GPIO mode configuration



- Click **Apply** then **Ok** to close the window.

7.6.4 Configuring the DMAs

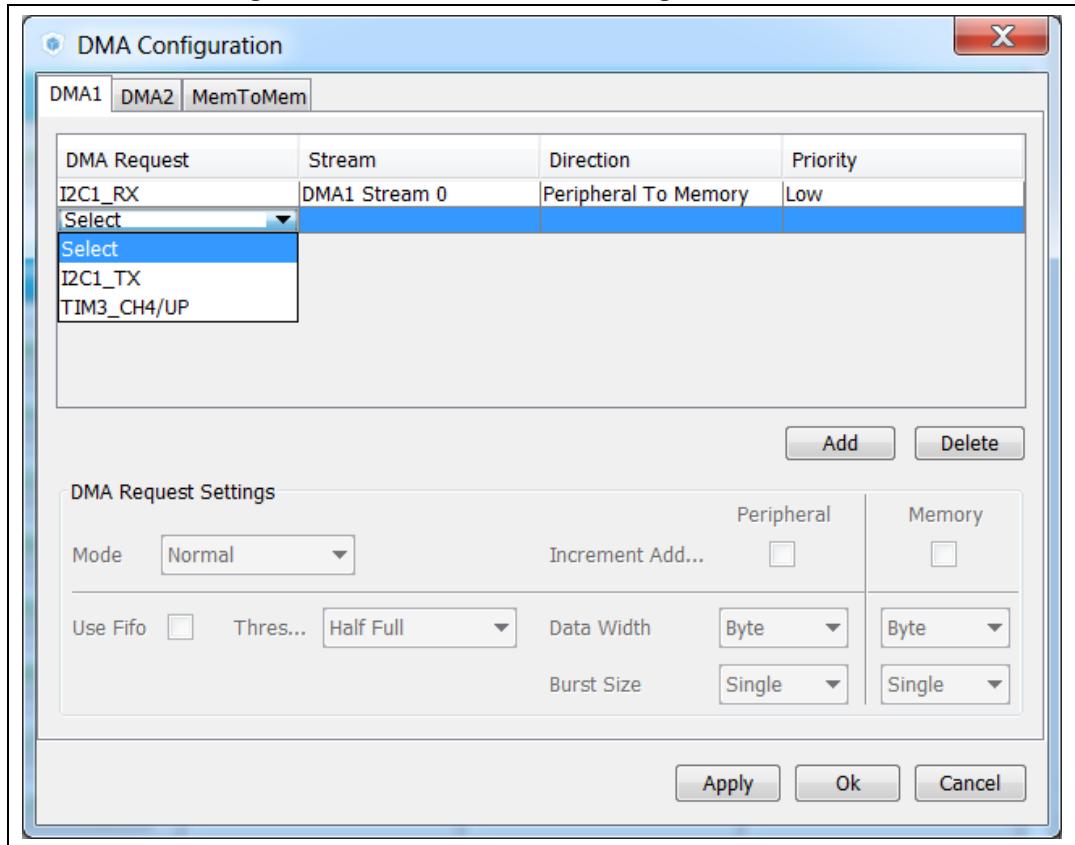
This is not required for the example taken for the tutorial.

It is recommended to use DMA transfers to offload the CPU. The DMA Configuration window provides a fast and easy way to configure the DMAs (see [Figure 180](#)).

- Add a new DMA request and select among a list of possible configurations.
- Select among the available streams.
- Select the Direction: Memory to Peripheral or Peripheral to Memory.
- Select a Priority.

Note: *Configuring the DMA for a given peripheral and middleware can also be performed using the Peripheral and Middleware configuration window.*

Figure 180. DMA Parameters configuration window

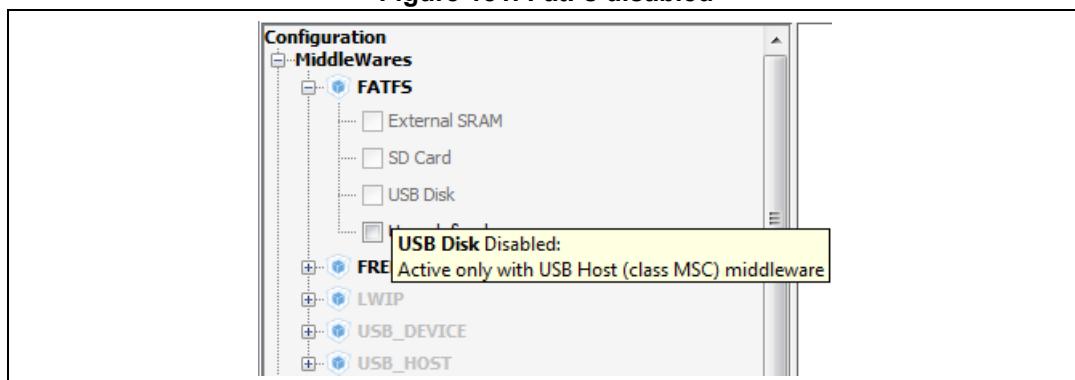


7.6.5 Configuring the middleware

This is not required for the example taken for the tutorial.

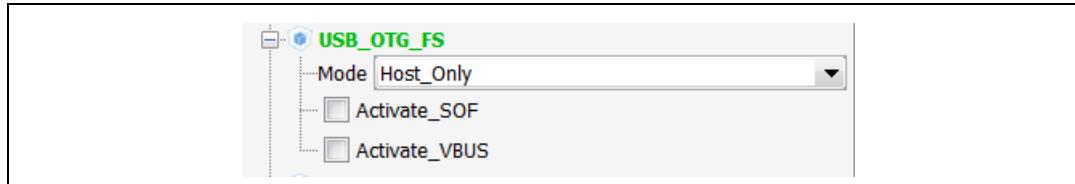
If a peripheral is required for a middleware mode, the peripheral must be configured in the **Pinout** view for the middleware mode to become available. A tooltip can guide the user as illustrated in the FatFs example below:

Figure 181. FatFs disabled



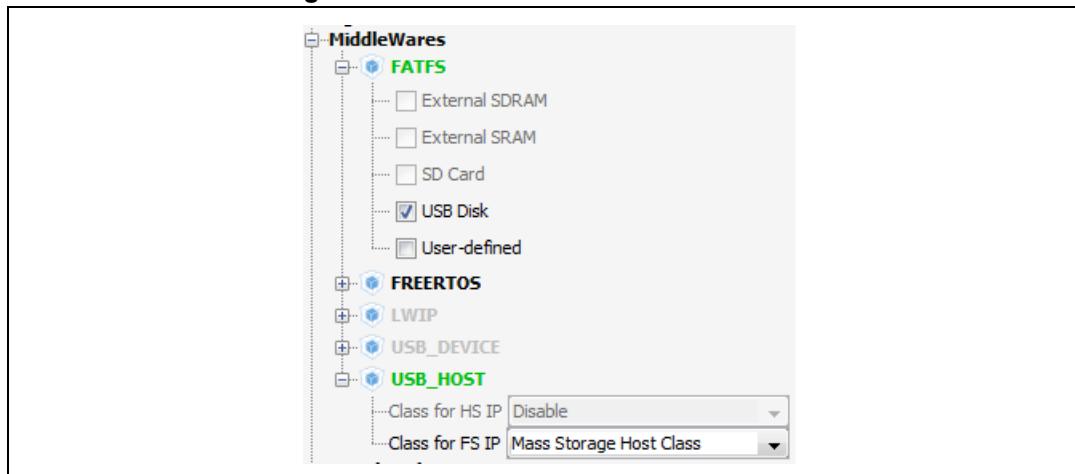
1. Configure the USB peripheral from the **Pinout** view.

Figure 182. USB Host configuration



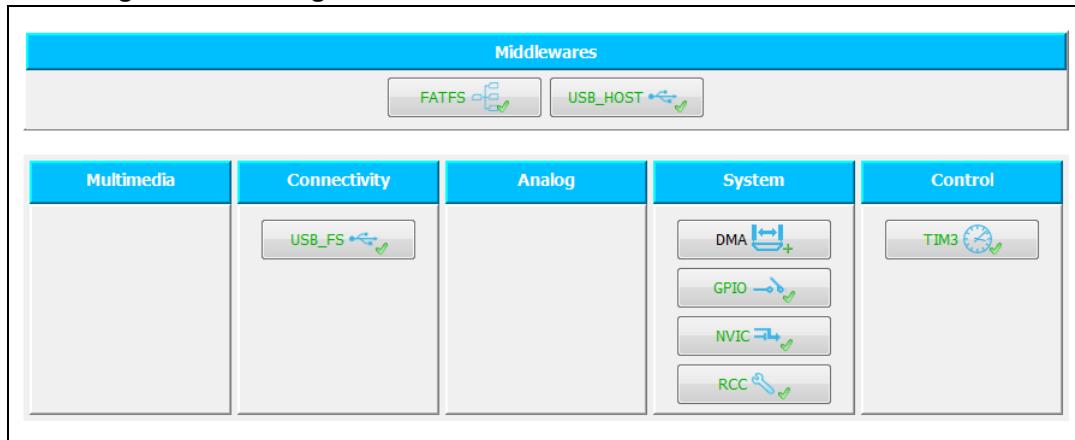
2. Select MSC_FS class from USB Host middleware.
3. Select the checkbox to enable FatFs USB mode in the tree panel.

Figure 183. FatFs over USB mode enabled



4. Select the **Configuration** view. FatFs and USB buttons are then displayed.

Figure 184. Configuration view with FatFs and USB enabled



5. FatFs and USB using default settings are already marked as configured . Click FatFs and USB buttons to display default configuration settings. You can also change them by following the guidelines provided at the bottom of the window.

Figure 185. FatFs peripheral instances

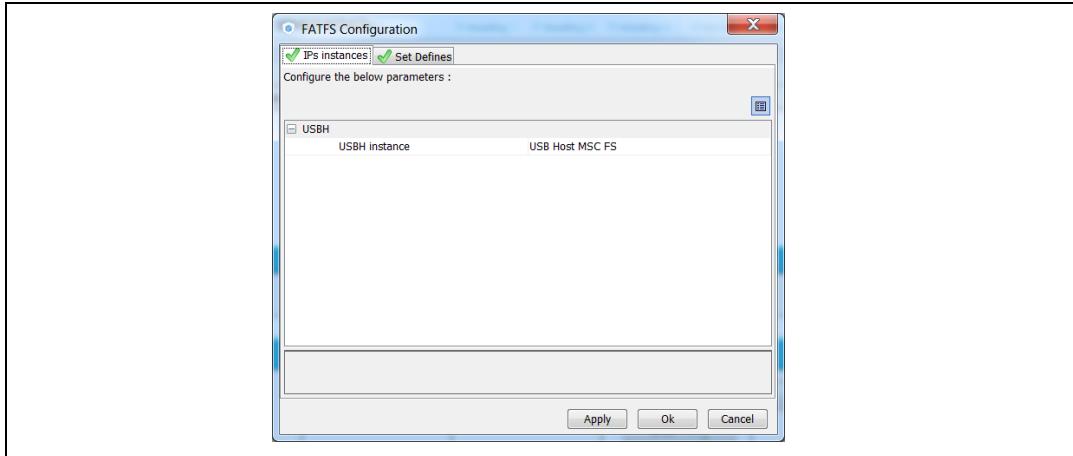
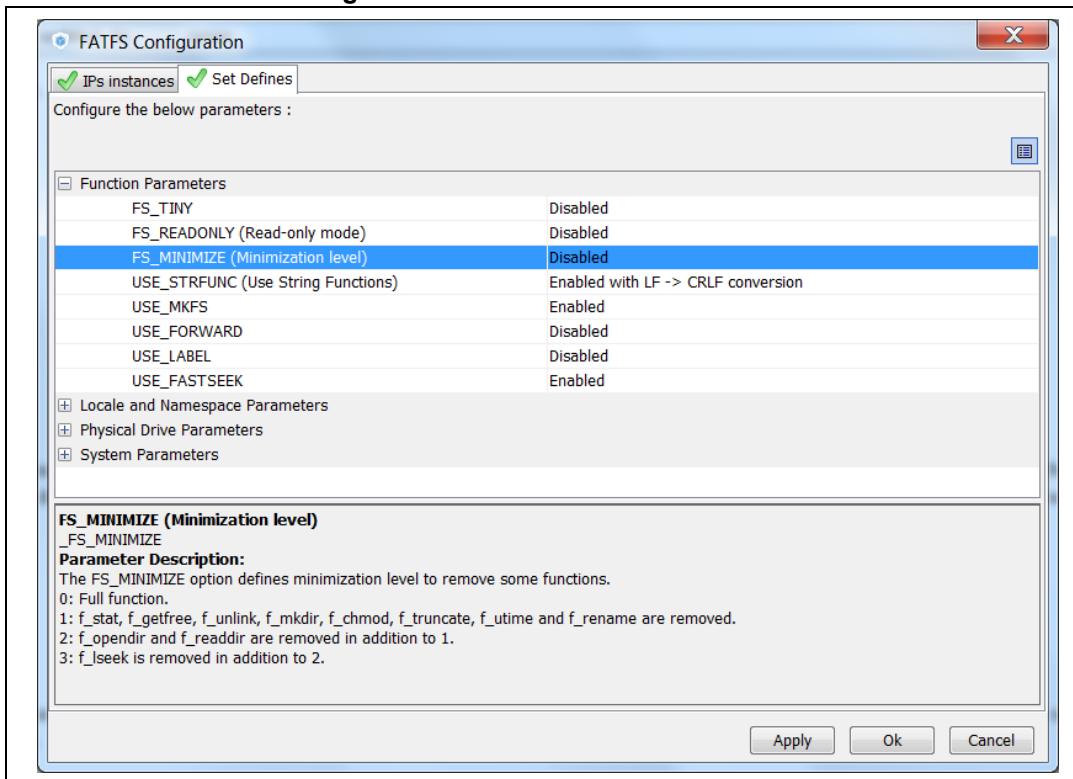


Figure 186. FatFs define statements



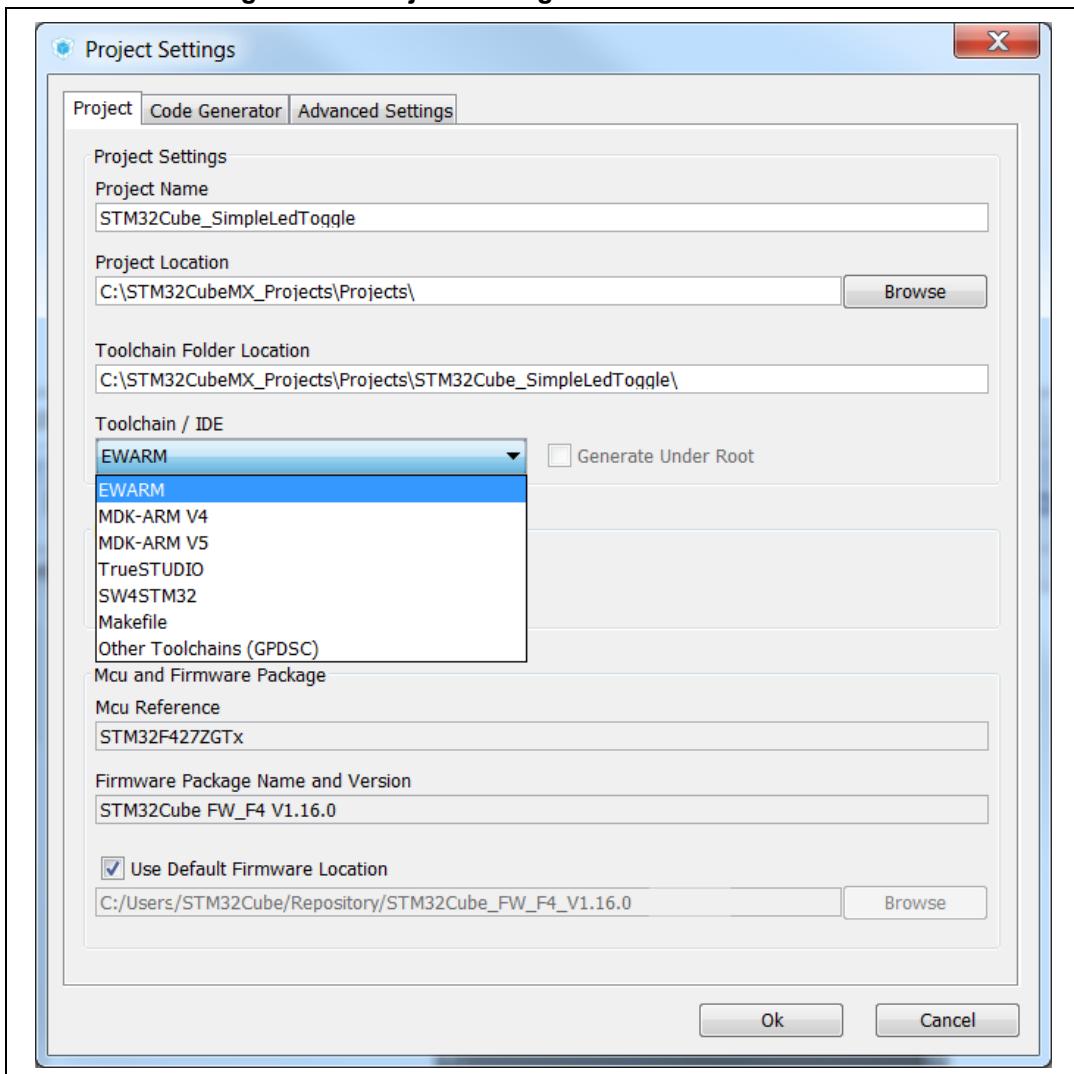
7.7 Generating a complete C project

7.7.1 Setting project options

Default project settings can be adjusted prior to C code generation as described in [Figure 187](#).

1. Select **Settings** from the **Project** menu to open the Project settings window.
2. Select the **Project Tab** and choose a Project **name**, **location** and a **toolchain** to generate the project (see [Figure 187](#)).

Figure 187. Project Settings and toolchain selection

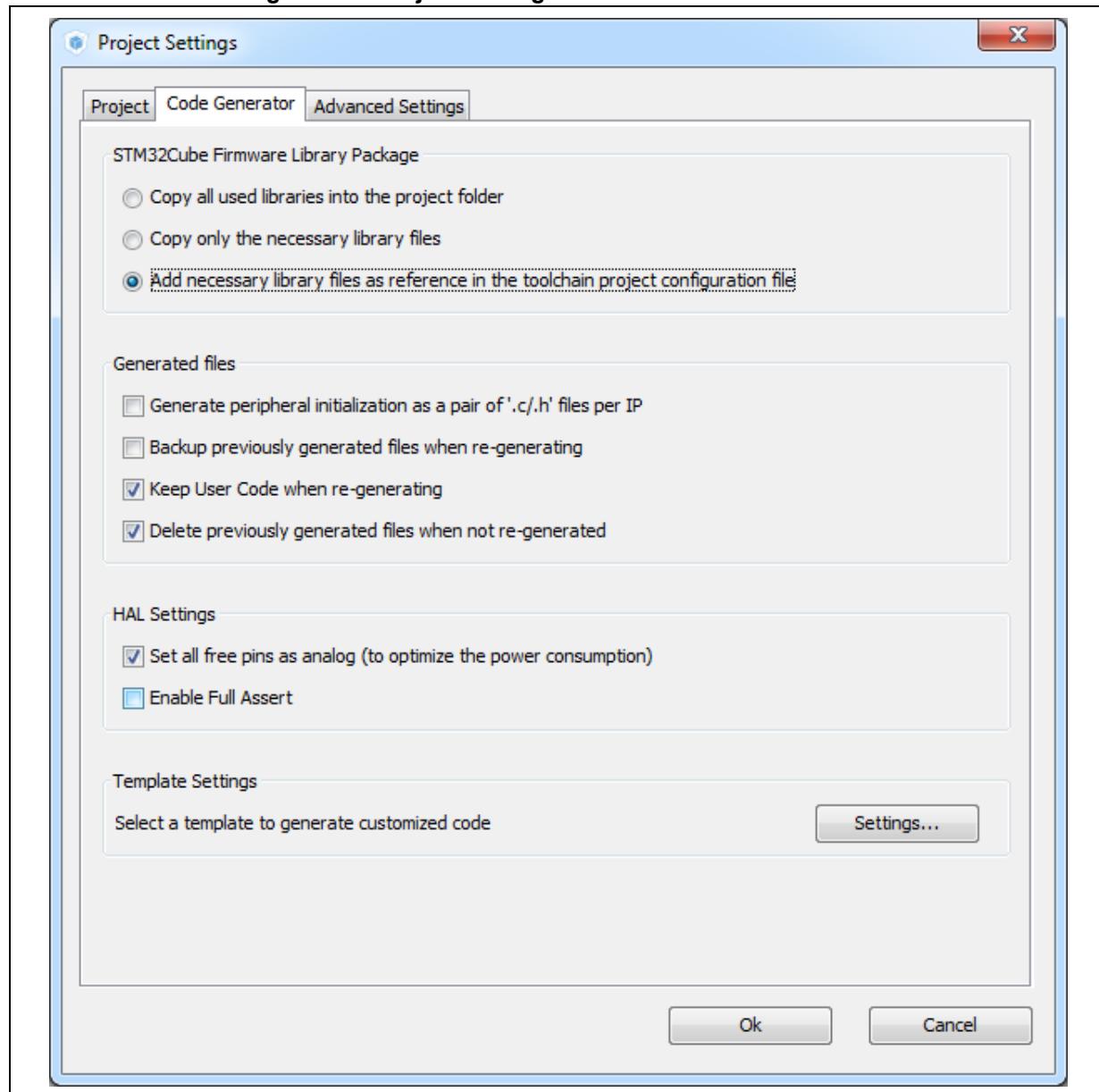


3. Select the **Code Generator** tab to choose various C code generation options:
 - The library files copied to *Projects* folder.
 - C code regeneration (e.g. what is kept or backed up during C code regeneration).
 - HAL specific action (e.g. set all free pins as analog I/Os to reduce MCU power consumption).

In the tutorial example, select the settings as displayed in the figure below and click OK.

Note: *A dialog window appears when the firmware package is missing. Go to next section for explanation on how to download the firmware package.*

Figure 188. Project Settings menu - Code Generator tab

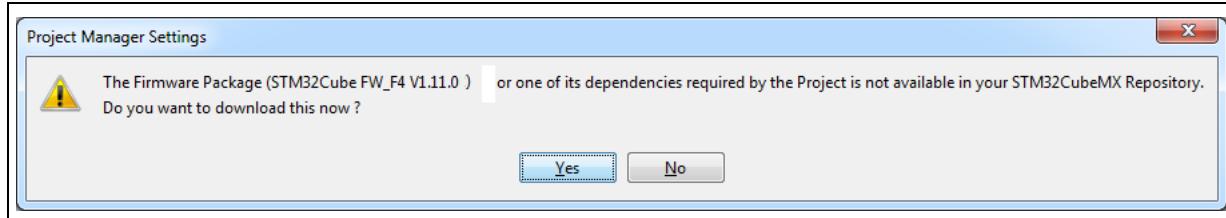


7.7.2 Downloading firmware package and generating the C code

1. Click  to generate the C code.

During C code generation, STM32CubeMX copies files from the relevant STM32Cube MCU package into the project folder so that the project can be compiled. When generating a project for the first time, the firmware package is not available on the user PC and a warning message is displayed:

Figure 189. Missing firmware package warning message

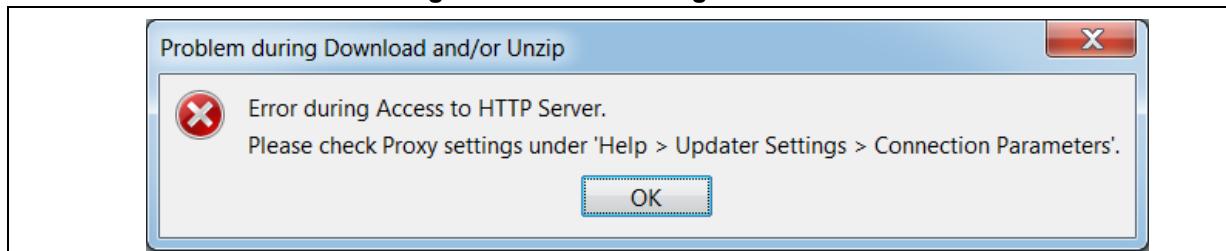


2. STM32CubeMX offers to download the relevant firmware package or to go on. Click **Download** to obtain a complete project, that is a project ready to be used in the selected IDE.

By clicking **Continue**, only *Inc* and *Src* folders will be created, holding STM32CubeMX generated initialization files. The necessary firmware and middleware libraries will have to be copied manually to obtain a complete project.

If the download fails, the below error message is displayed:

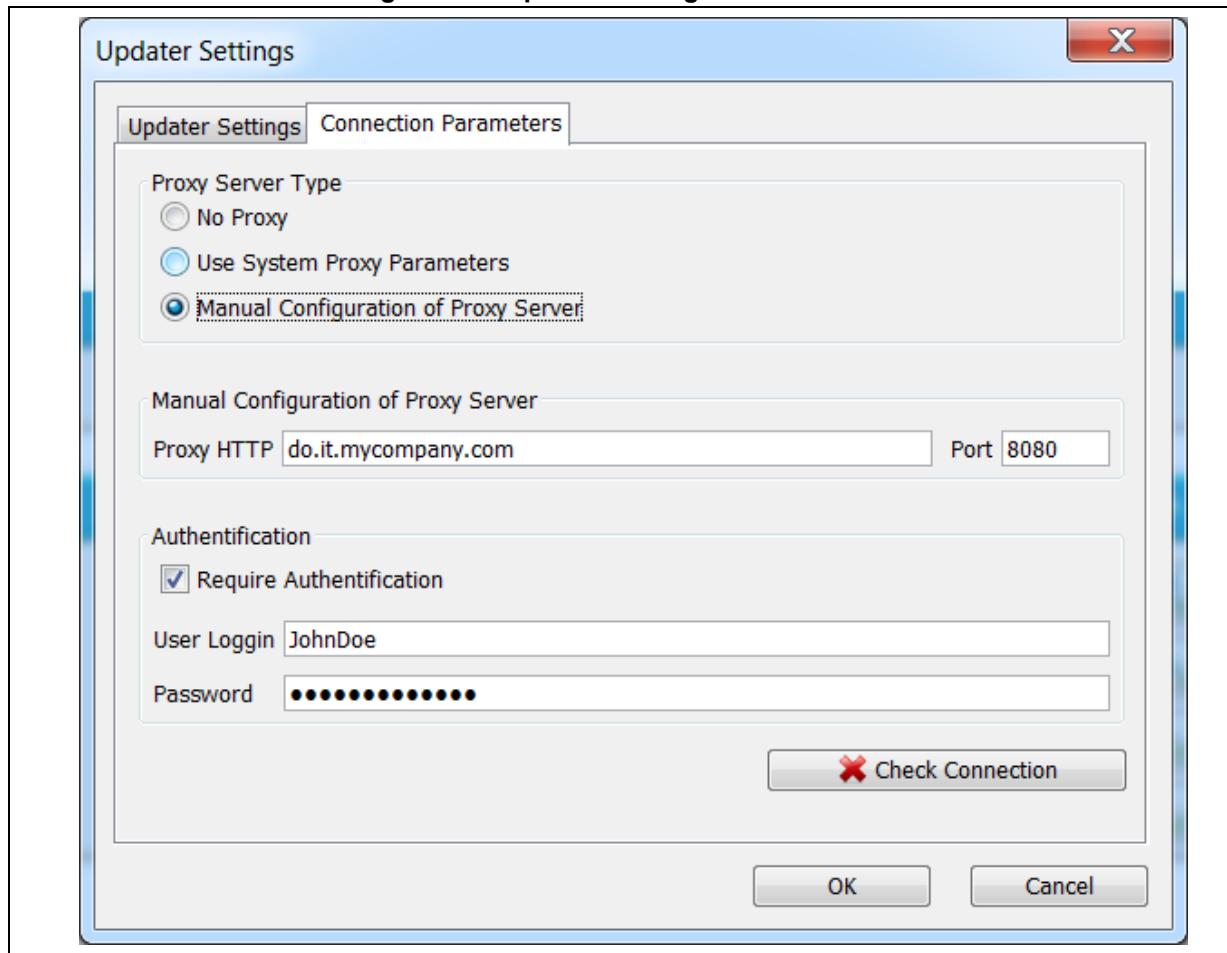
Figure 190. Error during download



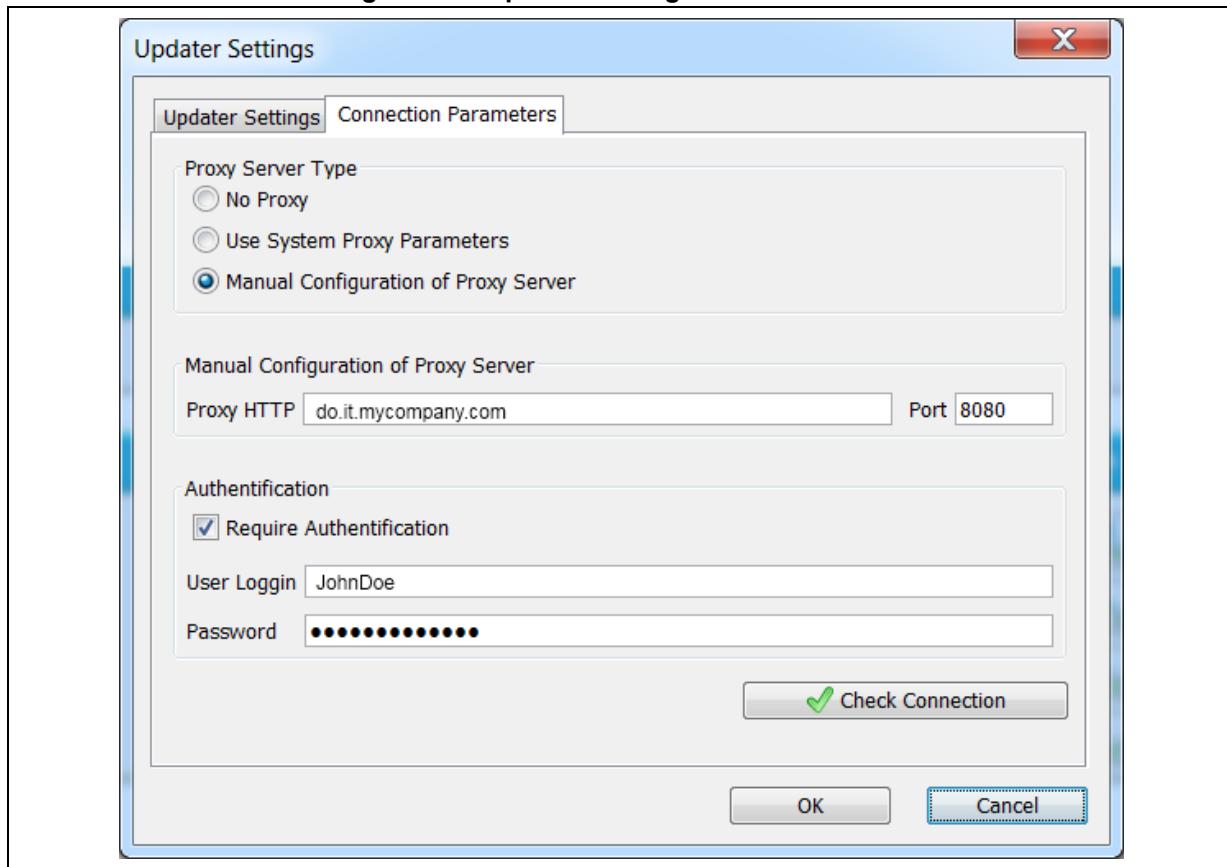
To solve this issue, execute the next two steps. Skip them otherwise.

3. Select **Help > Updater settings menu** and adjust the connection parameters to match your network configuration.

Figure 191. Updater settings for download



4. Click **Check connection**. The check mark turns green once the connection is established.

Figure 192. Updater settings with connection

- Once the connection is functional, click to generate the C code. The C code generation process starts and progress is displayed as illustrated in the next figures.

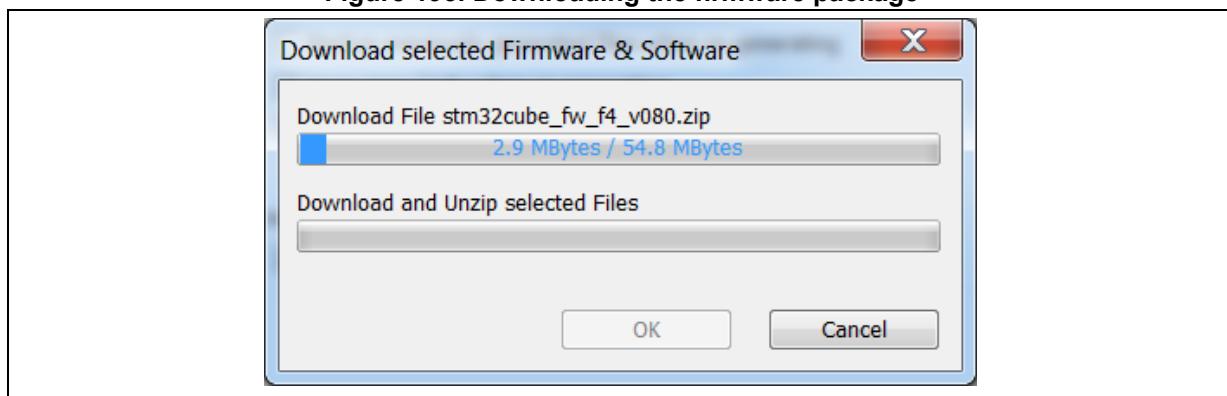
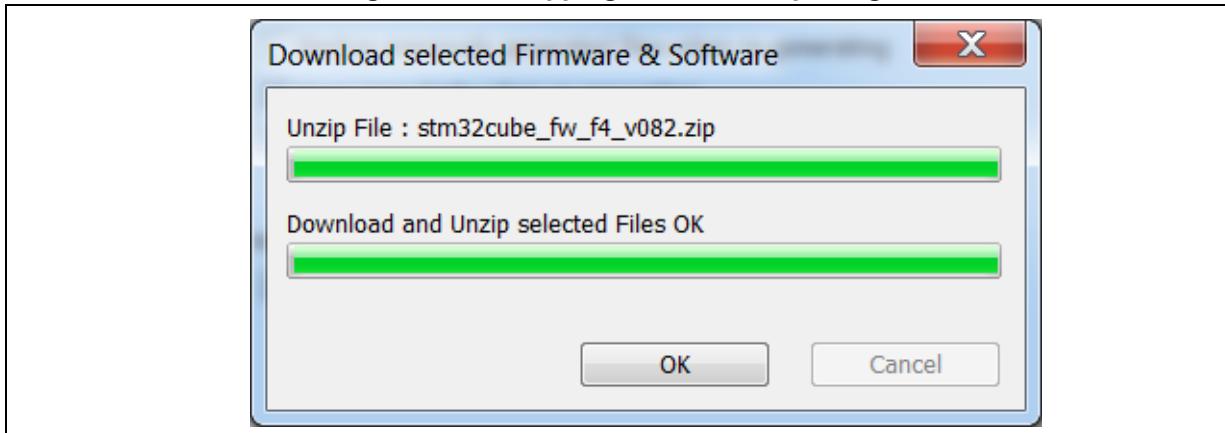
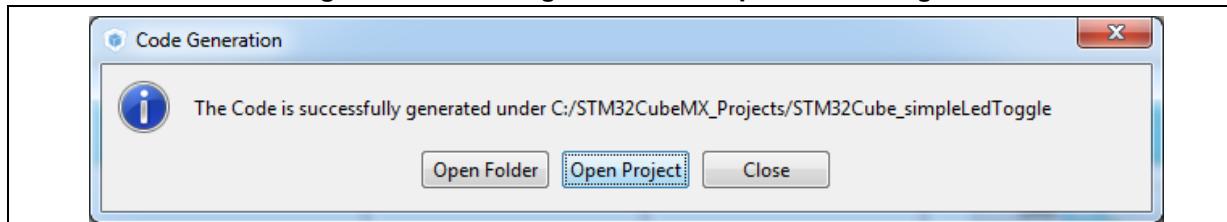
Figure 193. Downloading the firmware package

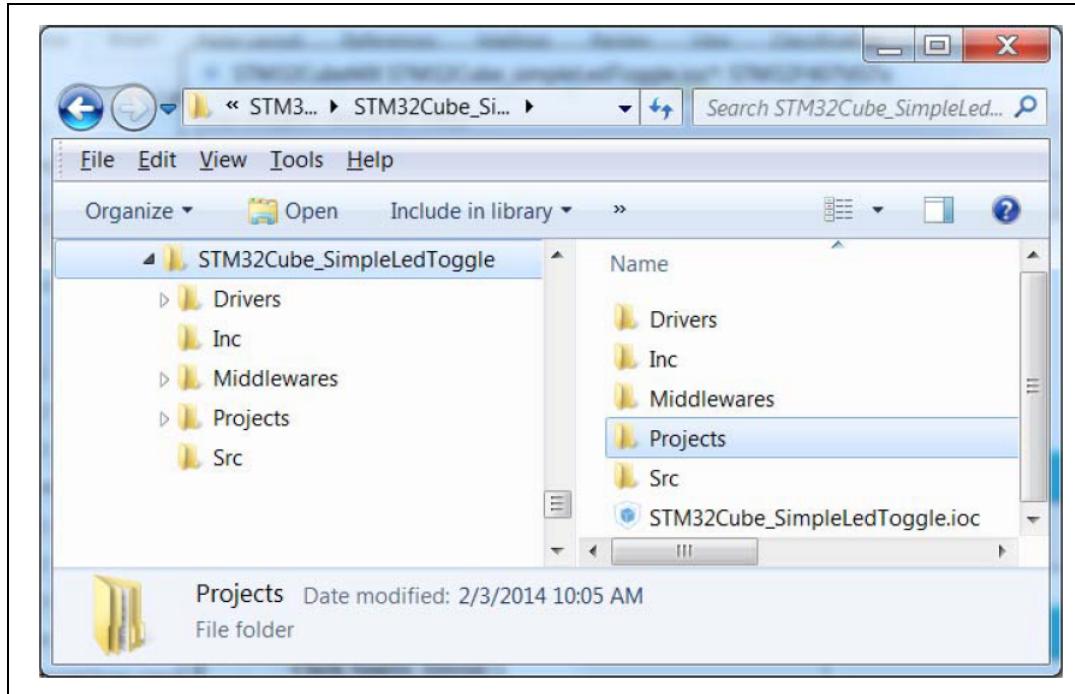
Figure 194. Unzipping the firmware package

6. Finally, a confirmation message is displayed to indicate that the C code generation has been successful.

Figure 195. C code generation completion message

7. Click **Open Folder** to display the generated project contents or click **Open Project** to open the project directly in your IDE. Then proceed with [Section 7.8](#).

Figure 196. C code generation output folder



The generated project contains:

- The STM32CubeMX .ioc project file located in the root folder. It contains the project user configuration and settings generated through STM32CubeMX user interface.
- The *Drivers* and *Middlewares* folders hold copies of the firmware package files relevant for the user configuration.
- The *Projects* folder contains IDE specific folders with all the files required for the project development and debug within the IDE.
- The *Inc* and *Src* folders contain STM32CubeMX generated files for middleware, peripheral and GPIO initialization, including the main.c file. The STM32CubeMX generated files contain user-dedicated sections allowing to insert user-defined C code.

Caution: C code written within the user sections is preserved at next C code generation, while C code written outside these sections is overwritten.

User C code will be lost if user sections are moved or if user sections delimiters are renamed.

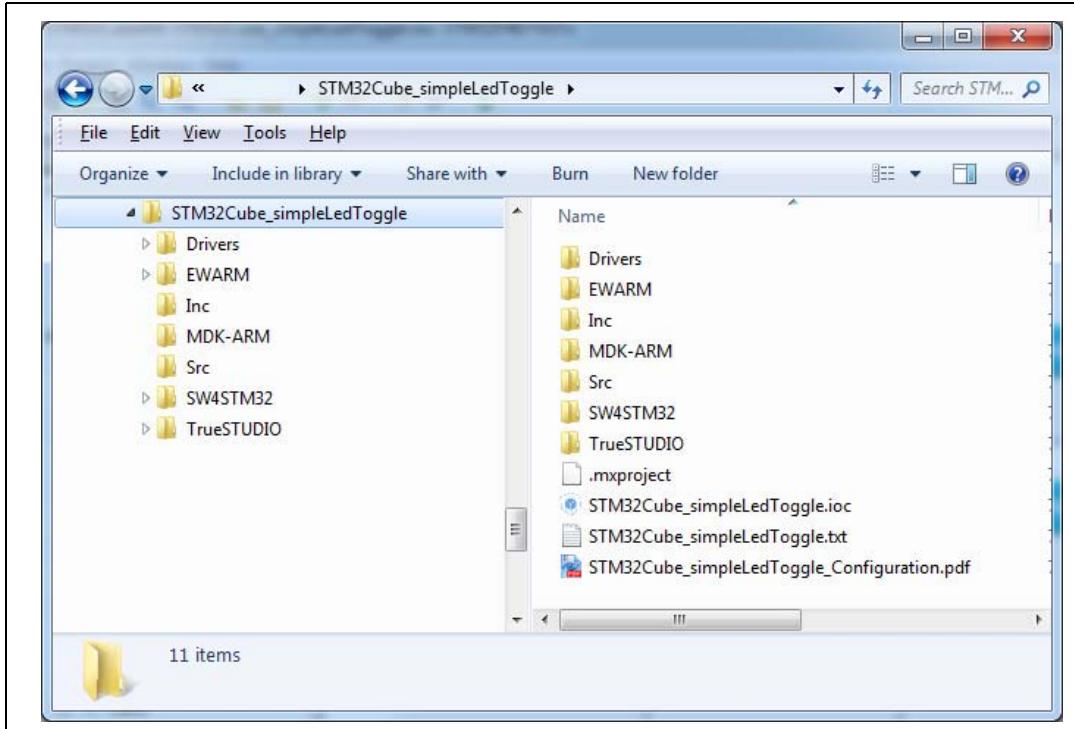
7.8 Building and updating the C code project

This example explains how to use the generated initialization C code and complete the project, within IAR™ EWARM toolchain, to have the LED blink according to the TIM3 frequency.

A folder is available for the toolchains selected for C code generation: the project can be generated for more than one toolchain by choosing a different toolchain from the Project Settings menu and clicking Generate code once again.

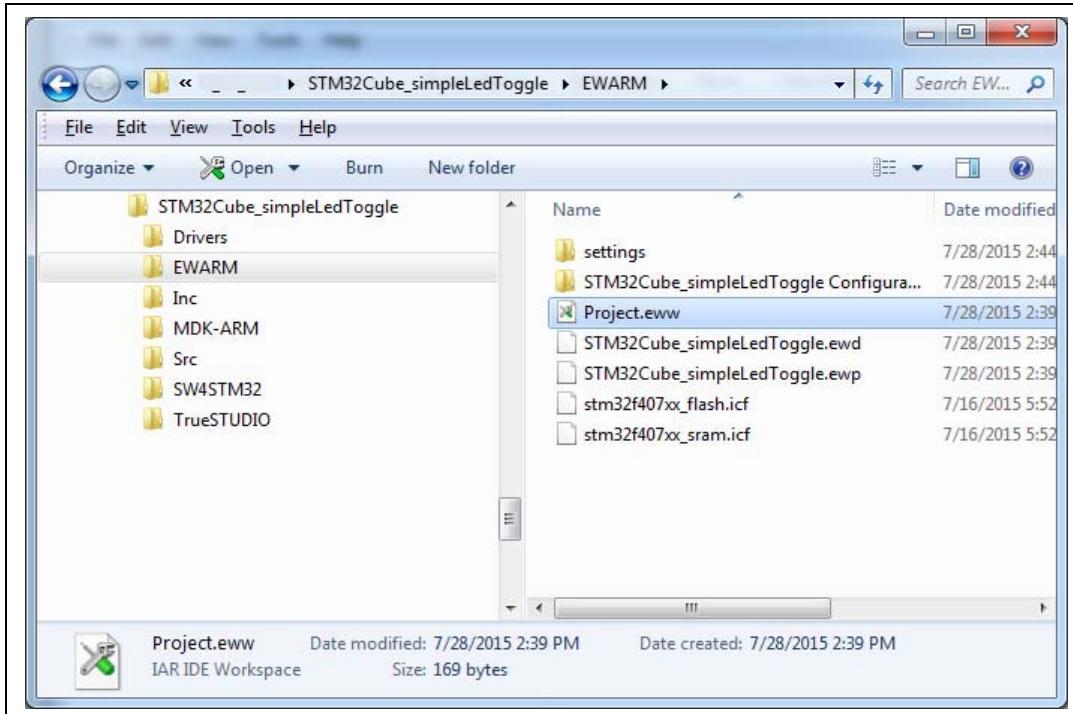
1. Open the project directly in the IDE toolchain by clicking **Open Project** from the dialog window or by double-clicking the relevant IDE file available in the toolchain folder under STM32CubeMX generated project directory (see [Figure 195](#)).

Figure 197. C code generation output: Projects folder



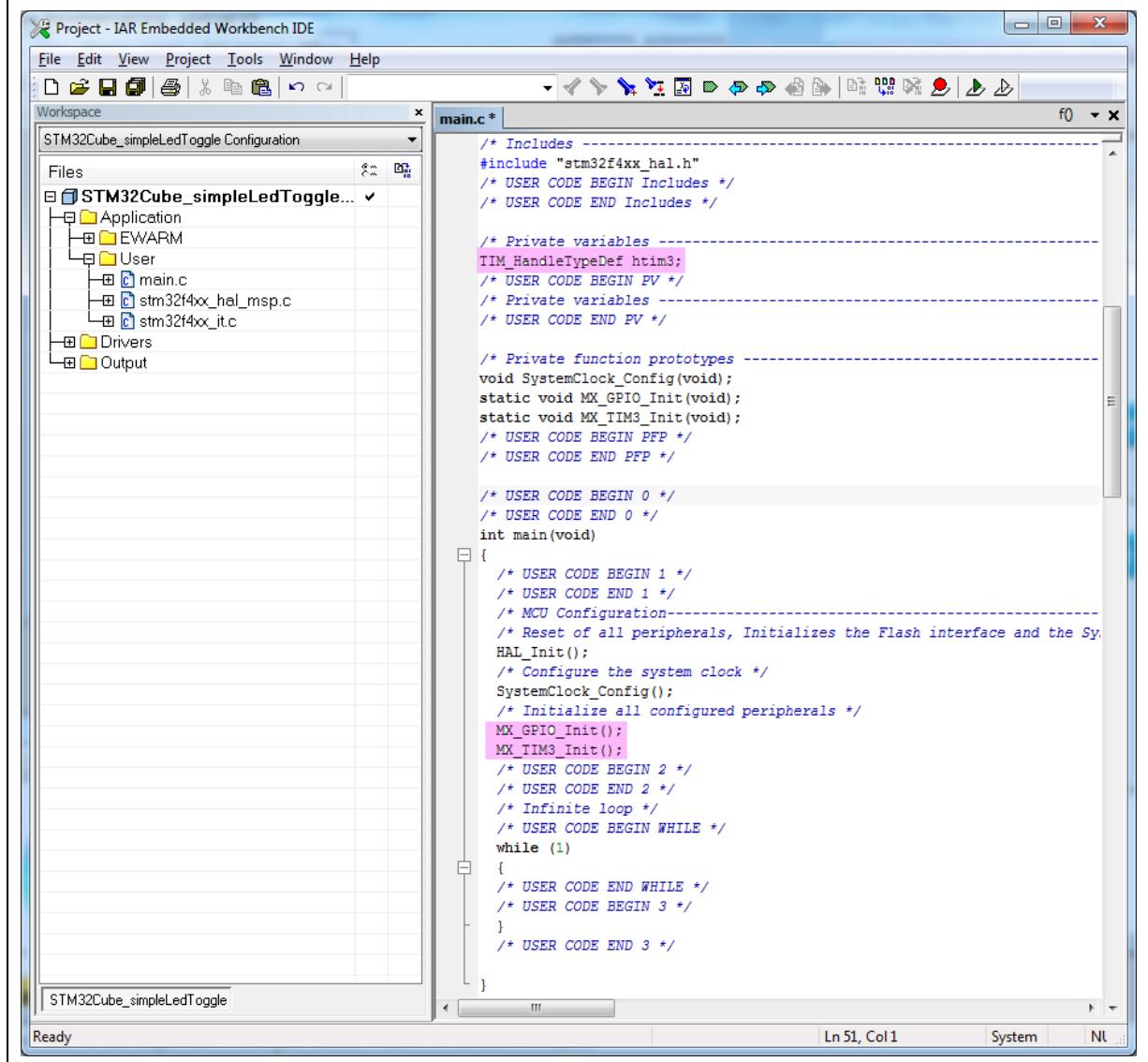
2. As an example, select .eww file to load the project in the IAR™ EWARM IDE.

Figure 198. C code generation for EWARM



3. Select the main.c file to open in editor.

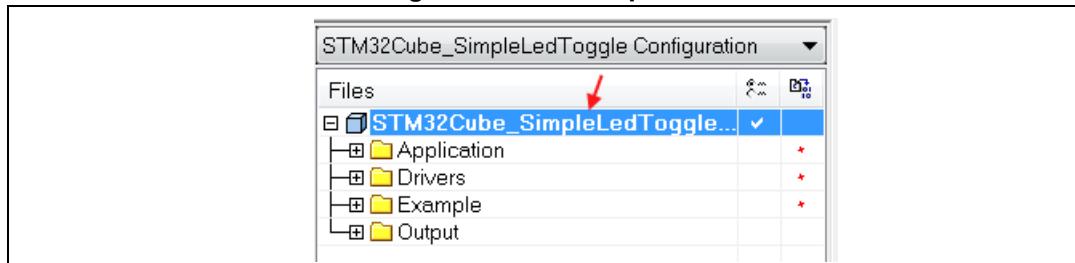
Figure 199. STM32CubeMX generated project open in IAR™ IDE



The htim3 structure handler, system clock, GPIO and TIM3 initialization functions are defined. The initialization functions are called in the main.c. For now the user C code sections are empty.

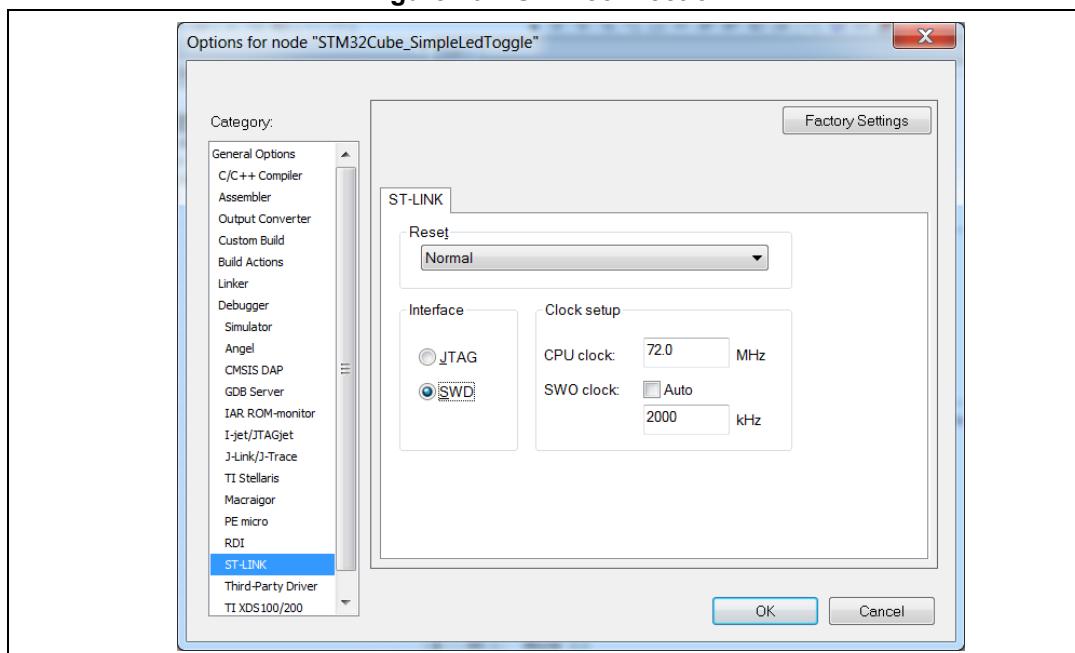
4. In the IAR™ IDE, right-click the project name and select **Options**.

Figure 200. IAR™ options



5. Click the ST-LINK category and make sure SWD is selected to communicate with the STM32F4DISCOVERY board. Click OK.

Figure 201. SWD connection



6. Select **Project > Rebuild all**. Check if the project building has succeeded.

Figure 202. Project building log

The screenshot shows a window titled "Messages" with the following content:

```
Messages
stm32f4xx_hal_tim.c
stm32f4xx_hal_tim_ex.c
stm32f4xx_it.c
stm32f4xx_ll_sdmmc.c
system_stm32f4xx.c
Linking

Total number of errors: 0
Total number of warnings: 0
```

7. Add user C code in the dedicated user sections **only**.

Note: The main while(1) loop is placed in a user section.

For example:

- Edit the main.c file.
- To start timer 3, update User Section 2 with the following C code:

Figure 203. User Section 2

```
HAL_Init();
/* Configure the system clock */
SystemClock_Config();
/* Initialize all configured peripherals */
MX_GPIO_Init();
MX_TIM3_Init();

/* USER CODE BEGIN 2 */
HAL_TIM_Base_Start_IT(&htim3);
/* USER CODE END 2 */

/* Infinite loop */
/* USER CODE BEGIN WHILE */
while (1)
{
```

- c) Then, add the following C code in User Section 4:

Figure 204. User Section 4

```
/* USER CODE BEGIN 4 */

void HAL_TIM_PeriodElapsedCallback(TIM_HandleTypeDef *htim)
{
    if ( htim->Instance == htim3.Instance )
    {
        HAL_GPIO_TogglePin(GPIOB, GPIO_PIN_12);
    }
}
/* USER CODE END 4 */
```

This C code implements the weak callback function defined in the HAL timer driver (stm32f4xx_hal_tim.h) to toggle the GPIO pin driving the green LED when the timer counter period has elapsed.

8. Rebuild and program your board using . Make sure the SWD ST-LINK option is checked as a Project options otherwise board programming will fail.
9. Launch the program using . The green LED on the STM32F4DISCOVERY board will blink every second.
10. To change the MCU configuration, go back to STM32CubeMX user interface, implement the changes and regenerate the C code. The project will be updated, preserving the C code in the user sections if **Keep Current Signals Placement** option in Project Settings is enabled.

7.9 Switching to another MCU

STM32CubeMX allows loading a project configuration on an MCU of the same Series.

Proceed as follows:

1. Select **File > New Project**.
2. Select an MCU belonging to the same Series. As an example, you can select the STM32F429ZITx that is the core MCU of the 32F429IDISCOVERY board.
3. Select **File > Import project**. In the **Import project** window, browse to the .ioc file to load. A message warns you that the currently selected MCU (STM32F429ZITx) differs from the one specified in the .ioc file (STM32F407VGTx). Several import options are proposed (see [Figure 205](#)).
4. Click the **Try Import** button and check the import status to verify if the import succeeded (see [Figure 206](#)).
5. Click OK to really import the project. An output tab is then displayed to report the import results.
6. The green LED on 32F429IDISCOVERY board is connected to PG13: CTRL+ right click PD12 and drag and drop it on PG13.
7. Select **Project > Settings** to configure the new project name and folder location. Click **Generate icon** to save the project and generate the code.
8. Select **Open the project** from the dialog window, update the user sections with the user code, making sure to update the GPIO settings for PG13. Build the project and flash the board. Launch the program and check that LED blinks once per second.

Figure 205. Import Project menu

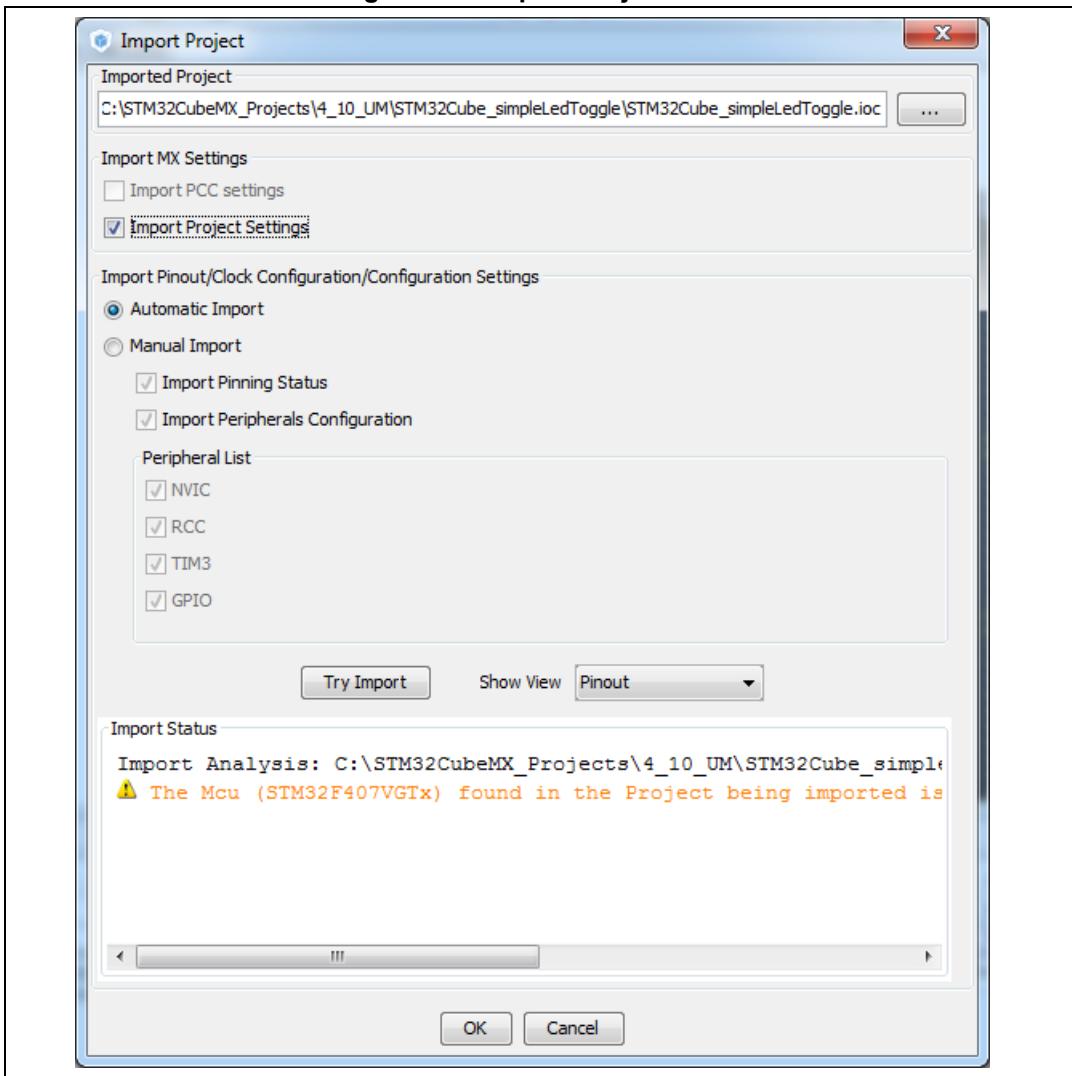
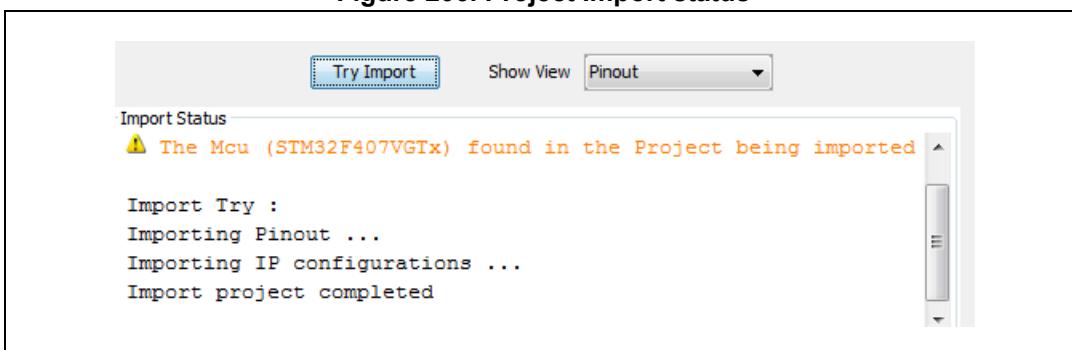


Figure 206. Project Import status



8 Tutorial 2 - Example of FatFs on an SD card using STM32429I-EVAL evaluation board

The tutorial consists in creating and writing to a file on the STM32429I-EVAL1 SD card using the FatFs file system middleware.

To generate a project and run tutorial 2, follow the sequence below:

1. Launch STM32CubeMX.
2. Select **File > New Project**. The Project window opens.
3. Click the **Board Selector Tab** to display the list of ST boards.
4. Select **EvalBoard** as type of Board and **STM32F4** as Series to filter down the list.
5. Leave the option **Initialize all peripherals with their default mode** unchecked so that the code is generated only for the peripherals used by the application.
6. Select the STM32429I-EVAL board and click OK. Answer No in the dialog box asking to initialize all peripherals to their default modes (see [Figure 207](#)). The **Pinout** view is loaded, matching the MCU pinout configuration on the evaluation board (see [Figure 208](#)).

Figure 207. Board peripheral initialization dialog box

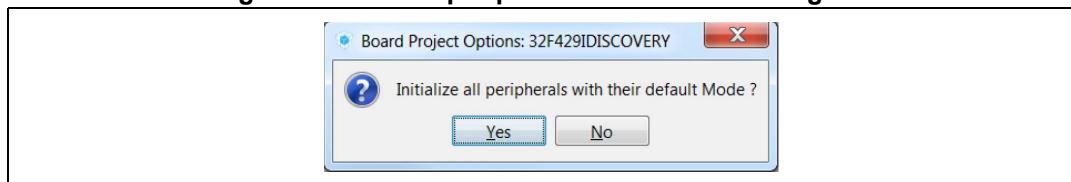
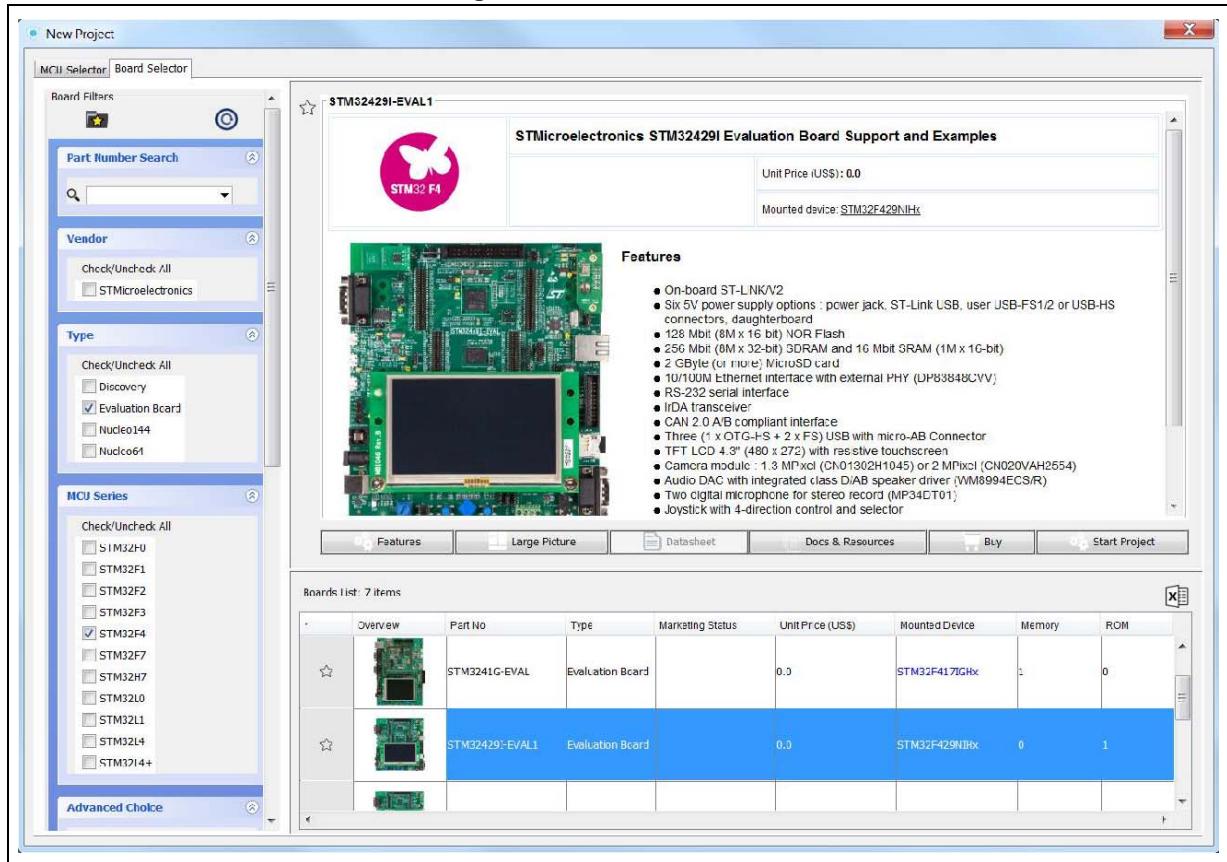
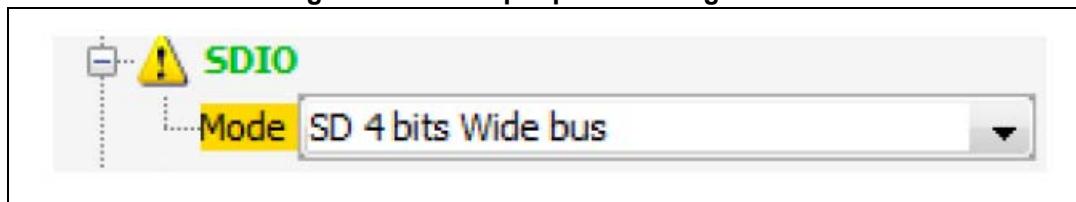


Figure 208. Board selection



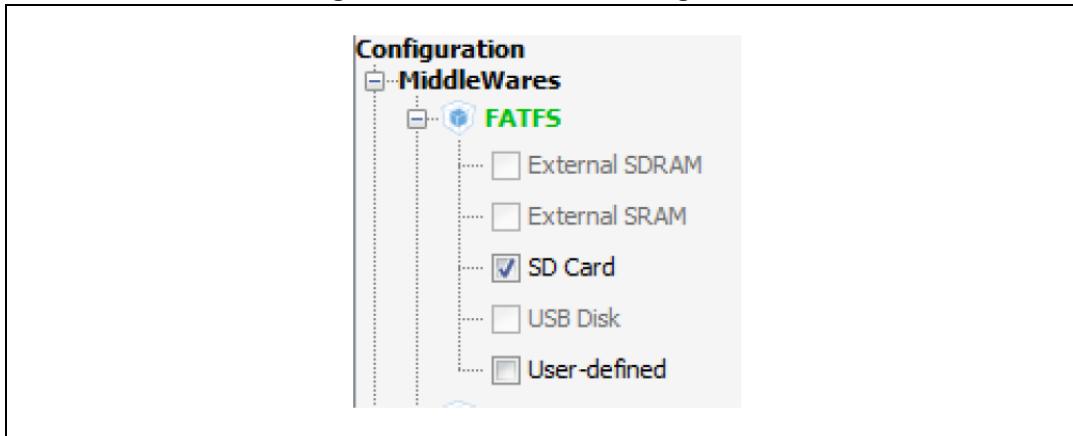
- From the Peripheral tree on the left, expand the SDIO peripheral and select the SD 4 bits wide bus (see [Figure 209](#)).

Figure 209. SDIO peripheral configuration



- Under the Middlewares category, check "SD Card" as FatFs mode (see [Figure 210](#)).

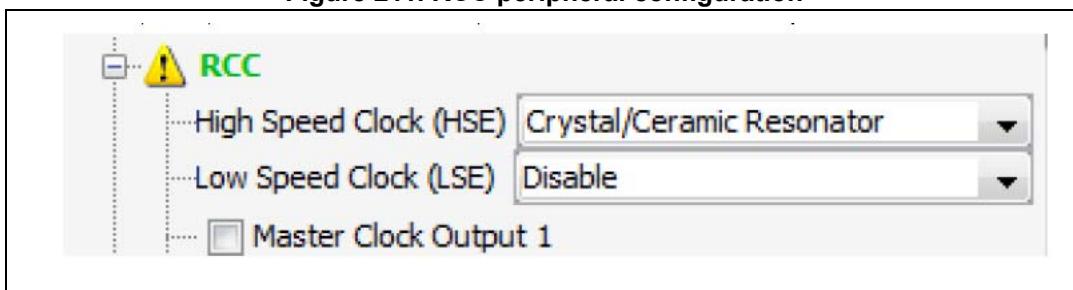
Figure 210. FatFs mode configuration



9. Configure the clocks as follows:

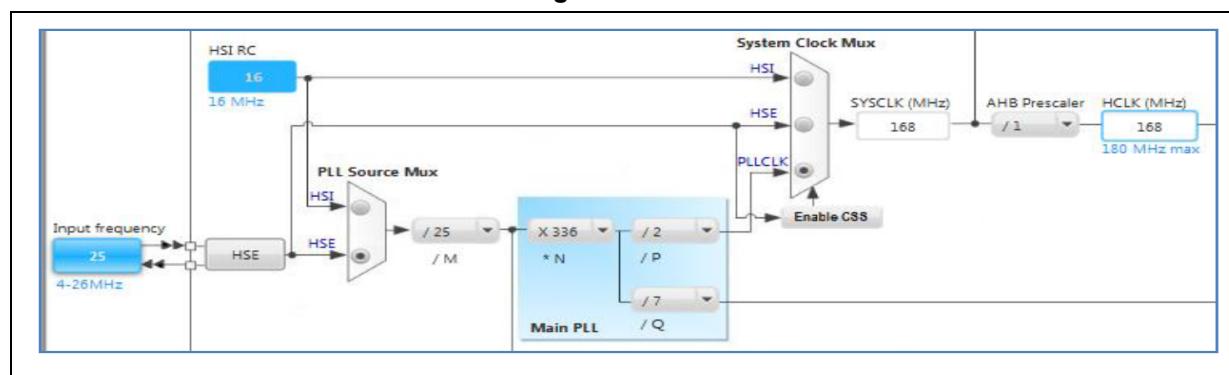
- Select the RCC peripheral from the Pinout view (see [Figure 211](#)).

Figure 211. RCC peripheral configuration



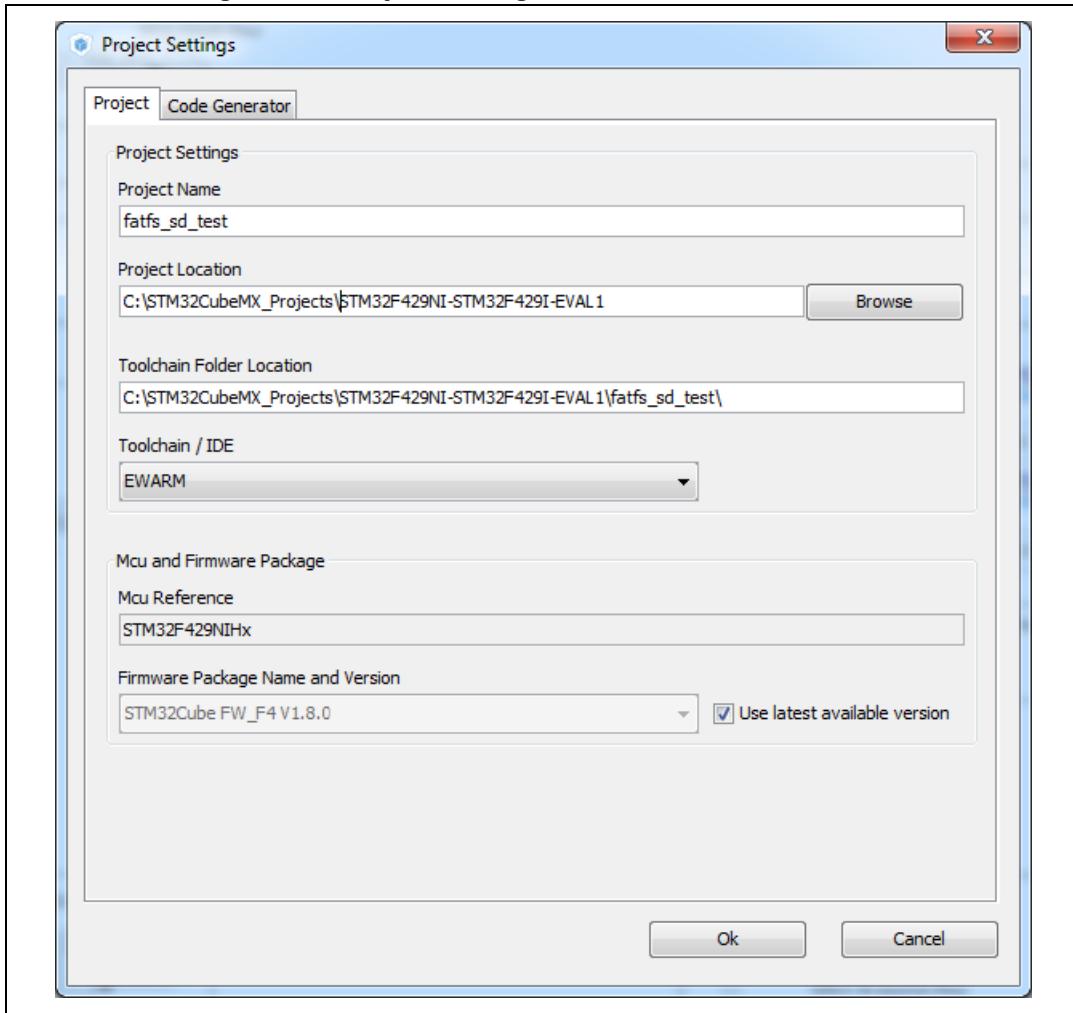
- Configure the clock tree from the clock tab (see [Figure 212](#)).

Figure 212. Clock tree view



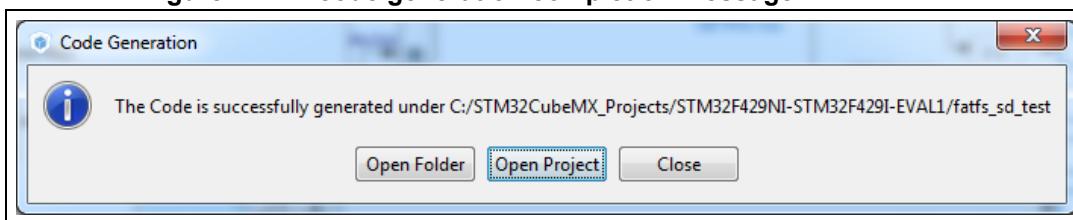
10. In the **Project Settings** menu, specify the project name and destination folder. Then, select the EWARM IDE toolchain.

Figure 213. Project Settings menu - Code Generator tab



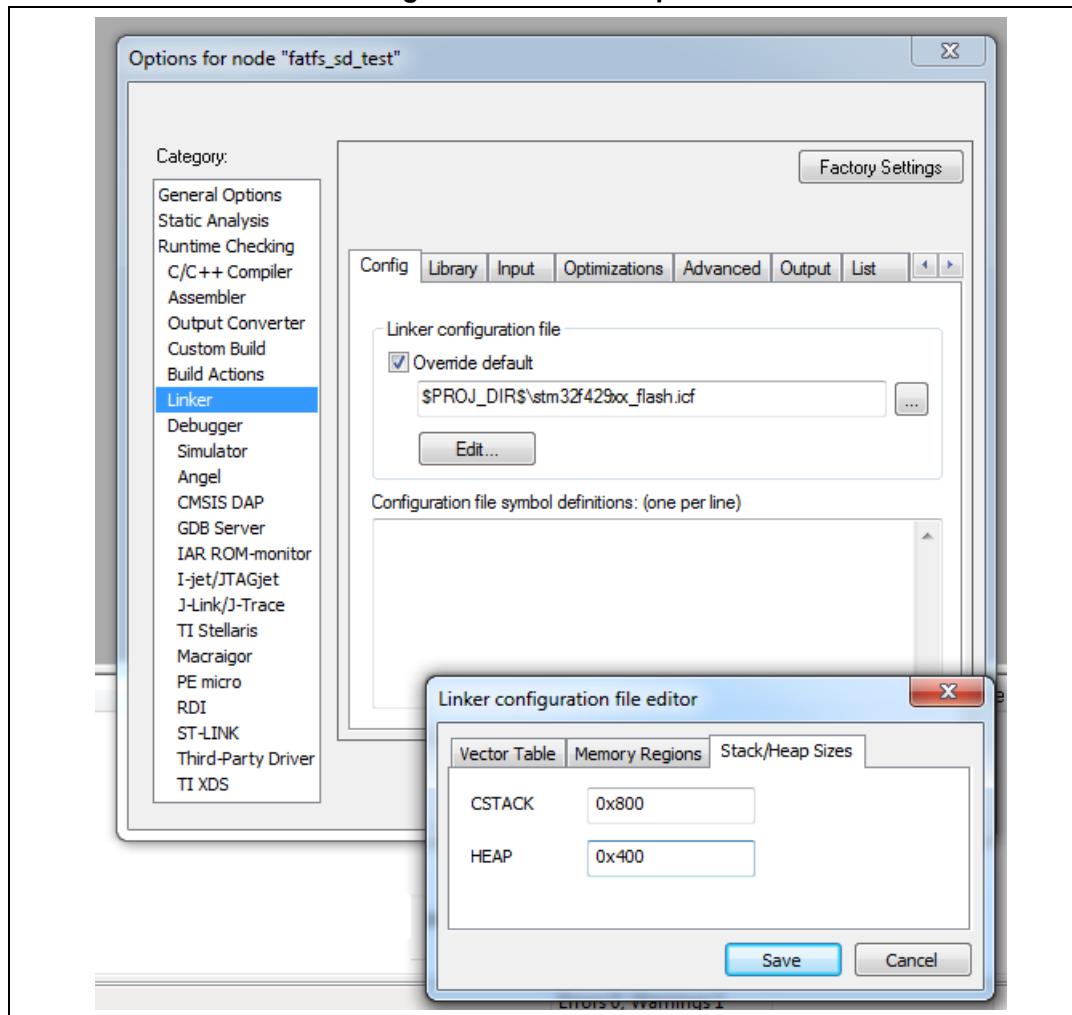
11. Click **Ok**. Then, on the toolbar menu, click to generate the project.
12. Upon code generation completion, click **Open Project** in the **Code Generation** dialog window (see [Figure 214](#)). This opens the project directly in the IDE.

Figure 214. C code generation completion message



13. In the IDE, check that heap and stack sizes are sufficient: right click the project name and select Options, then select Linker. Check **Override default** to use the icf file from STM32CubeMX generated project folder. Adjust the heap and stack sizes (see [Figure 215](#)).

Figure 215. IDE workspace



Note: When using the MDK-Arm toolchain, go to the Application/MDK-ARM folder and double-click the startup_xx.s file to edit and adjust the heap and stack sizes there.

14. Go to the Application/User folder. Double-click the main.c file and edit it.
15. The tutorial consists in creating and writing to a file on the evaluation board SD card using the FatFs file system middleware:
 - a) At startup all LEDs are OFF.
 - b) The red LED is turned ON to indicate that an error occurred (FatFs initialization, file read/write access errors..).
 - c) The orange LED is turned ON to indicate that the FatFs link has been successfully mounted on the SD driver.
 - d) The blue LED is turned ON to indicate that the file has been successfully written to the SD Card.
 - e) The green LED is turned ON to indicate that the file has been successfully read from file the SD Card.
16. For use case implementation, update main.c with the following code:

- a) Insert main.c private variables in a dedicated user code section:

```
/* USER CODE BEGIN PV */
/* Private variables -----*/
FATFS SDFatFs; /* File system object for SD card logical drive */
FIL MyFile; /* File object */
const char wtext[] = "Hello World!";
const uint8_t image1_bmp[] = {
0x42,0x4d,0x36,0x84,0x03,0x00,0x00,0x00,0x00,0x36,0x00,0x00,0x00,
0x28,0x00,0x00,0x00,0x40,0x01,0x00,0x00,0xf0,0x00,0x00,0x00,0x01,0x00,
0x18,0x00,0x00,0x00,0x00,0x00,0x84,0x03,0x00,0x00,0x00,0x00,0x00,0x00,
0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x29,0x74,
0x51,0xe,0x63,0x30,0x04,0x4c,0x1d,0x0f,0x56,0x25,0x11,0x79,0x41,0x1f,
0x85,0x6f,0x25,0x79,0x7e,0x27,0x72,0x0b,0x50,0x43,0x00,0x44,0x15,
0x00,0x4b,0x0f,0x00,0x4a,0x15,0x07,0x50,0x16,0x03,0x54,0x22,0x23,0x70,
0x65,0x30,0x82,0x6d,0x0f,0x6c,0x3e,0x22,0x80,0x5d,0x23,0x8b,0x5b,0x26};
/* USER CODE END PV */
```

- b) Insert main functional local variables:

```
int main(void)
{
/* USER CODE BEGIN 1 */
FRESULT res; /* FatFs function common result code */
uint32_t byteswritten, bytesread; /* File write/read counts */
char rtext[256]; /* File read buffer */
/* USER CODE END 1 */

/* MCU Configuration-----*/

```

```
/* Reset of all peripherals, Initializes the Flash interface and the
Systick. */
HAL_Init();
```

- c) Insert user code in the main function, after initialization calls and before the while loop, to perform actual read/write from/to the SD card:

```
int main(void)
{
...
}
```

```

MX_FATFS_Init();

/* USER CODE BEGIN 2 */
/*##-0- Turn all LEDs off(red, green, orange and blue) */
HAL_GPIO_WritePin(GPIOG, (GPIO_PIN_10 | GPIO_PIN_6 | GPIO_PIN_7 |
GPIO_PIN_12), GPIO_PIN_SET);
/*##-1- FatFS: Link the SD disk I/O driver #######*/
if(retSD == 0){
    /* success: set the orange LED on */
    HAL_GPIO_WritePin(GPIOG, GPIO_PIN_7, GPIO_PIN_RESET);
/*##-2- Register the file system object to the FatFs module ####*/
if(f_mount(&SDFatFs, (TCHAR const*)SD_Path, 0) != FR_OK){
    /* FatFs Initialization Error : set the red LED on */
    HAL_GPIO_WritePin(GPIOG, GPIO_PIN_10, GPIO_PIN_RESET);
    while(1);
} else {
/*##-3- Create a FAT file system (format) on the logical drive#*/
/* WARNING: Formatting the uSD card will delete all content on the
device */
if(f_mkfs((TCHAR const*)SD_Path, 0, 0) != FR_OK){
    /* FatFs Format Error : set the red LED on */
    HAL_GPIO_WritePin(GPIOG, GPIO_PIN_10, GPIO_PIN_RESET);
    while(1);
} else {
/*##-4- Create & Open a new text file object with write access*/
if(f_open(&MyFile, "Hello.txt", FA_CREATE_ALWAYS | FA_WRITE) !=
FR_OK){
    /* 'Hello.txt' file Open for write Error : set the red LED on */
    HAL_GPIO_WritePin(GPIOG, GPIO_PIN_10, GPIO_PIN_RESET);
    while(1);
} else {
/*##-5- Write data to the text file #######*/
res = f_write(&MyFile, wtext, sizeof(wtext), (void
*)&byteswritten);
if((byteswritten == 0) || (res != FR_OK)){
    /* 'Hello.txt' file Write or EOF Error : set the red LED on */
    HAL_GPIO_WritePin(GPIOG, GPIO_PIN_10, GPIO_PIN_RESET);
    while(1);
} else {
/*##-6- Successful open/write : set the blue LED on */
    HAL_GPIO_WritePin(GPIOG, GPIO_PIN_12, GPIO_PIN_RESET);
    f_close(&MyFile);
/*##-7- Open the text file object with read access */
if(f_open(&MyFile, "Hello.txt", FA_READ) != FR_OK){
    /* 'Hello.txt' file Open for read Error : set the red LED on */
    HAL_GPIO_WritePin(GPIOG, GPIO_PIN_10, GPIO_PIN_RESET);
    while(1);
} else {
/*##-8- Read data from the text file ####*/
res = f_read(&MyFile, rtext, sizeof(wtext), &bytesread);
if((strcmp(rtext,wtext)!=0) || (res != FR_OK)){

```

```
/* 'Hello.txt' file Read or EOF Error : set the red LED on */
    HAL_GPIO_WritePin(GPIOG, GPIO_PIN_10, GPIO_PIN_RESET);
    while(1);
} else {
/* Successful read : set the green LED On */
    HAL_GPIO_WritePin(GPIOG, GPIO_PIN_6, GPIO_PIN_RESET);
/*##-9- Close the open text file #####*/
    f_close(&MyFile);
}}}}}
/*##-10- Unlink the micro SD disk I/O driver ####*/
FATFS_UnLinkDriver(SD_Path);

/* USER CODE END 2 */

/* Infinite loop */
/* USER CODE BEGIN WHILE */
while (1)
```

9 Tutorial 3 - Using the Power Consumption Calculator to optimize the embedded application consumption and more

9.1 Tutorial overview

This tutorial focuses on STM32CubeMX Power Consumption Calculator (Power Consumption Calculator) feature and its benefits to evaluate the impacts of power-saving techniques on a given application sequence.

The key considerations to reduce a given application power consumption are:

- Reducing the operating voltage
- Reducing the time spent in energy consuming modes

It is up to the developer to select a configuration that gives the best compromise between low-power consumption and performance.

- Maximizing the time spent in non-active and low-power modes
- Using the optimal clock configuration

The core should always operate at relatively good speed, since reducing the operating frequency can increase energy consumption if the microcontroller has to remain for a long time in an active operating mode to perform a given operation.

- Enabling only the peripherals relevant for the current application state and clock-gating the others
- When relevant, using the peripherals with low-power features (e.g. waking up the microcontroller with the I2C)
- Minimizing the number of state transitions
- Optimizing memory accesses during code execution
 - Prefer code execution from RAM to Flash memory
 - When relevant, consider aligning CPU frequency with Flash memory operating frequency for zero wait states.

The following tutorial shows how the STM32CubeMX Power Consumption Calculator feature can help to tune an application to minimize its power consumption and extend the battery life.

Note:

The Power Consumption Calculator does not account for I/O dynamic current consumption and external board components that can also affect current consumption. For this purpose, an “additional consumption” field is provided for the user to specify such consumption value.

9.2 Application example description

The application is designed using the NUCLEO-L476RG board based on a STM32L476RGTx device and supplied by a 2.4 V battery.

The main purpose of this application is to perform ADC measurements and transfer the conversion results over UART. It uses:

- Multiple low-power modes: Low-power run, Low-power sleep, Sleep, Stop and Standby
- Multiple peripherals: USART, DMA, Timer, COMP, DAC and RTC
 - The RTC is used to run a calendar and to wake up the CPU from Standby when a specified time has elapsed.
 - The DMA transfers ADC measurements from ADC to memory
 - The USART is used in conjunction with the DMA to send/receive data via the virtual COM port and to wake up the CPU from Stop mode.

The process to optimize such complex application is to start describing first a functional only sequence then to introduce, on a step by step basis, the low-power features provided by the STM32L476RG microcontroller.

9.3 Using the Power Consumption Calculator

9.3.1 Creating a power sequence

Follow the steps below to create the sequence (see [Figure 216](#)):

1. Launch STM32CubeMX.
2. Click **new project** and select the Nucleo-L476RG board from the **Board** tab.
3. Click the **Power Consumption Calculator** tab to select the Power Consumption Calculator view. A first sequence is then created as a reference.
4. Adapt it to minimize the overall current consumption. To do this:
 - a) Select 2.4 V V_{DD} power supply. This value can be adjusted on a step by step basis (see [Figure 217](#)).
 - b) Select the Li-MnO₂ (CR2032) battery. This step is optional. The battery type can be changed later on (see [Figure 217](#)).

Tutorial 3 - Using the Power Consumption Calculator to optimize the embedded application con-

Figure 216. Power Consumption Calculation example

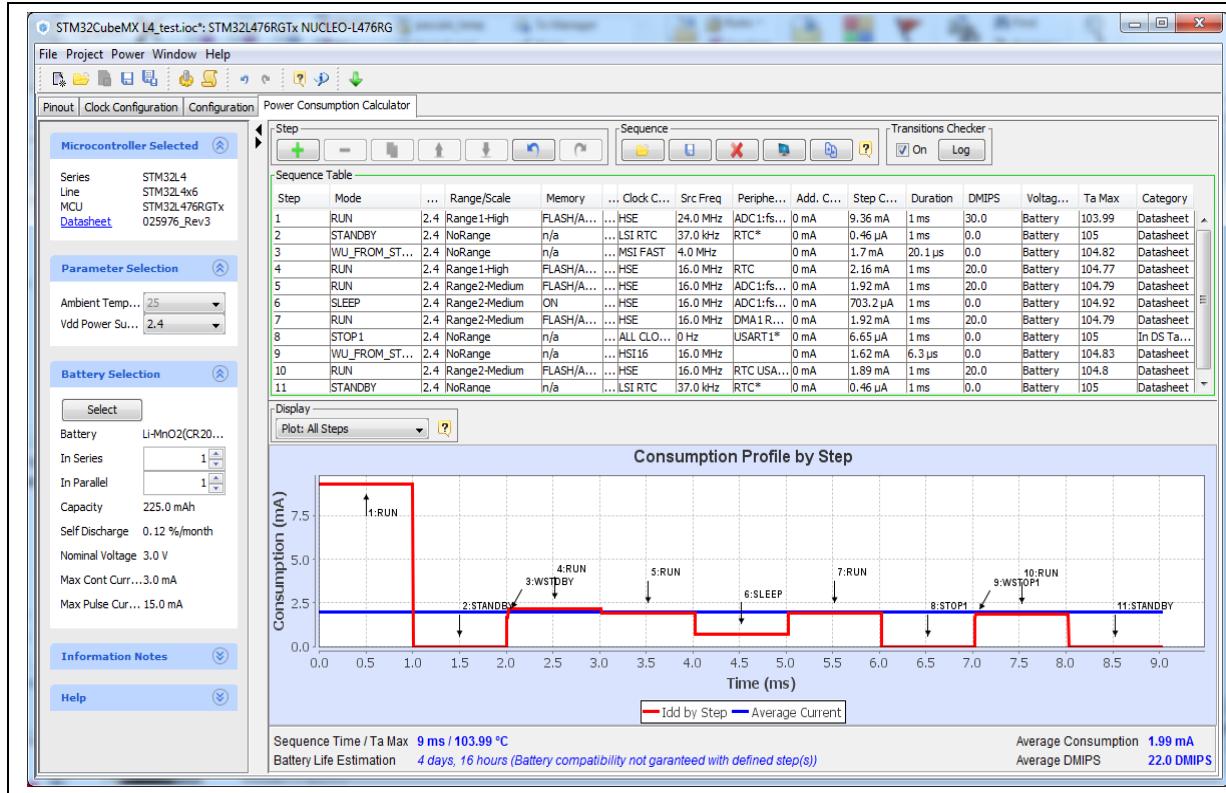
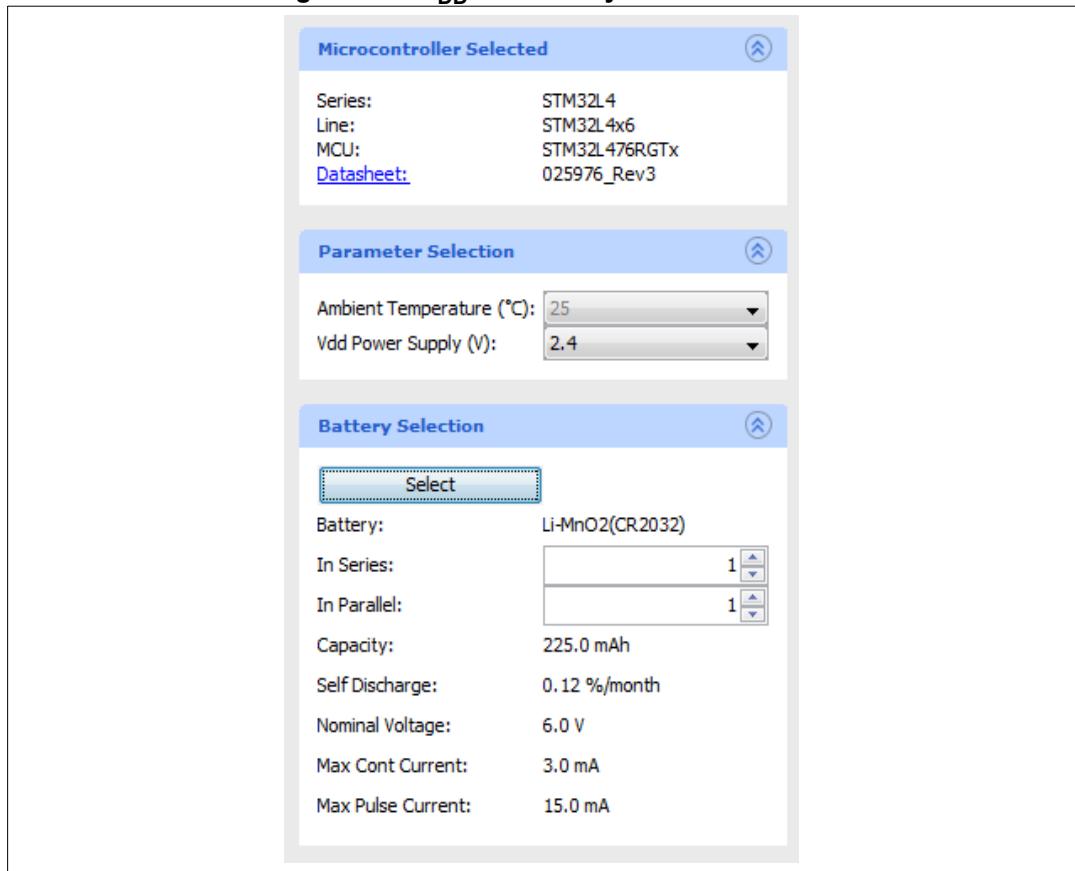


Figure 217. V_{DD} and battery selection menu

5. Enable the **Transition checker** to ensure the sequence is valid (see *Figure 217*). This option allows verifying that the sequence respects the allowed transitions implemented within the STM32L476RG.
6. Click the **Add** button to add steps that match the sequence described in *Figure 217*.
 - By default the steps last 1 ms each, except for the wakeup transitions that are preset using the transition times specified in the product datasheet (see *Figure 218*).
 - Some peripherals for which consumption is unavailable or negligible are highlighted with '*' (see *Figure 218*).

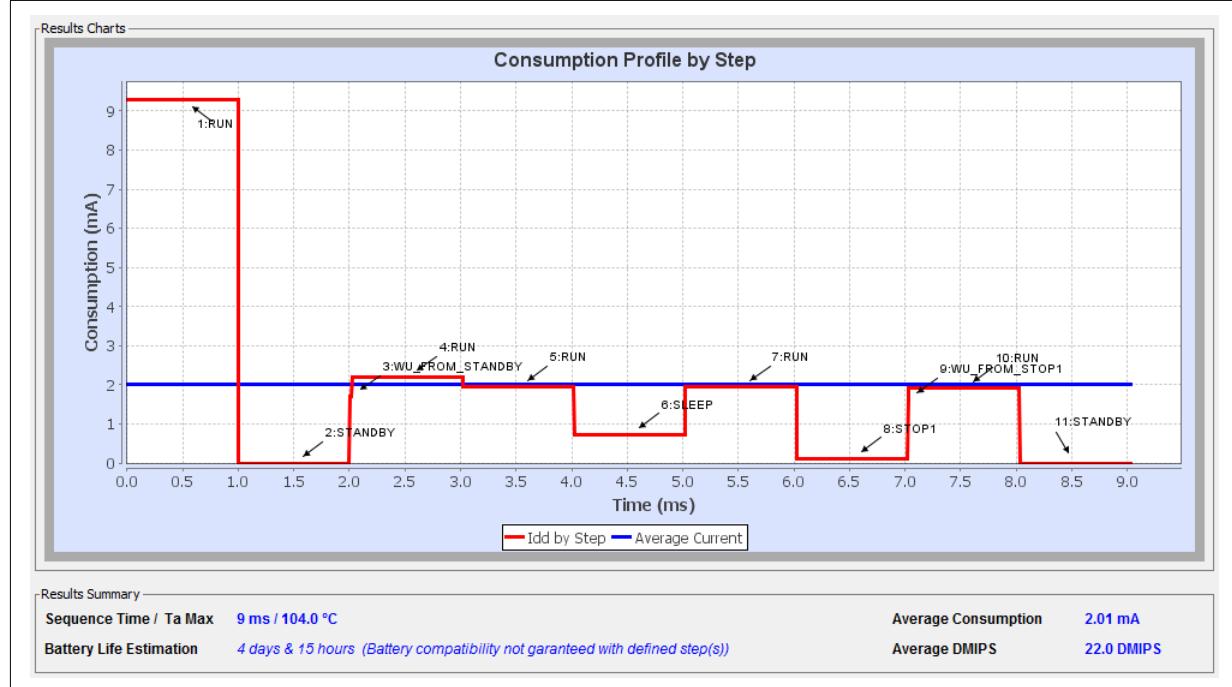
Figure 218. Sequence table

Sequence Table															
Step	Mode	...	Range/Scale	Memory	...	Clock C...	Src Freq	Periphe...	Add. C...	Step C...	Duration	DMIPS	Voltag...	Ta Max	Category
1	RUN	2.4	Range1-High	FLASH/A...	... HSE	24.0 MHz	ADC1:fs...	0 mA	9.36 mA	1 ms	30.0	Battery	103.99	Datasheet	
2	STANDBY	2.4	NoRange	n/a	... LSI RTC	37.0 kHz	RTC*	0 mA	0.46 μA	1 ms	0.0	Battery	105	Datasheet	
3	WU_FROM_ST...	2.4	NoRange	n/a	... MSI FAST	4.0 MHz		0 mA	1.7 mA	20.1 μs	0.0	Battery	104.82	Datasheet	
4	RUN	2.4	Range1-High	FLASH/A...	... HSE	16.0 MHz	RTC	0 mA	2.16 mA	1 ms	20.0	Battery	104.77	Datasheet	
5	RUN	2.4	Range2-Medium	FLASH/A...	... HSE	16.0 MHz	ADC1:fs...	0 mA	1.92 mA	1 ms	20.0	Battery	104.79	Datasheet	
6	SLEEP	2.4	Range2-Medium	ON	... HSE	16.0 MHz	ADC1:fs...	0 mA	703.2 μA	1 ms	0.0	Battery	104.92	Datasheet	
7	RUN	2.4	Range2-Medium	FLASH/A...	... HSE	16.0 MHz	DMA1R...	0 mA	1.92 mA	1 ms	20.0	Battery	104.79	Datasheet	
8	STOP1	2.4	NoRange	n/a	... ALL CLO...	0 Hz	USART1*	0 mA	6.65 μA	1 ms	0.0	Battery	105	In DS Ta...	
9	WU_FROM_ST...	2.4	NoRange	n/a	... HSI16	16.0 MHz		0 mA	1.62 mA	6.3 μs	0.0	Battery	104.83	Datasheet	
10	RUN	2.4	Range2-Medium	FLASH/A...	... HSE	16.0 MHz	RTC USA...	0 mA	1.89 mA	1 ms	20.0	Battery	104.8	Datasheet	
11	STANDBY	2.4	NoRange	n/a	... LSI RTC	37.0 kHz	RTC*	0 mA	0.46 μA	1 ms	0.0	Battery	105	Datasheet	

7. Click the **Save** button to save the sequence as SequenceOne.

The application consumption profile is generated. It shows that the overall sequence consumes an average of 2.01 mA for 9 ms, and the battery lifetime is only 4 days (see [Figure 219](#)).

Figure 219. sequence results before optimization



9.3.2 Optimizing application power consumption

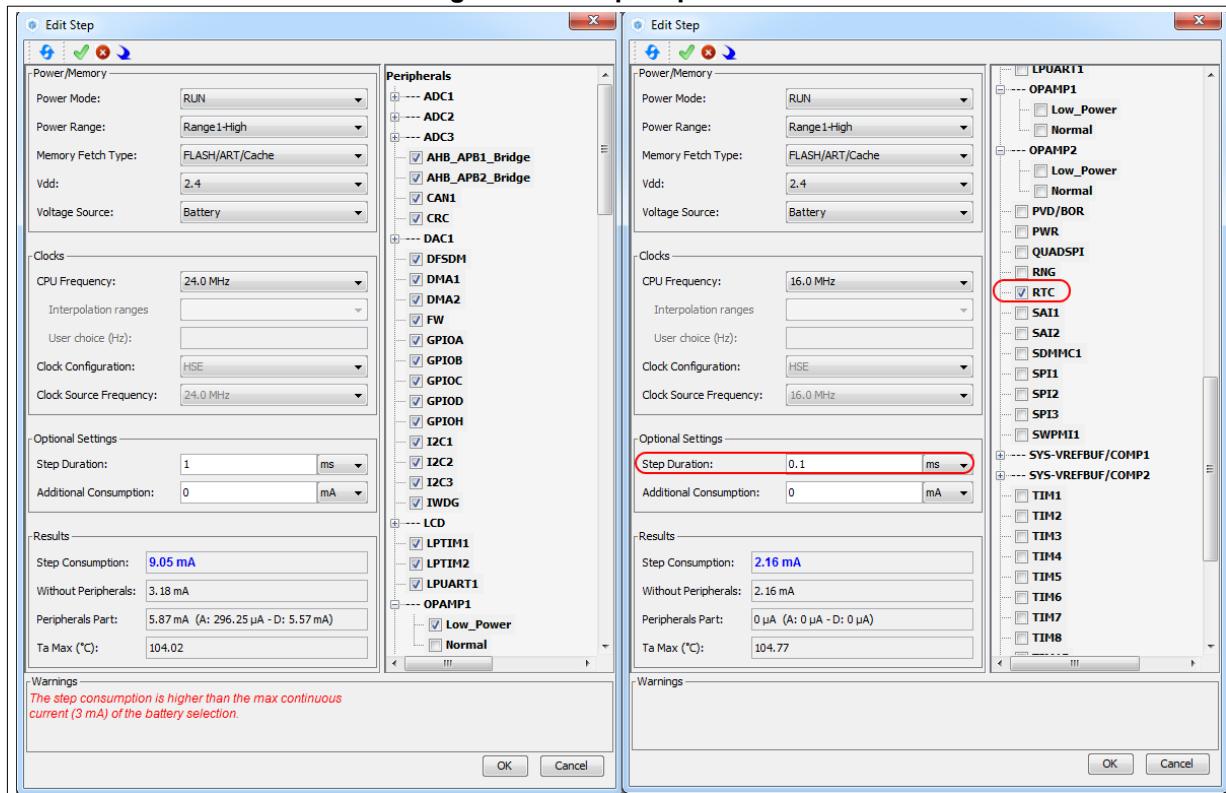
Let us now take several actions to optimize the overall consumption and the battery lifetime. These actions are performed on step 1, 4, 5, 6, 7, 8 and 10.

The next figures show on the left the original step and on the right the step updated with several optimization actions.

Step 1 (Run)

- Findings
All peripherals are enabled although the application requires only the RTC.
- Actions
 - Lower the operating frequency.
 - Enable solely the RTC peripheral.
 - To reduce the average current consumption, reduce the time spent in this mode.
- Results
The current is reduced from 9.05 mA to 2.16 mA (see [Figure 220](#)).

Figure 220. Step 1 optimization



Step 4 (Run, RTC)

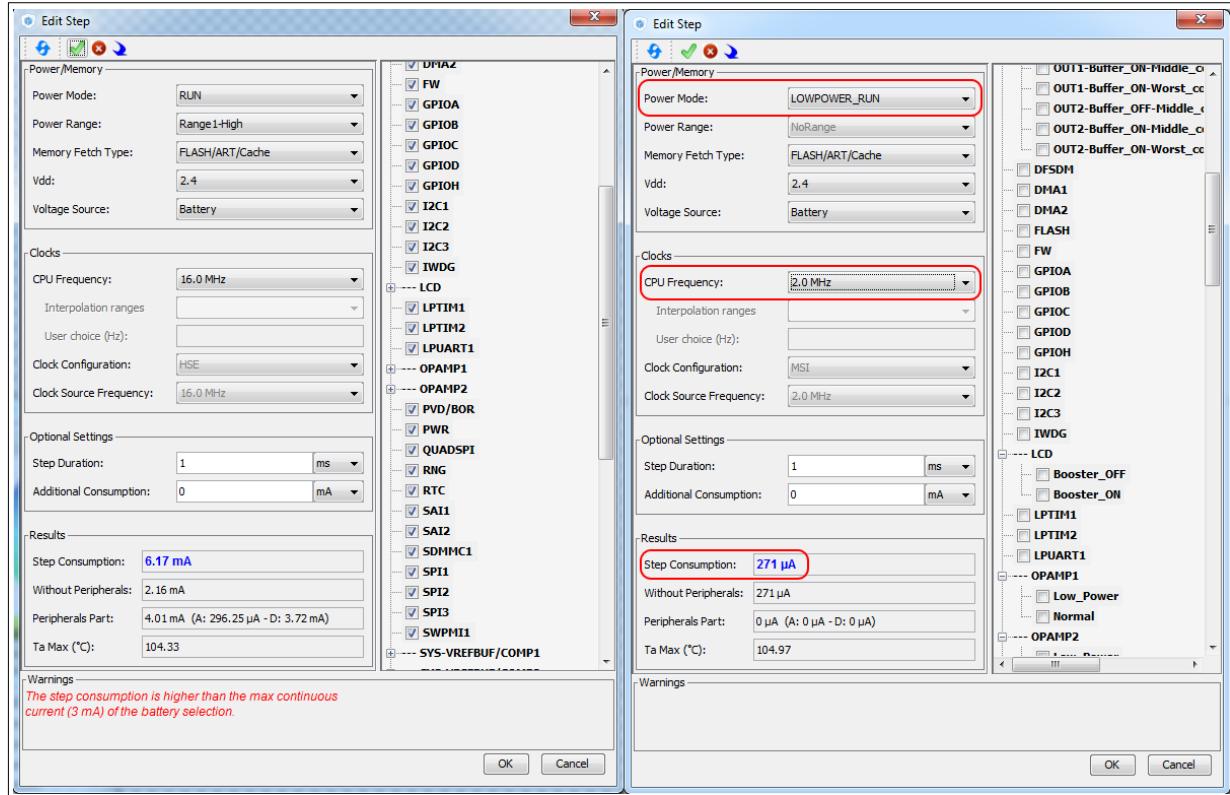
- Action:
Reduce the time spent in this mode to 0.1 ms.

Step 5 (Run, ADC, DMA, RTC)

- Actions
 - Change to Low-power run mode.
 - Lower the operating frequency.
- Results

The current consumption is reduced from 6.17 mA to 271 µA (see [Figure 221](#)).

Figure 221. Step 5 optimization



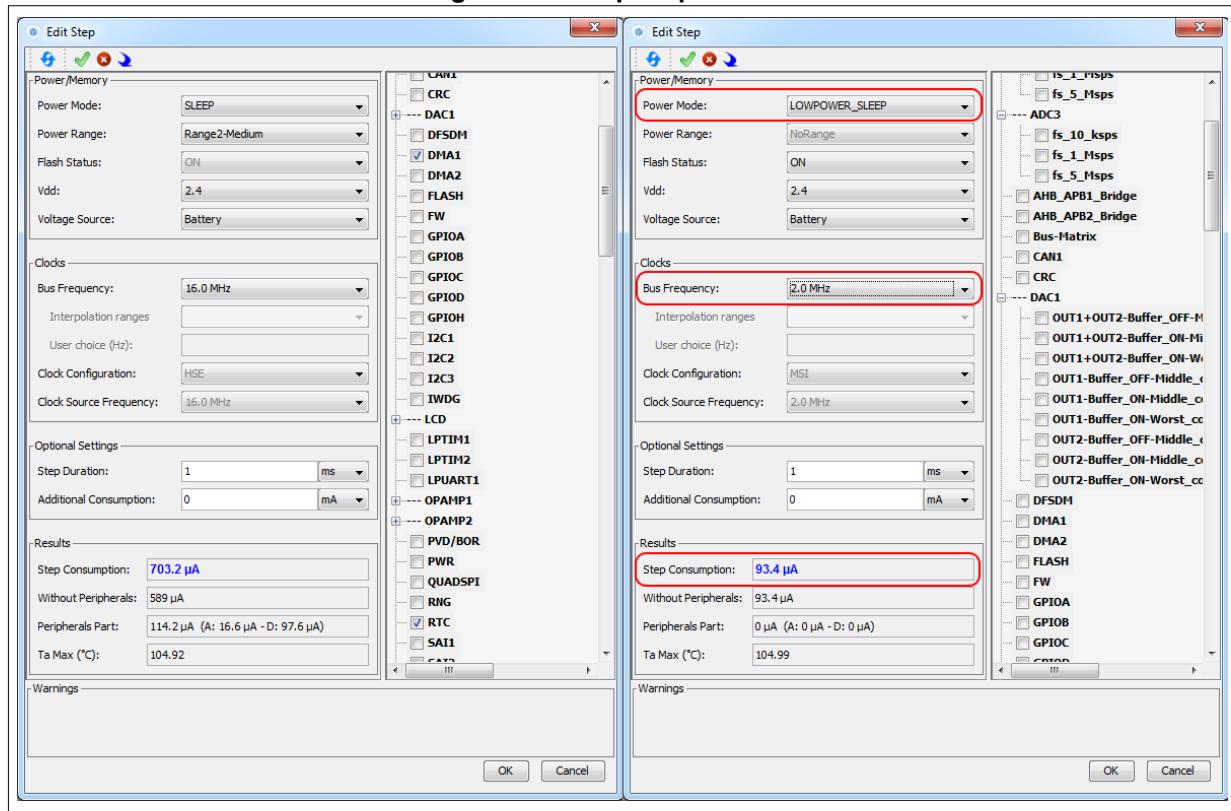
Step 6 (Sleep, DMA, ADC,RTC)

- Actions
 - Switch to Lower-power sleep mode (BAM mode)
 - Reduce the operating frequency to 2 MHz.

- Results

The current consumption is reduced from 703 μ A to 93 μ A (see [Figure 222](#)).

Figure 222. Step 6 optimization

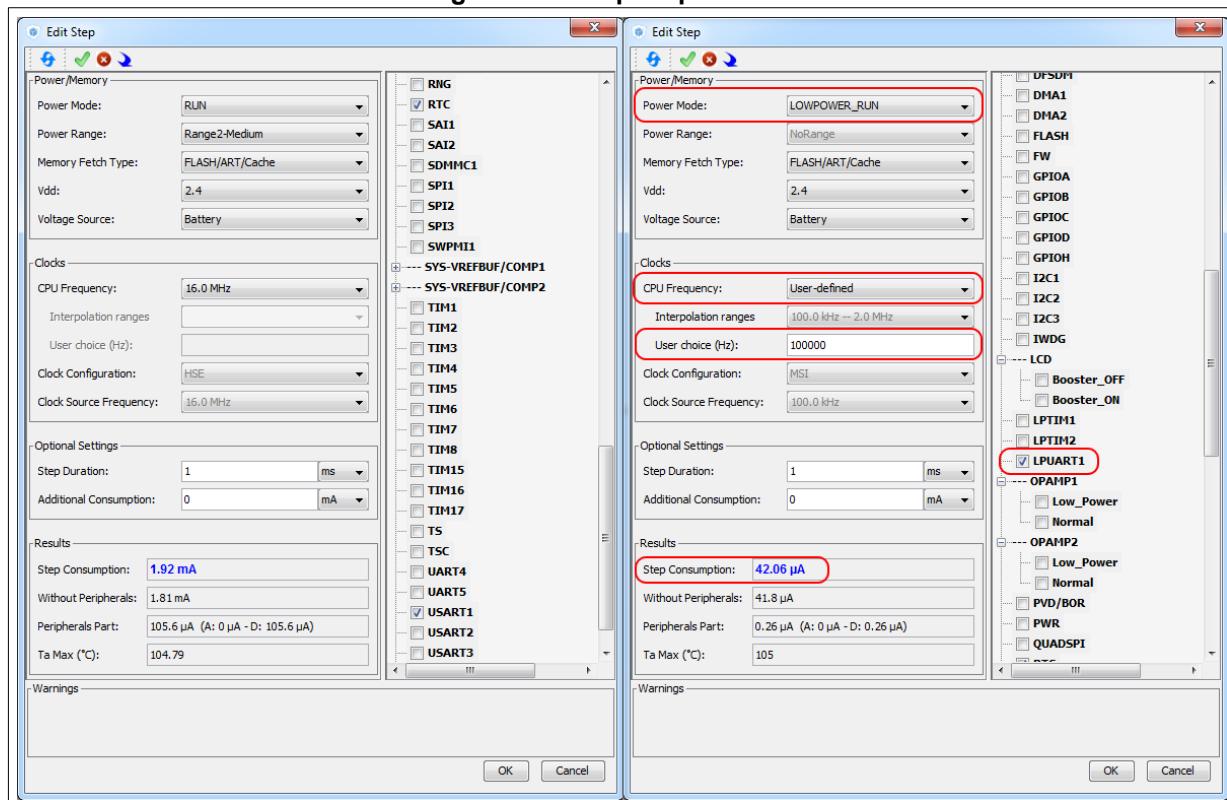


Step 7 (Run, DMA, RTC, USART)

- Actions
 - Switch to Lower-power run mode.
 - Use the power-efficient LPUART peripheral.
 - Reduce the operating frequency to 1 MHz using the interpolation feature.
- Results

The current consumption is reduced from 1.92 μ A to 42 μ A (see [Figure 223](#)).

Figure 223. Step 7 optimization



Step 8 (Stop 0, USART)

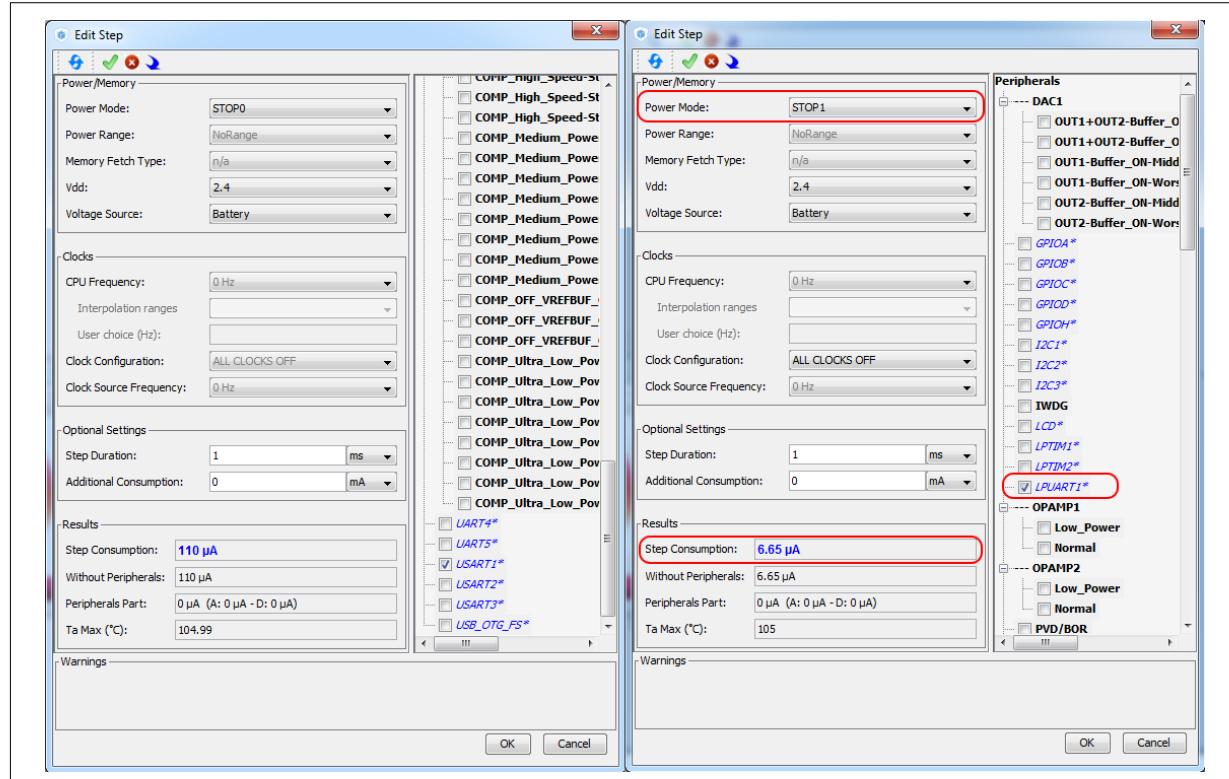
- Actions:**

- Switch to Stop1 low-power mode.
- Use the power-efficient LPUART peripheral.

- Results**

The current consumption is reduced from 110 μ A to 6.65 μ A (see [Figure 224](#)).

Figure 224. Step 8 optimization



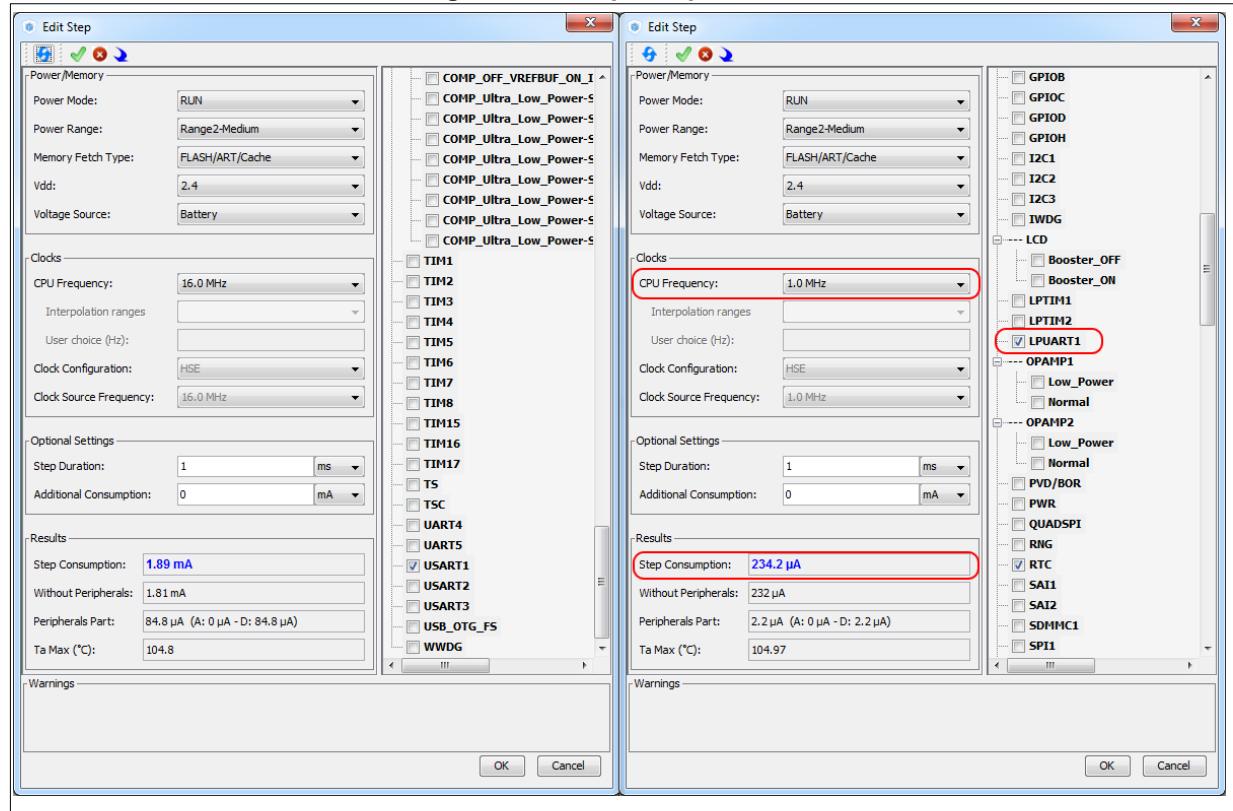
Step 10 (RTC, USART)

- Actions
 - Use the power-efficient LPUART peripheral.
 - Reduce the operating frequency to 1 MHz.
- Results

The current consumption is reduced from 1.89 mA to 234 μ A (see [Figure 225](#)).

The example given in [Figure 226](#) shows an average current consumption reduction of 155 μ A.

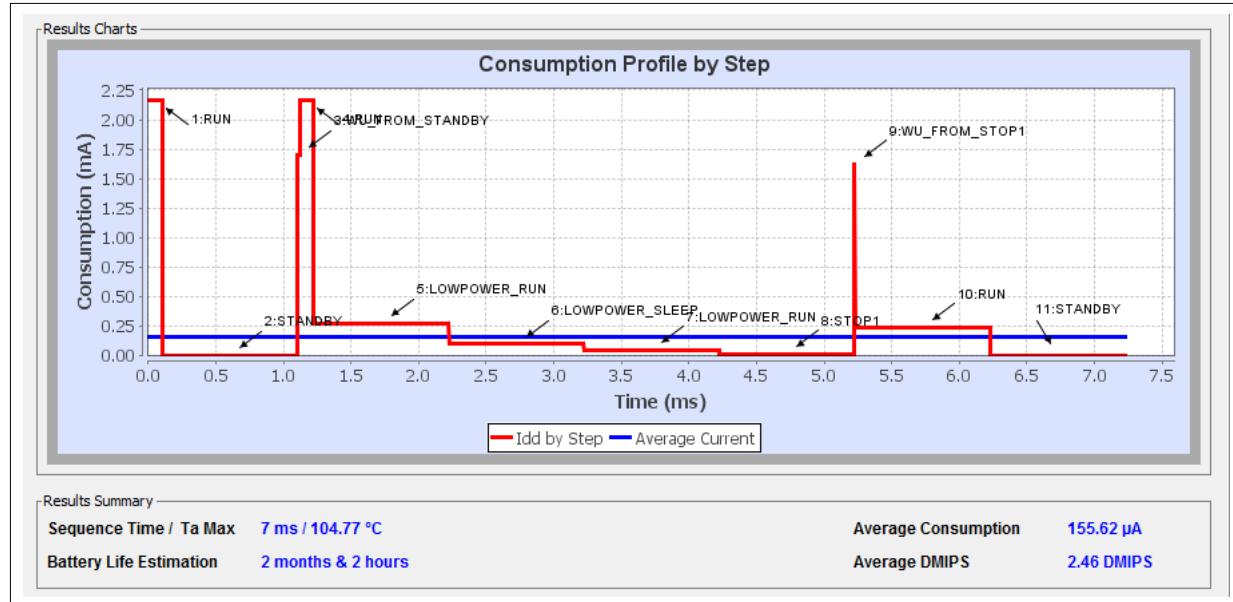
Figure 225. Step 10 optimization



See [Figure 226](#) for the sequence overall results: 7 ms duration, about 2 month battery life, and an average current consumption of 165.25 μ A.

Use the **compare** button to compare the current results to the original ones saved as SequenceOne.pcs.

Figure 226. Power sequence results after optimizations



10 Tutorial 4 - Example of UART communications with a STM32L053xx Nucleo board

This tutorial aims at demonstrating how to use STM32CubeMX to create a UART serial communication application for a NUCLEO-L053R8 board.

A Windows PC is required for the example. The ST-Link USB connector is used both for serial data communications, and firmware downloading and debugging on the MCU. A Type-A to mini-B USB cable must be connected between the board and the computer. The USART2 peripheral uses PA2 and PA3 pins, which are wired to the ST-Link connector. In addition, USART2 is selected to communicate with the PC via the ST-Link Virtual COM Port. A serial communication client, such as Tera Term, needs to be installed on the PC to display the messages received from the board over the virtual communication Port.

10.1 Tutorial overview

Tutorial 4 will take you through the following steps:

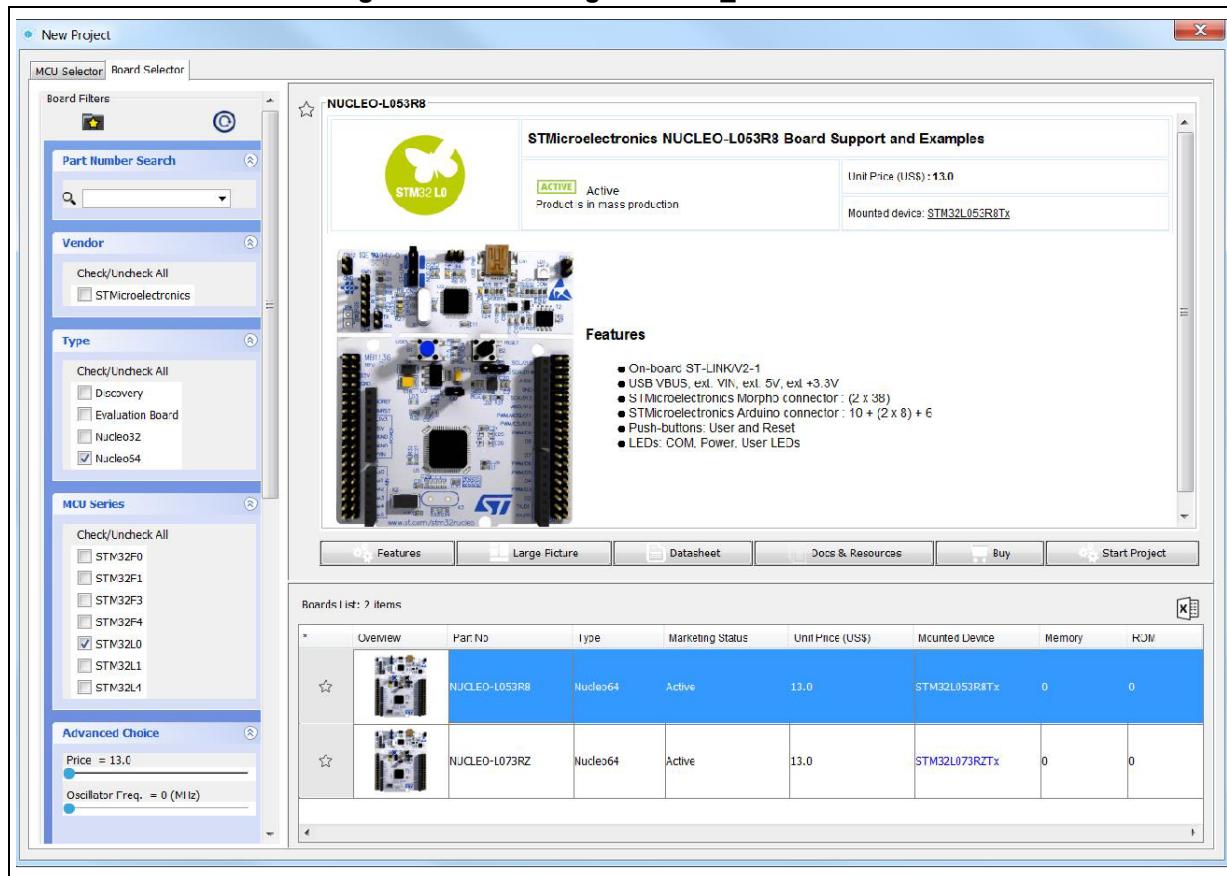
1. Selection of the NUCLEO-L053R8 board from the **New Project** menu.
2. Selection of the required features (debug, USART, timer) from the **Pinout** view: peripheral operating modes as well as assignment of relevant signals on pins.
3. Configuration of the MCU clock tree from the **Clock Configuration** view.
4. Configuration of the peripheral parameters from the **Configuration** view
5. Configuration of the project settings in the Project Settings menu and generation of the project (initialization code only).
6. Project update with the user application code corresponding to the USART communication example.
7. Compilation, and execution of the project on the board.
8. Configuration of Tera Term software as serial communication client on the PC.
9. The results are displayed on the PC.

10.2 Creating a new STM32CubeMX project and selecting the Nucleo board

To do this, follow the sequence below:

1. Select **File > New project** from the main menu bar. This opens the **New Project** window.
2. Go to the **Board selector** tab and filter on STM32L0 Series.
3. Select NUCLEO-L053R8 and click OK to load the board within the STM32CubeMX user interface (see [Figure 227](#)).

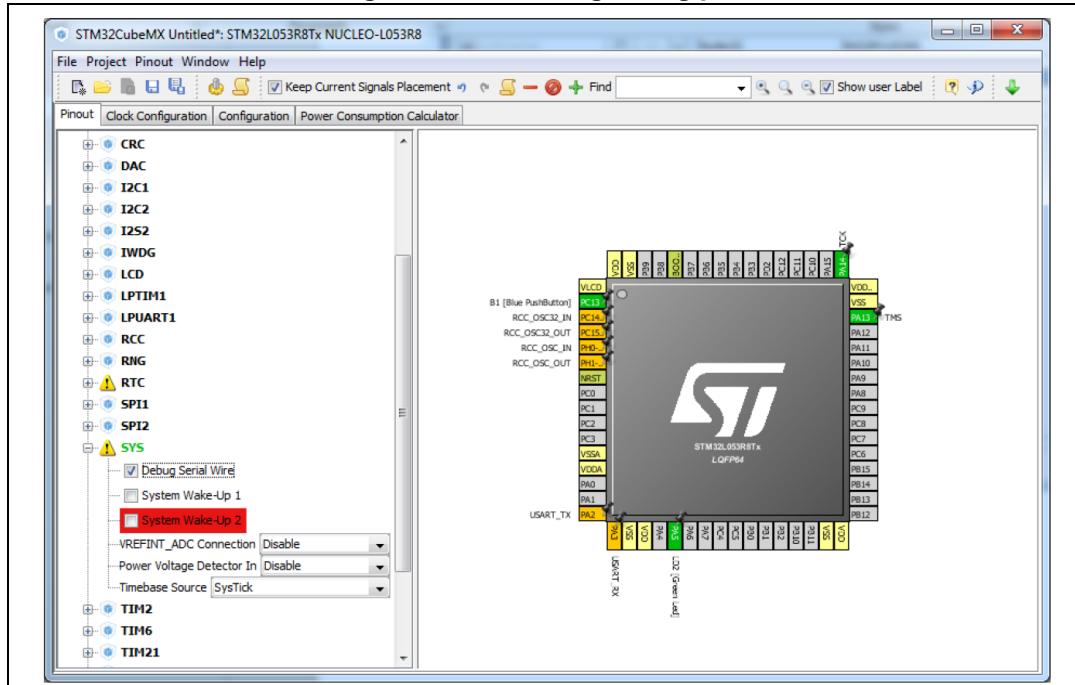
Figure 227. Selecting NUCLEO_L053R8 board



10.3 Selecting the features from the Pinout view

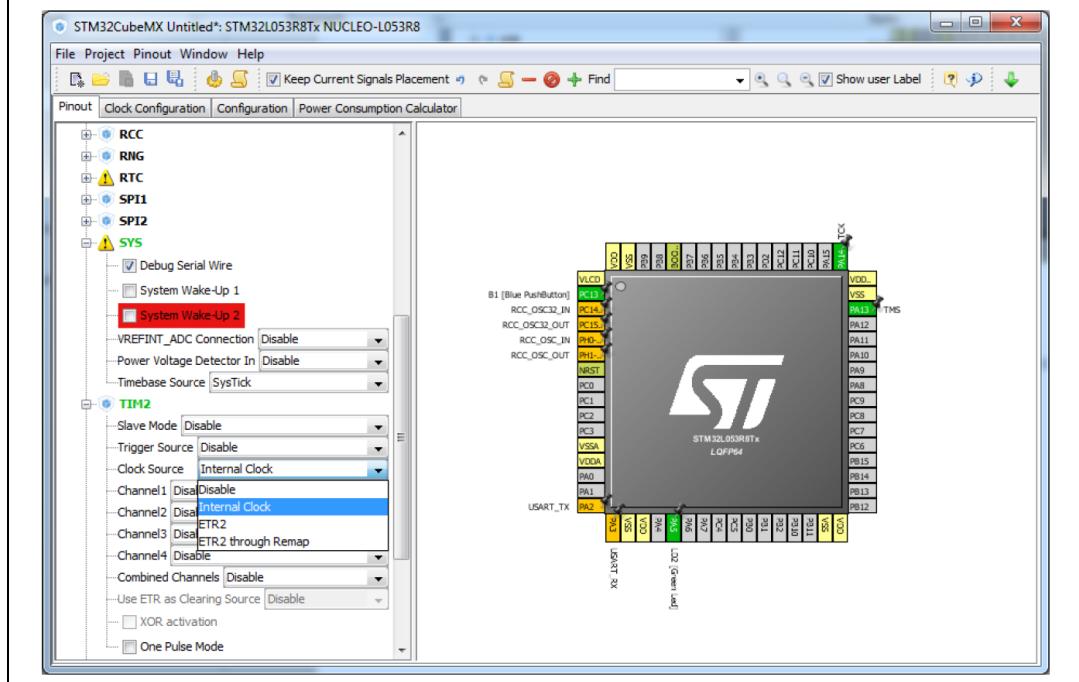
1. Select Debug Serial Wire under SYS (see *Figure 228*).

Figure 228. Selecting debug pins



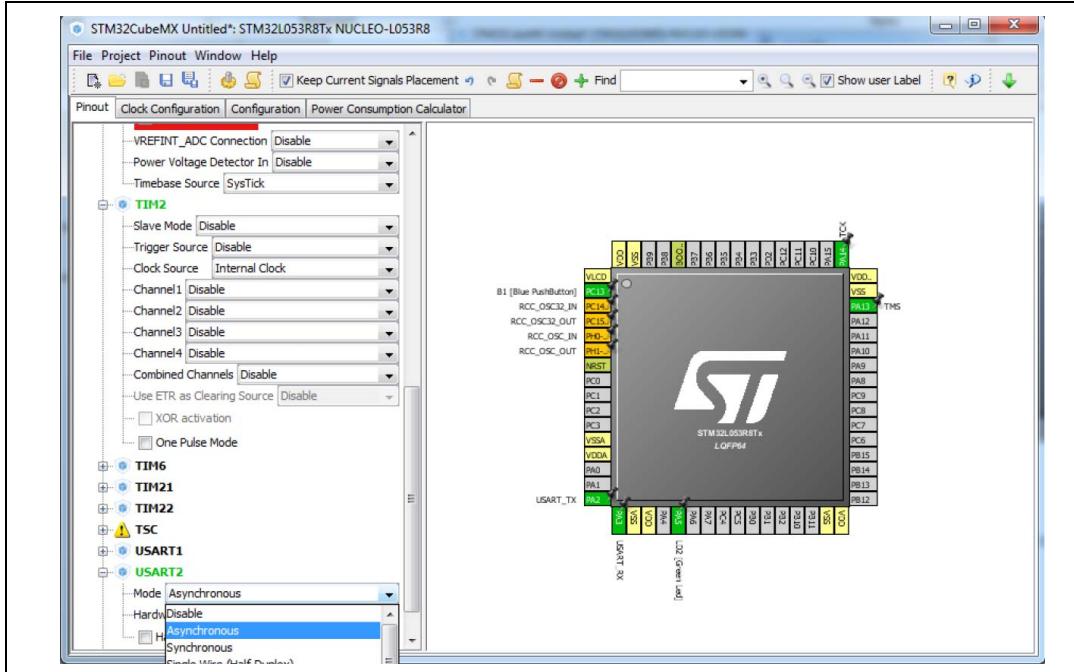
2. Select Internal Clock as clock source under TIM2 peripheral (see [Figure 229](#)).

Figure 229. Selecting TIM2 clock source



3. Select the Asynchronous mode for the USART2 peripheral (see [Figure 230](#)).

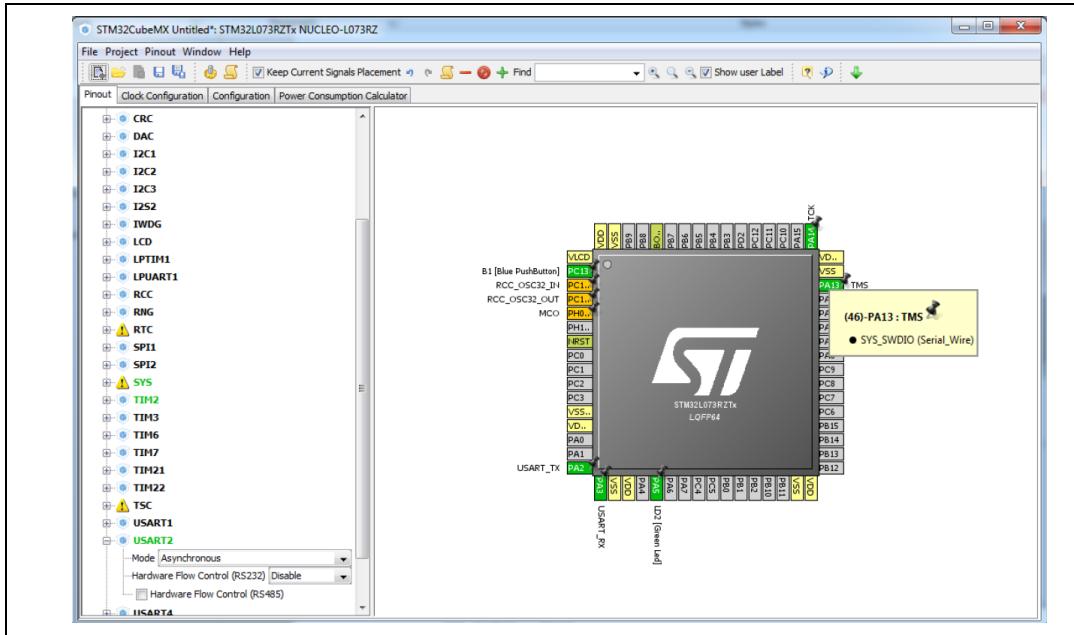
Figure 230. Selecting asynchronous mode for USART2



4. Check that the signals are properly assigned on pins (see [Figure 231](#)):

- SYS_SWDIO on PA13
- TCK on PA14
- USART_TX on PA2
- USART_RX on PA3

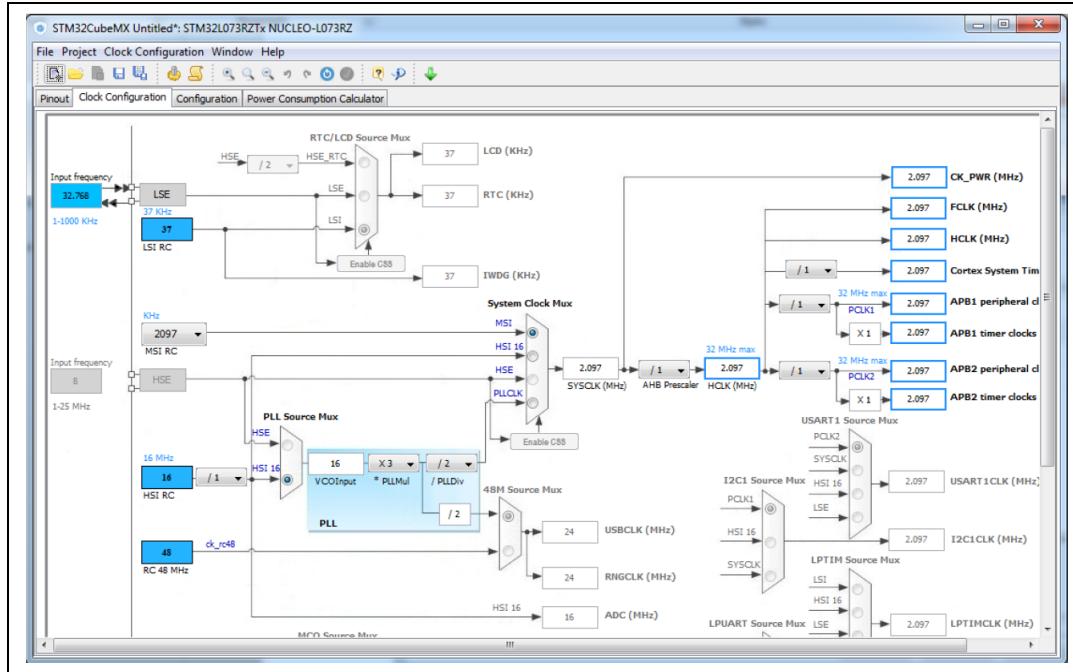
Figure 231. Checking pin assignment



10.4 Configuring the MCU clock tree from the Clock Configuration view

1. Go to the **Clock Configuration** tab and leave the configuration untouched, in order to use the MSI as input clock and an HCLK of 2.097 MHz (see [Figure 232](#)).

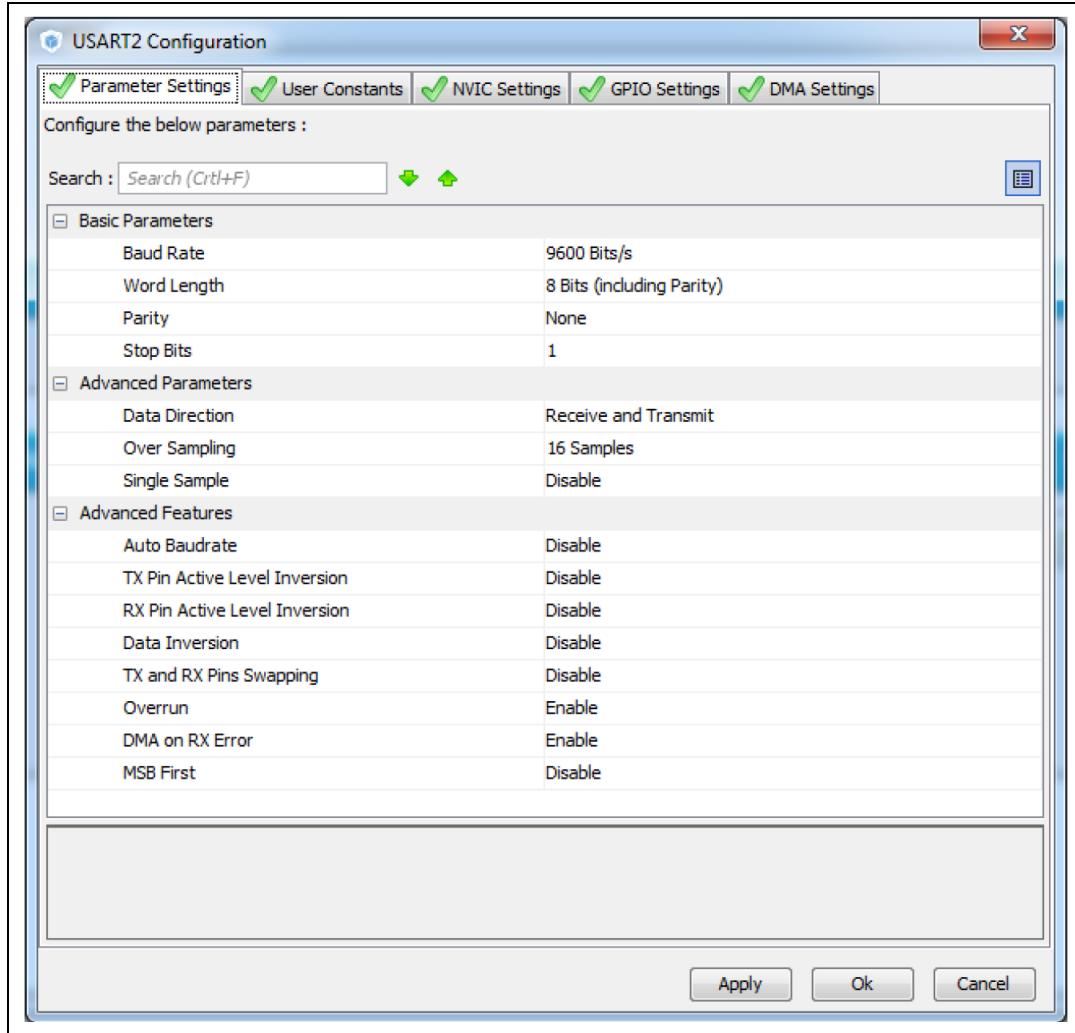
Figure 232. Configuring the MCU clock tree



10.5 Configuring the peripheral parameters from the Configuration view

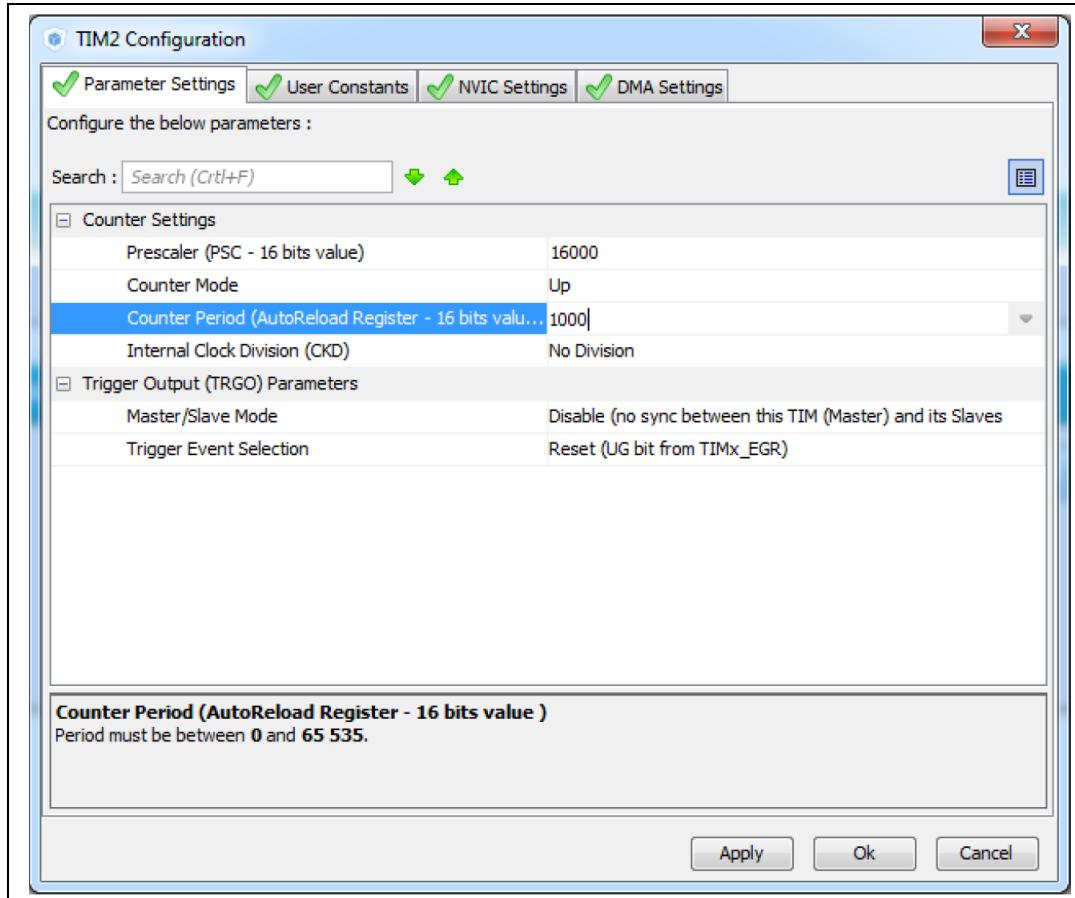
1. From the **Configuration** tab, click USART2 to open the peripheral **Parameter Settings** window and set the baud rate to 9600. Make sure the Data direction is set to “Receive and Transmit” (see [Figure 233](#)).
2. Click OK to apply the changes and close the window.

Figure 233. Configuring USART2 parameters



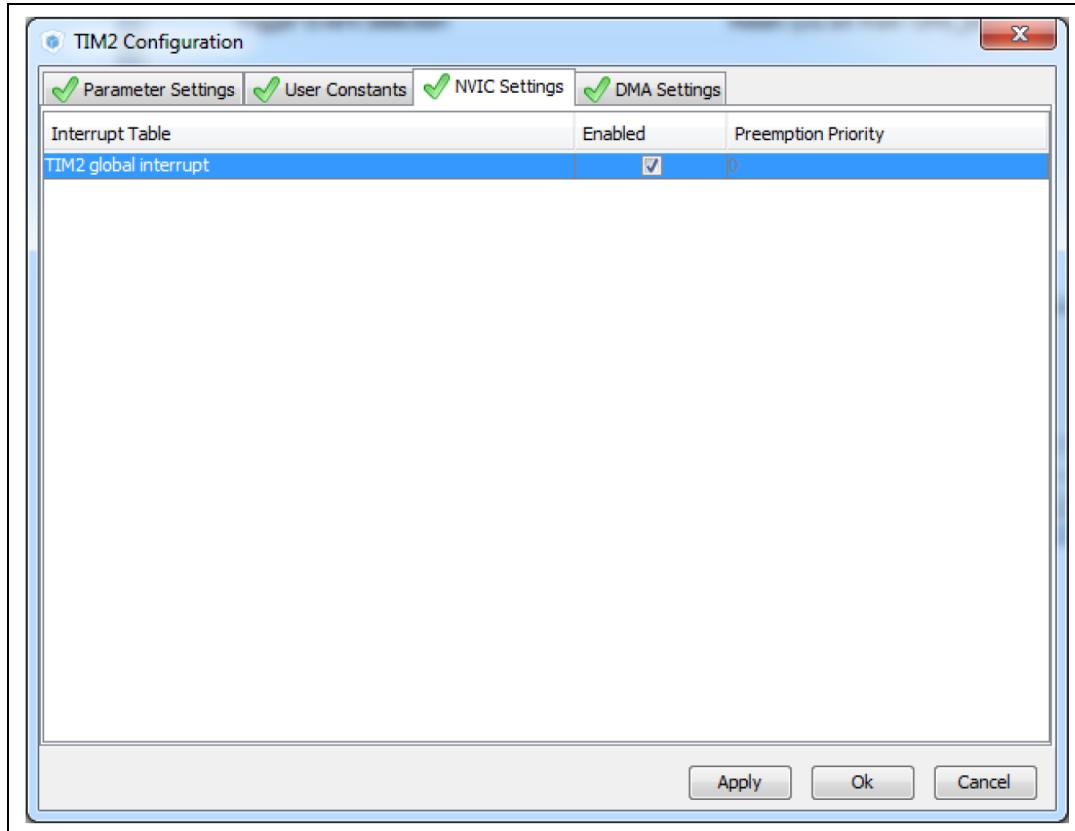
3. Click TIM2 and change the prescaler to 16000, the Word Length to 8 bits and the Counter Period to 1000 (see [Figure 234](#)).

Figure 234. Configuring TIM2 parameters



4. Enable TIM2 global interrupt from the **NVIC Settings** tab (see *Figure 235*).

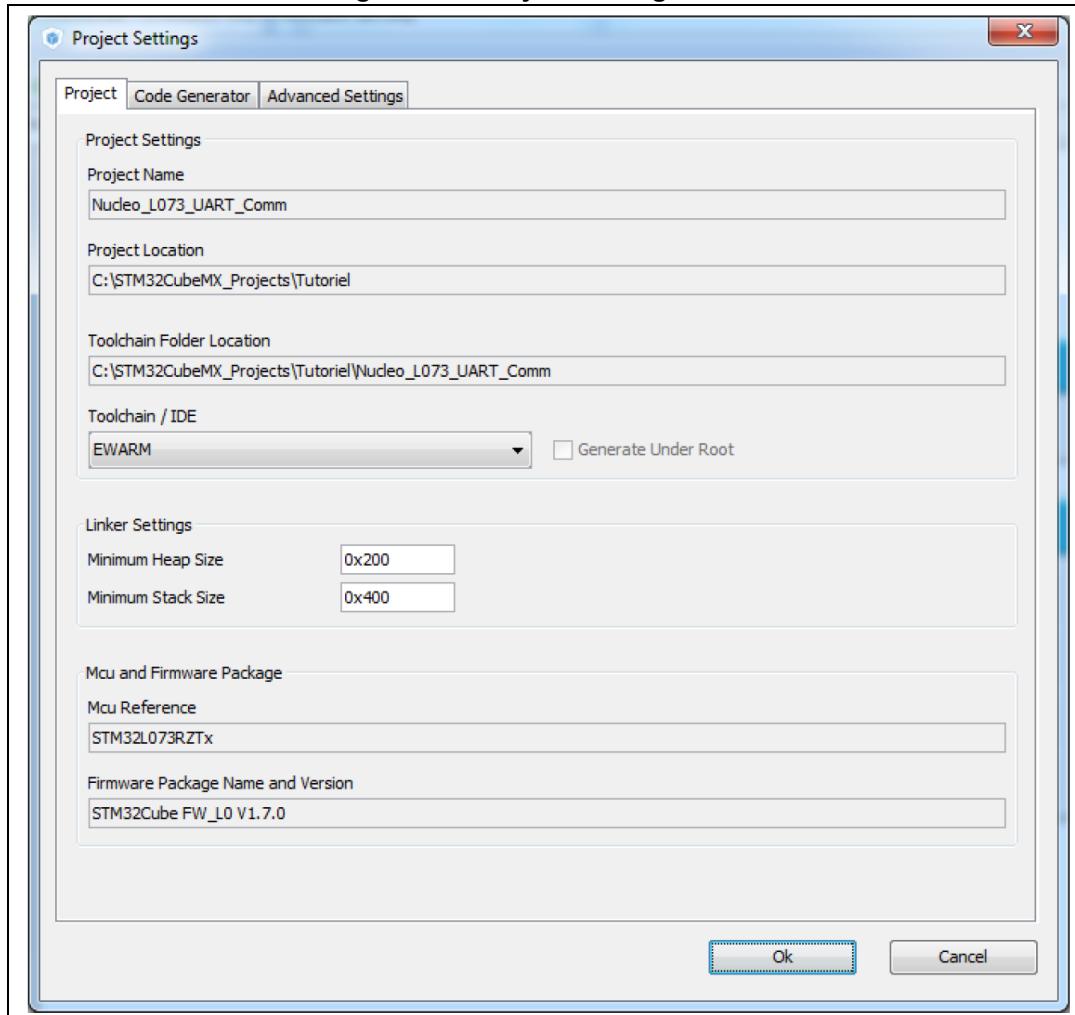
Figure 235. Enabling TIM2 interrupt



10.6 Configuring the project settings and generating the project

1. In the **Project Settings** menu, specify the project name, destination folder, and select the EWARM IDE toolchain (see [Figure 236](#)).

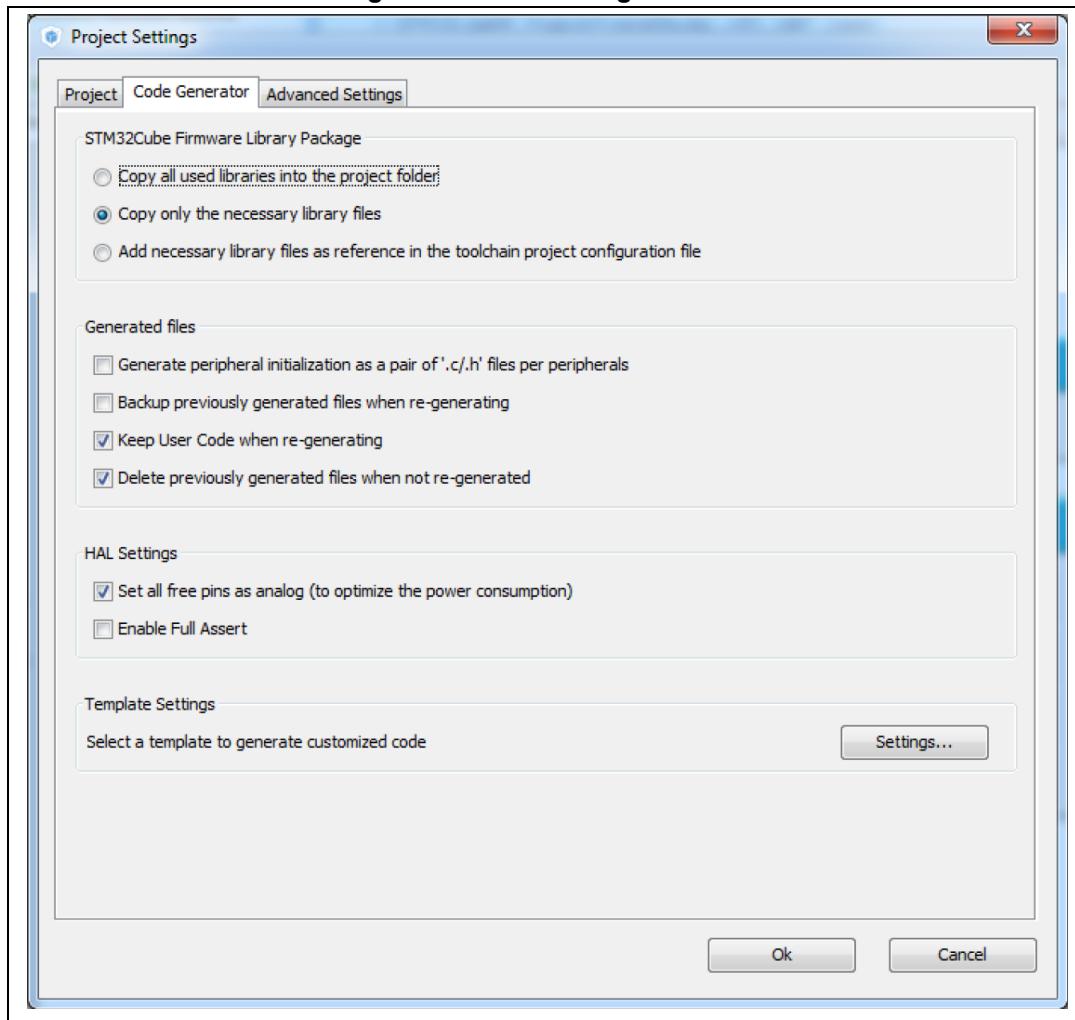
Figure 236. Project Settings menu



If the firmware package version is not already available on the user PC, a progress window opens to show the firmware package download progress.

2. In the **Code Generator** tab, configure the code to be generated as shown in [Figure 237](#), and click **OK** to generate the code.

Figure 237. Generating the code



10.7 Updating the project with the user application code

Add the user code as follows:

```
/* USER CODE BEGIN 0 */  
#include "stdio.h"  
#include "string.h"  
/* Buffer used for transmission and number of transmissions */  
char aTxBuffer[1024];  
int nbtime=1;  
/* USER CODE END 0 */
```

Within the main function, start the timer event generation function as follows:

```
/* USER CODE BEGIN 2 */
```

```
/* Start Timer event generation */
HAL_TIM_Base_Start_IT(&htim2);
/* USER CODE END 2 */

/* USER CODE BEGIN 4 */
void HAL_TIM_PeriodElapsedCallback(TIM_HandleTypeDef *htim){
    sprintf(aTxBuffer, "STM32CubeMX rocks %d times \t", ++nbtime);
    HAL_UART_Transmit(&huart2,(uint8_t *) aTxBuffer, strlen(aTxBuffer), 5000);
}
/* USER CODE END 4 */
```

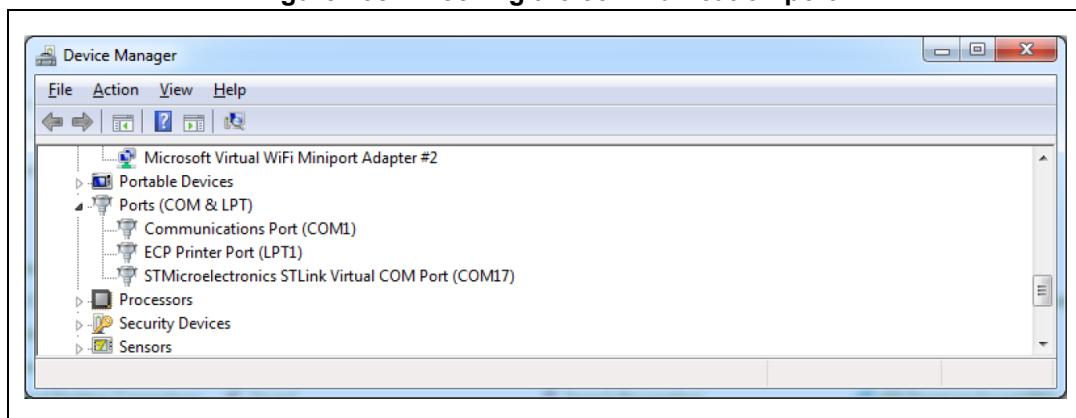
10.8 Compiling and running the project

1. Compile the project within your favorite IDE.
2. Download it to the board.
3. Run the program.

10.9 Configuring Tera Term software as serial communication client on the PC

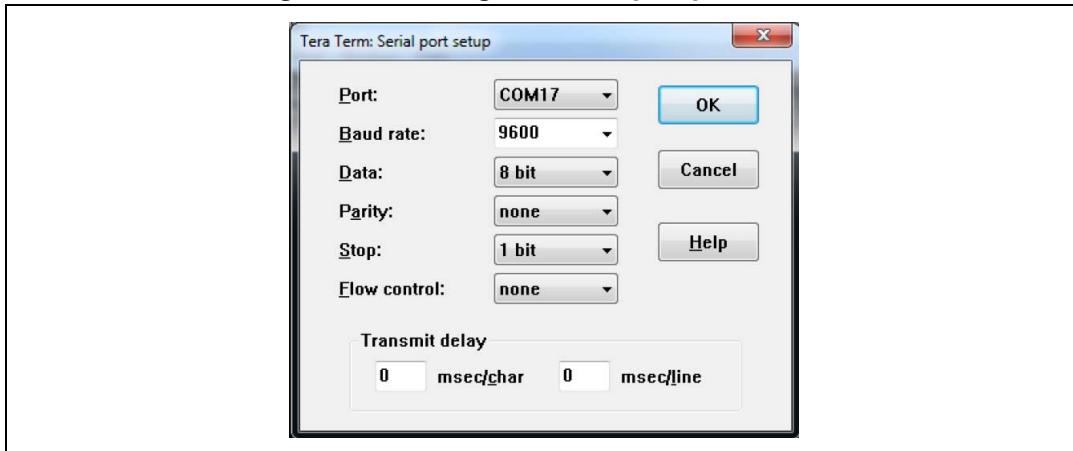
1. On the computer, check the virtual communication port used by ST Microelectronics from the Device Manager window (see [Figure 238](#)).

Figure 238. Checking the communication port



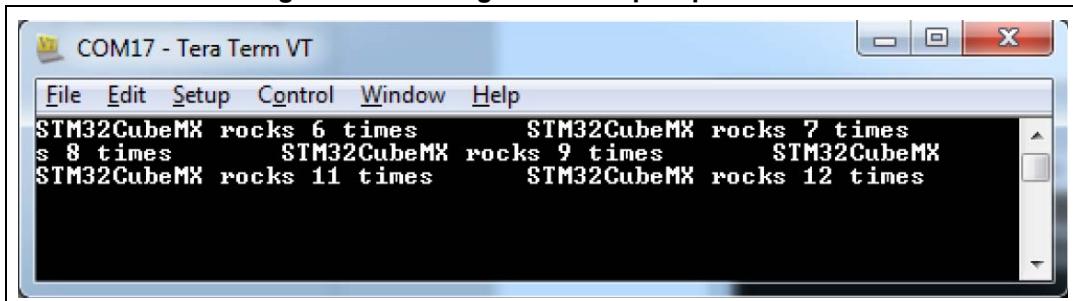
2. To configure Tera Term to listen to the relevant virtual communication port, adjust the parameters to match the USART2 parameter configuration on the MCU (see [Figure 239](#)).

Figure 239. Setting Tera Term port parameters



3. The Tera Term window displays a message coming from the board at a period of a few seconds (see [Figure 240](#)).

Figure 240. Setting Tera Term port parameters



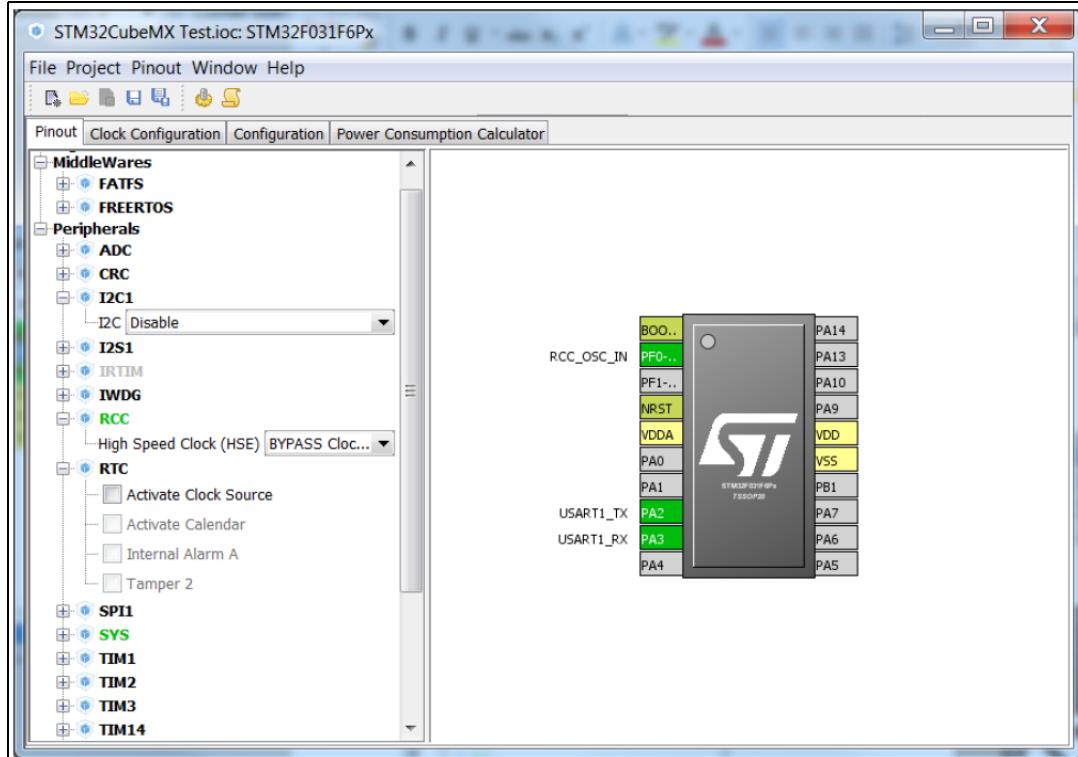
11 Tutorial 5: Exporting current project configuration to a compatible MCU

When **List pinout compatible MCUs** is selected from the **Pinout** menu, STM32CubeMX retrieves the list of the MCUs which are compatible with the current project configuration, and offers to export the current configuration to the newly selected compatible MCU.

This tutorial shows how to display the list of compatible MCUs and export your current project configuration to a compatible MCU:

1. Load an existing project, or create and save a new project:

Figure 241. Existing or new project pinout



2. Go to the **Pinout** menu and select **List Pinout Compatible MCUs**. The **Pinout compatible** window pops up (see [Figure 242](#) and [Figure 243](#)).

If needed, modify the search criteria and the filter options and restart the search process by clicking the **Search** button.

The row color shading and the *Comments* column indicate the level of matching:

- Bright green indicates an exact match: the MCU is fully compatible with the current project (see [Figure 243](#) for an example).
- Light green indicates a partial match with hardware compatibility: the hardware compatibility can be ensured but some pin names could not be preserved. Hover the mouse over the desired MCU to display an explanatory tooltip (see [Figure 242](#) for an example).

- Yellow indicates a partial match without hardware compatibility: not all signals can be assigned to the exact same pin location and a remapping will be required. Hover the mouse over the desired MCU to display an explanatory tooltip (see [Figure 243](#) for an example).

Figure 242. List of pinout compatible MCUs - Partial match with hardware compatibility

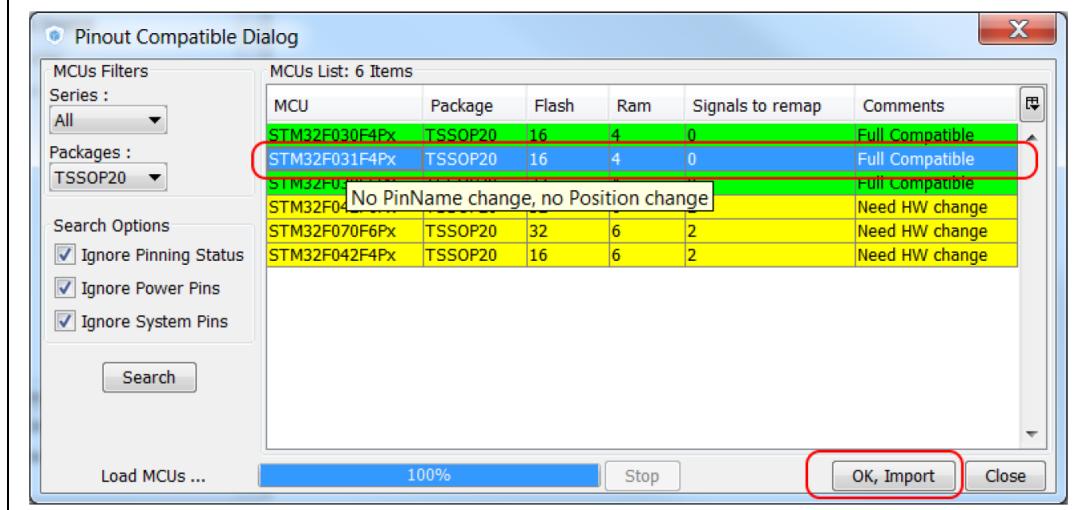
MCU	Package	Flash	Ram	Signals to remap	Comments
STM32F072CBUx	UFQFPN48	128	16	0	HW compatible
STM32F048C6Ux	UFQFPN48	32	6	0	HW compatible
<i>USART1_RX at the same Position pin(43), PinName changes from PA10 to PB7</i>					
STM32F091CBTx	LQFP48	128	32	0	HW compatible
STM32F091CCTx	LQFP48	256	32	0	HW compatible
STM32F051C4Ux	UFQFPN48	16	8	0	HW compatible
STM32F042C6Ux	UFQFPN48	32	6	0	HW compatible
STM32F098CCUx	UFQFPN48	256	32	0	HW compatible
STM32F098CCTx	LQFP48	256	32	0	HW compatible
STM32F051C6Ux	UFQFPN48	32	8	0	HW compatible
STM32F038C6Tx	LQFP48	32	4	0	HW compatible
STM32F030C8Tx	LQFP48	64	8	0	HW compatible
STM32F058CRUx	UFQFPN48	64	8	0	HW compatible

Figure 243. List of Pinout compatible MCUs - Exact and partial match

MCU	Package	Flash	Ram	Signals to remap	Comments
STM32F030F4Px	TSSOP20	16	4	0	Full Compatible
STM32F031F4Px	TSSOP20	16	4	0	Full Compatible
STM32F038F6Px	TSSOP20	32	4	0	Full Compatible
STM32F042F6Px	TSSOP20	32	6	2	Need HW change
STM32F070F6Px	TSSOP20	32	6	2	Need HW change
STM32F042F4Px	TSSOP20	16	6	2	Need HW change

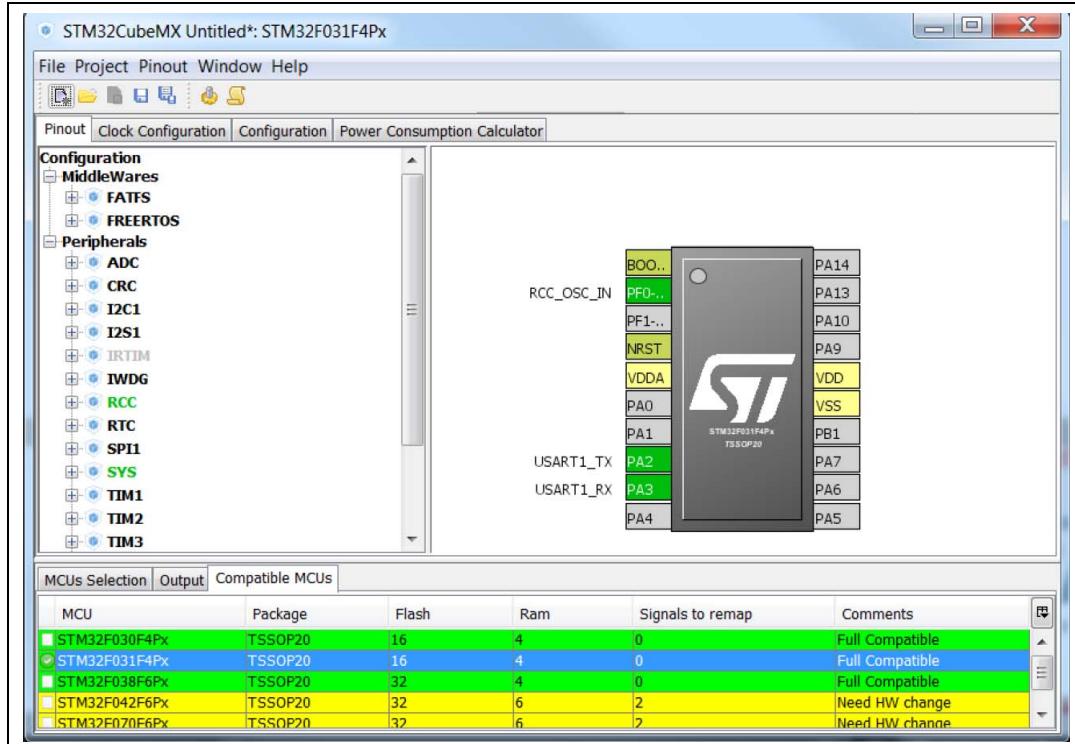
3. Then, select an MCU to import the current configuration to, and click **OK, Import**:

Figure 244. Selecting a compatible MCU and importing the configuration



The configuration is now available for the selected MCU:

Figure 245. Configuration imported to the selected compatible MCU



4. To see the list of compatible MCUs at any time, select **Outputs** under the **Window** menu.
To load the current configuration to another compatible MCU, double-click the list of compatible MCUs.
5. To remove some constraints on the search criteria, several solutions are possible:
 - Select the **Ignore Pinning Status** checkbox to ignore pin status (locked pins).
 - Select the **Ignore Power Pins** checkbox not to take into account the power pins.
 - Select the **Ignore System Pins** not take into account the system pins. Hover the mouse over the checkbox to display a tooltip that lists the system pins available on the current MCU.

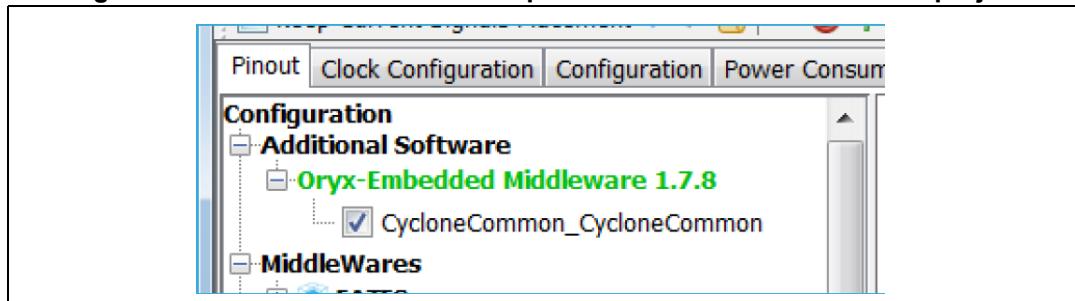
12 Tutorial 6 – Adding embedded software packs to user projects

In this tutorial, the Oryx-Embedded.Middleware.1.7.8. pack is taken as an example to demonstrate how to add pack software components to STM32CubeMX projects. The use of this package shall not be understood as an STMicroelectronics recommendation.

To add embedded software packs to your project, proceed as follows:

1. Install Oryx-Embedded.Middleware.1.7.8.pack using the .pdsc file available from <http://www.oryx-embedded.com> (see [Section 4.5.4: Installing embedded software packs](#)).
2. Select **New project**.
3. Select STM32F01CCFx from the **MCU selector**.
4. Select **Add Pack software components** menu  to open the additional software component window and choose the following software components: Compiler Support, RTOS Port/None and Date Time Helper Routines from the CycloneCommon bundle (see [Section 5.10: Additional software component selection window](#)).
5. Click **OK** to display the selected components on the tree view and click the checkbox to enable the software components for the current project (see [Figure 246](#)).

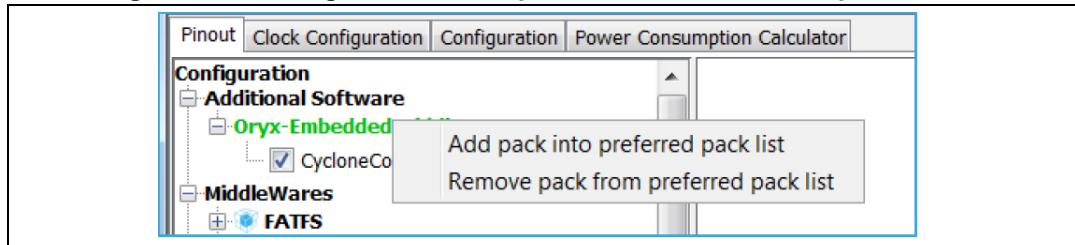
Figure 246. Additional software components enabled for the current project



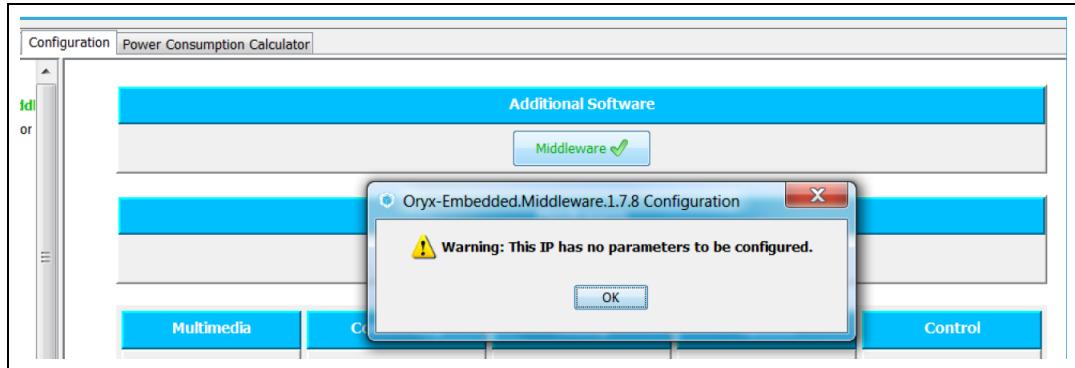
The pack name highlighted in green indicates that all conditions for the selected software components resolve to true. If at least one condition is not resolved, the pack name is highlighted in orange.

6. The current software component selection can also be kept for next projects:
 - a) Right-click the pack name and select **Add pack into preferred pack list**. It can be removed later by clicking **Remove pack from preferred pack list** (see [Figure 247](#)).

This way, the next time a project is created, the packs that correspond to a given selection of software components will be automatically proposed under **Additional software**.

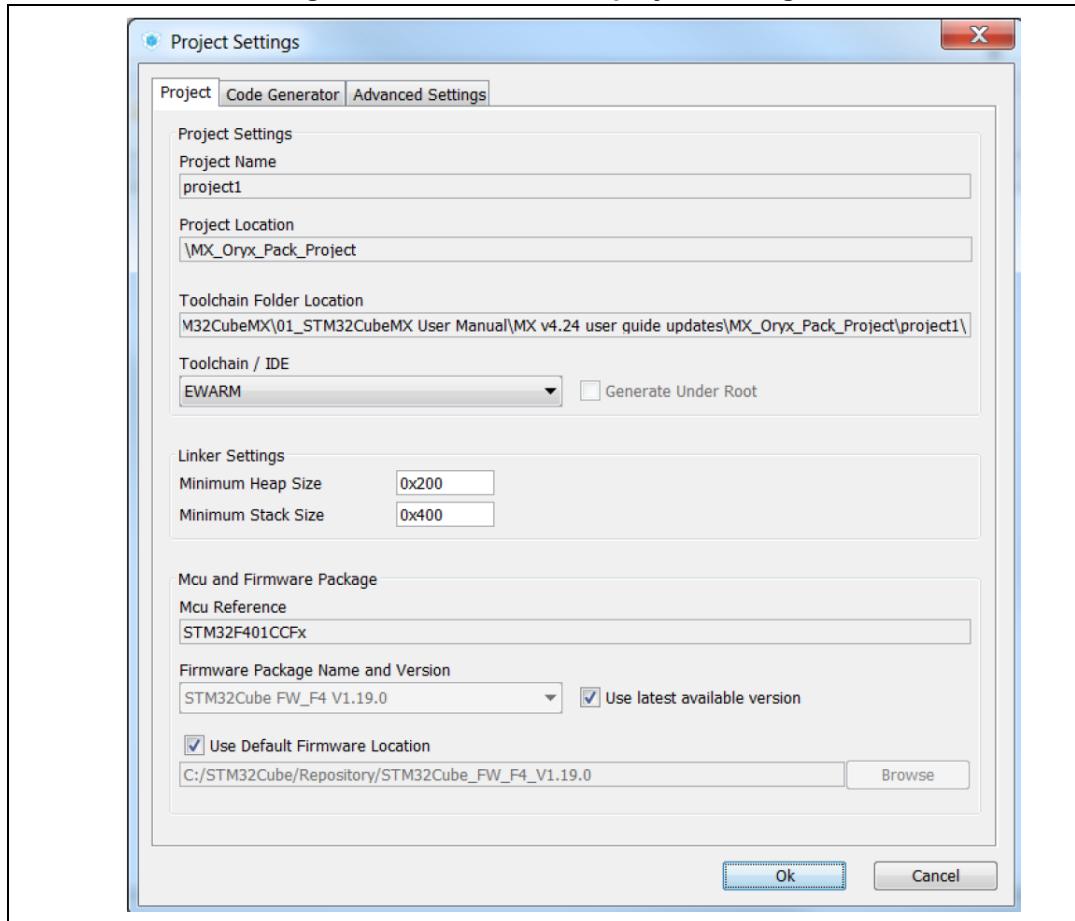
Figure 247. Saving software component selection as user preferences

7. Check that no parameters can be configured in the **Configuration** tab (see [Figure 248](#)).

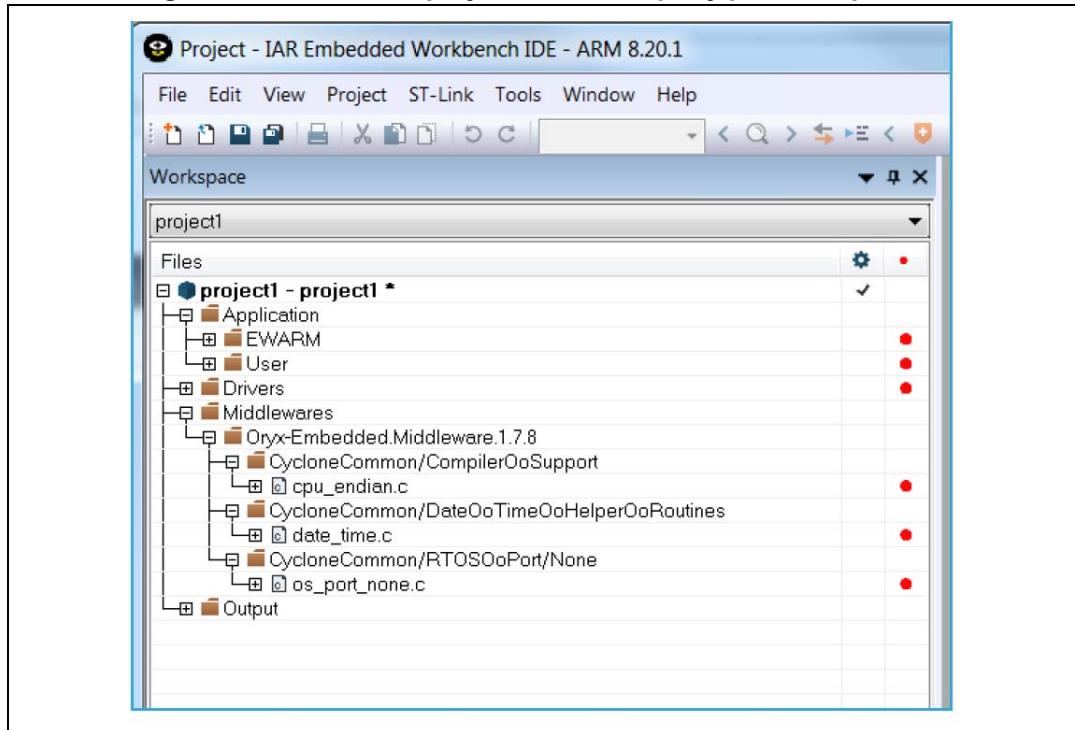
Figure 248. Pack software components - no configurable parameters

8. Select **Project**, then **Project settings** to specify project parameters (see [Figure 249](#)), and choose IAR™ EWARM as IDE.

Figure 249. Pack tutorial - project settings



9. Generate your project by clicking . Accept to download the STM32CubeF4 MCU package if it is not present in STM32Cube repository.
10. Click **Open project**. The Oryx software components are displayed n the generated project (see [Figure 250](#)).

Figure 250. Generated project with Third party pack components

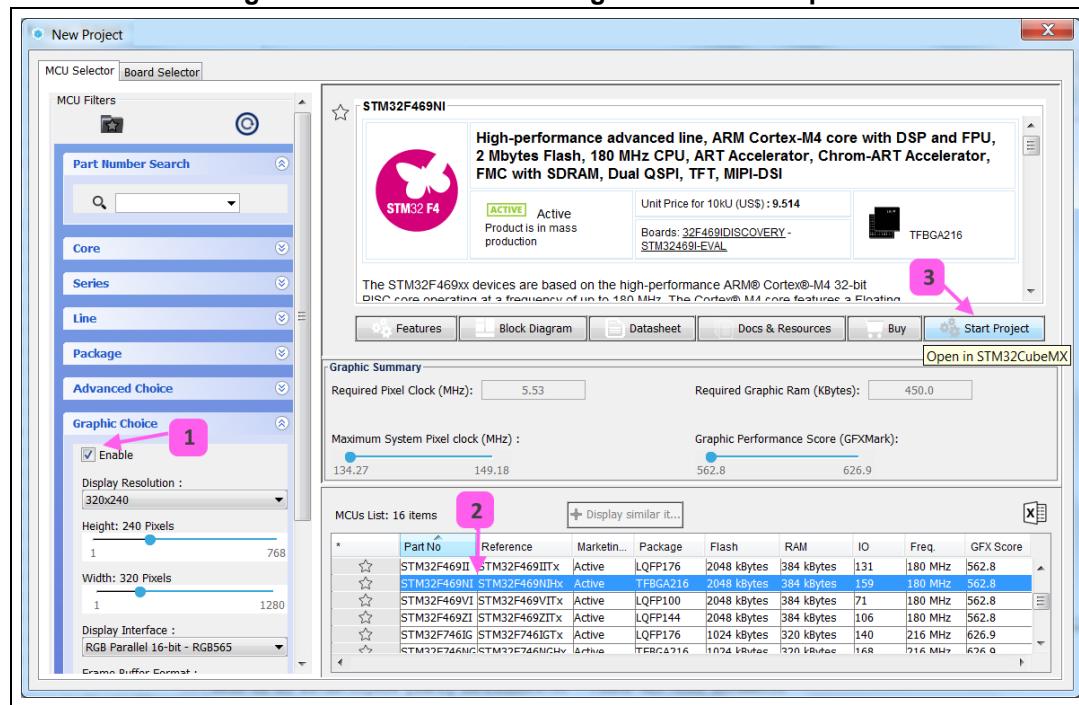
13 Tutorial 7 – Using STemWin Graphical framework

13.1 Step 1: Selecting an MCU for Graphics

First, Launch STM32CubeMX and click “New Project” to open the New Project window (see [Figure 251](#))

1. On the left panel, select the “Enable” checkbox under Graphic choice to display Graphics related parameters, the Graphic summary panel and the list of suitable MCUs.
2. Select the STM32F469NIHx from the MCUs list.
3. Click “Start Project” to open STM32CubeMX project main view.

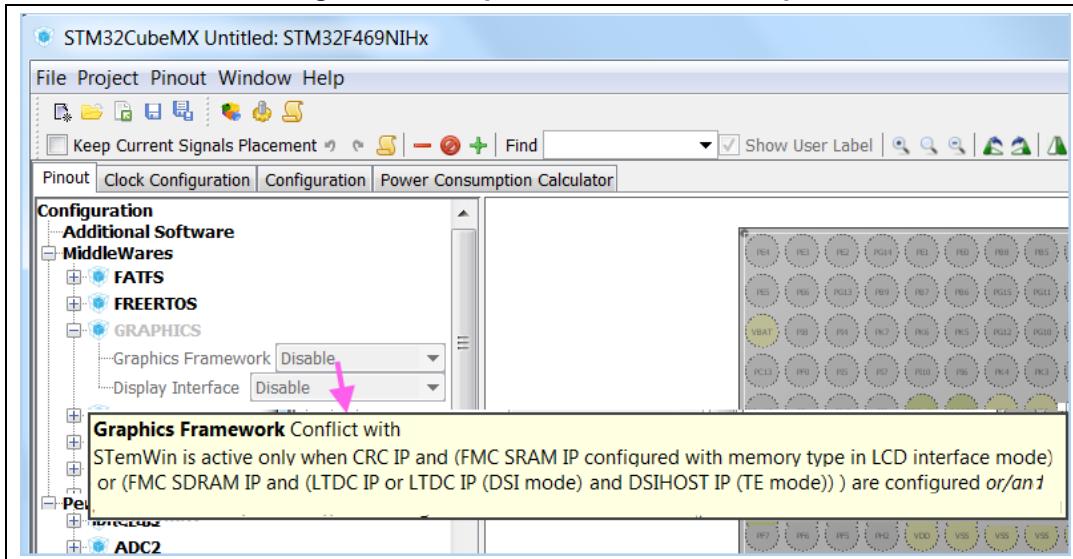
Figure 251. Tutorial - Selecting an MCU for Graphics



13.2 Step 2: Enabling STemWin from the pinout view

To enable STemWin, the conflicts must be solved. Hover the mouse over the Graphics framework selection field to display conflict details in tooltips (see [Figure 252](#)).

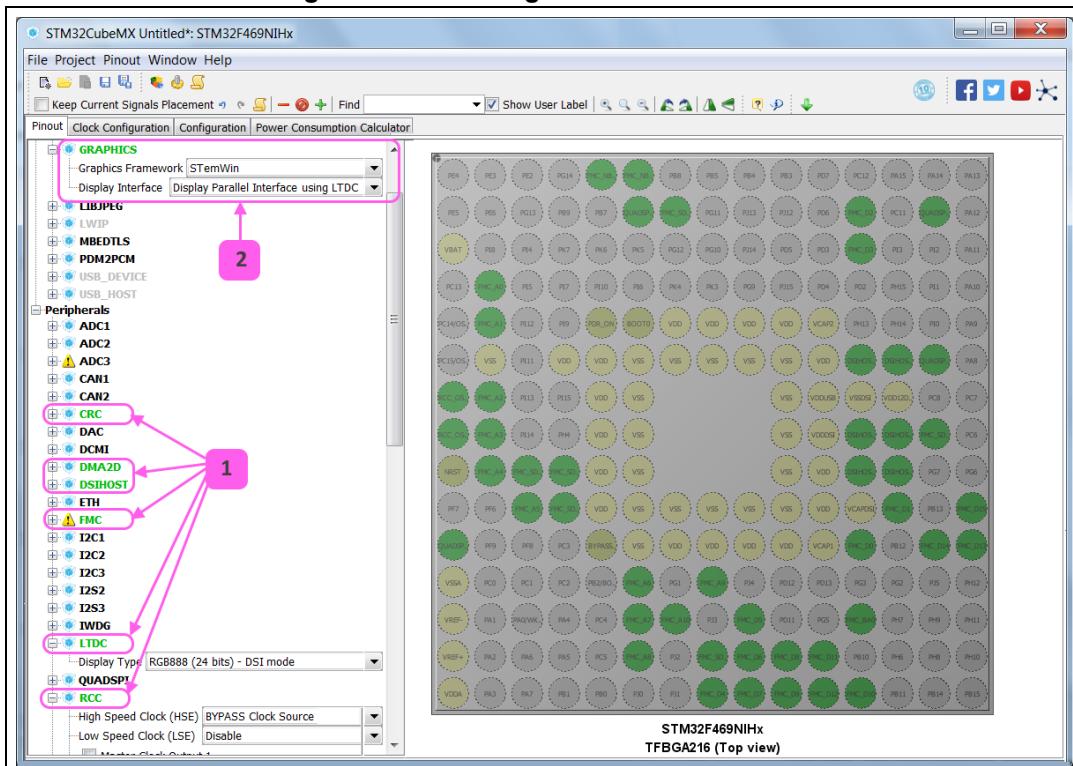
Figure 252. Graphics frameworks tooltip



From the pinout view left panel (see [Figure 253](#))

1. Enable the necessary peripherals: CRC, DMA2D (optional, for Graphics acceleration), FMC SDRAM mode, RCC HSE, LTDC in DSI mode and DSİ Host in Adapted Command Mode with TE pin (for connection with Display interface). Under Graphics, STemWin framework is now available for selection.
2. Select “STemWin” as the Graphics framework and “Display Parallel interface using LTDC” as the Display Interface.

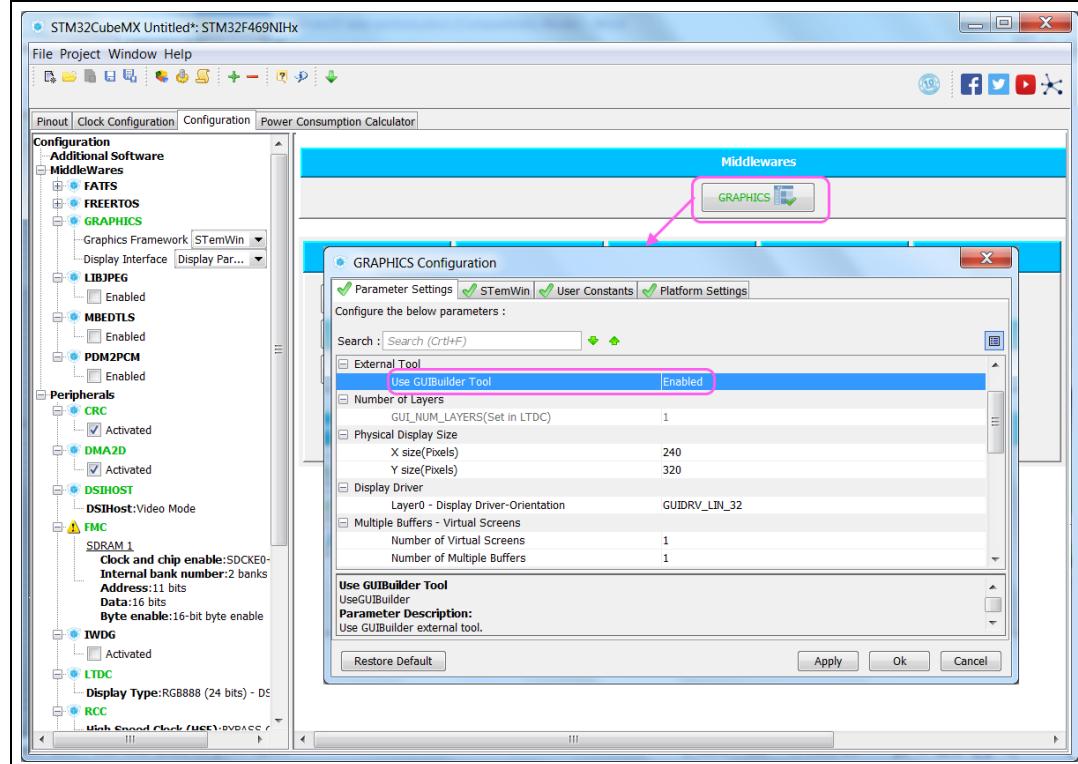
Figure 253. Enabling STemWin framework



13.3 Step 3: Configuring STemWin parameters from the configuration window

1. Select the configuration view and click the GRAPHICS button to show STemWin graphics framework configuration (see [Figure 254](#))
2. Use the Parameter Settings panel to adjust Graphics parameters: under External Tools group, enable the use of GUIBuilder tool before proceeding with next step.

Figure 254. STemWin Graphics framework configuration window



13.4 Step 4: Using STemWin GUIBuilder tool from the configuration window

1. Make sure the use of GUIBuilder tool is enabled on the parameter settings panel.
2. Select the STemWin panel and configure the Application Category to be either Window or WindowFrame (see [Figure 255](#))
3. Click Execute to open the GUIBuilder user interface (see [Figure 256](#)).

Note:

*The project settings window pops-up when the project settings are not specified.
TrueStudio®, Makefile and other (GPDSC) toolchains are not supported with STemWin and are grayed out in the user interface.*

Note:

The STM32CubeF4 embedded software package will be downloaded (if not available) in the user's STM32Cube repository when STM32CubeMX launches the GUIBuilder executable file from this package.

Note: STM32CubeMX user interface is not accessible when the GUIBuilder tool is open.

4. Complete the GUI design work using GUIBuilder user interface and click File > Save to generate the corresponding C file, respectively WindowDLG.c for Window type, FrameworkDLG.c for WindowFrame type.
5. Close GUIBuilder to return to STM32CubeMX user interface.

Figure 255. STemWin GUIBuilder configuration panel

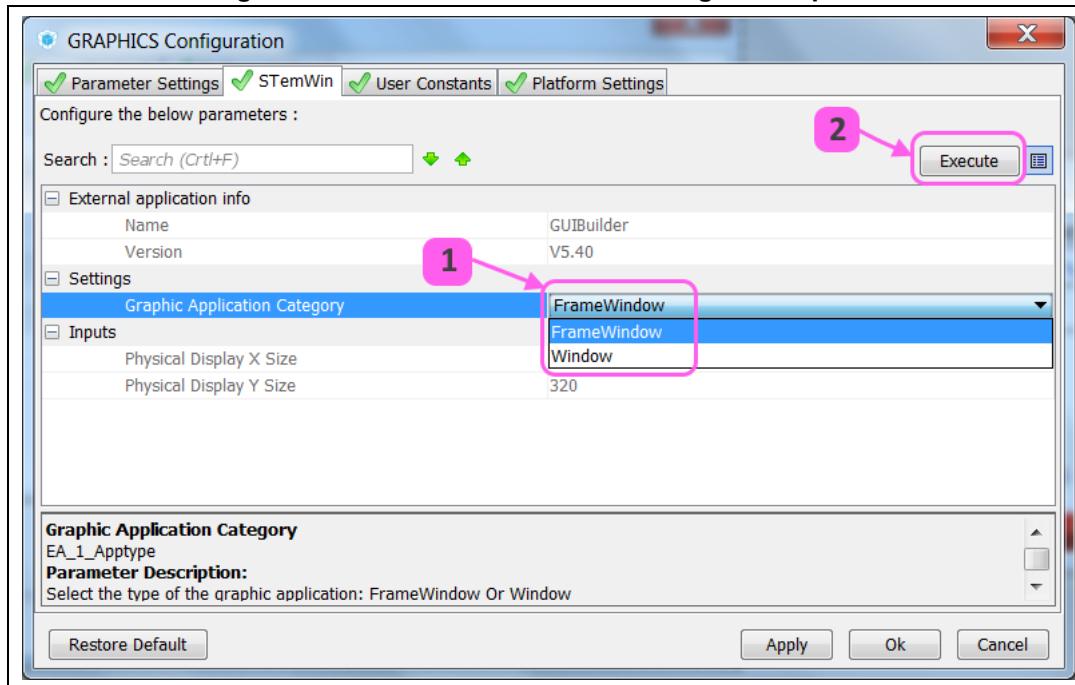
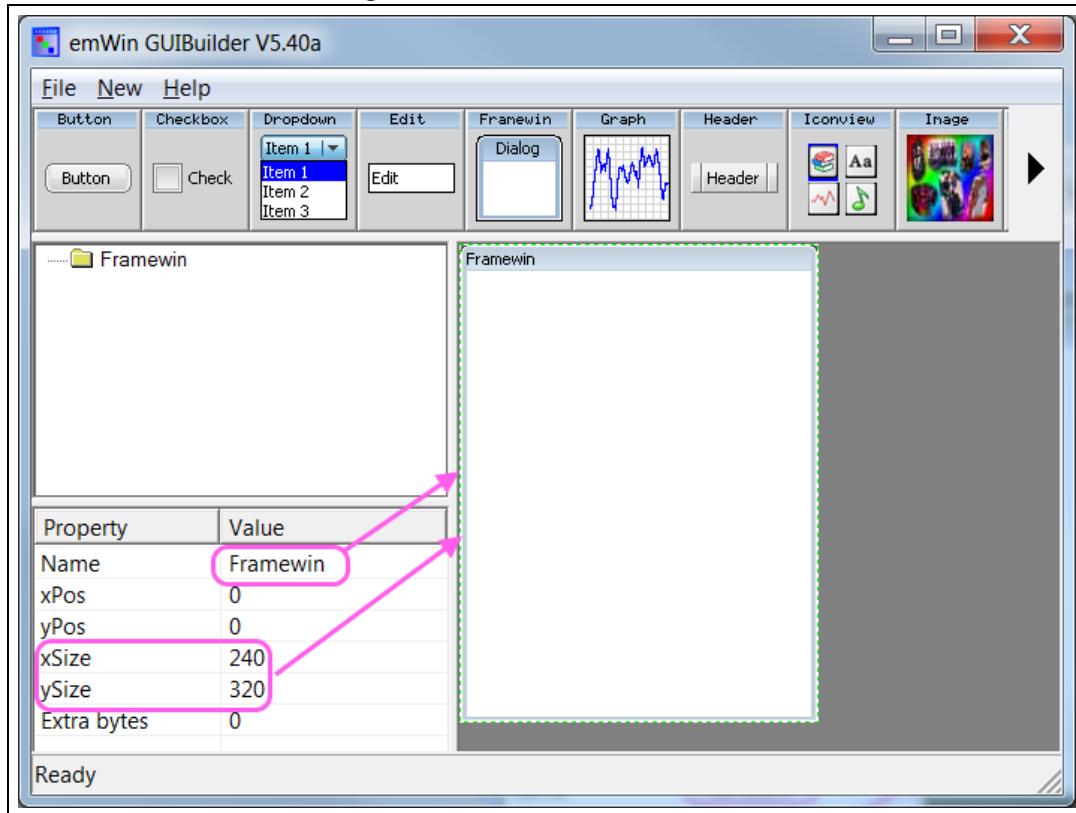


Figure 256. STemWin GUIBuilder

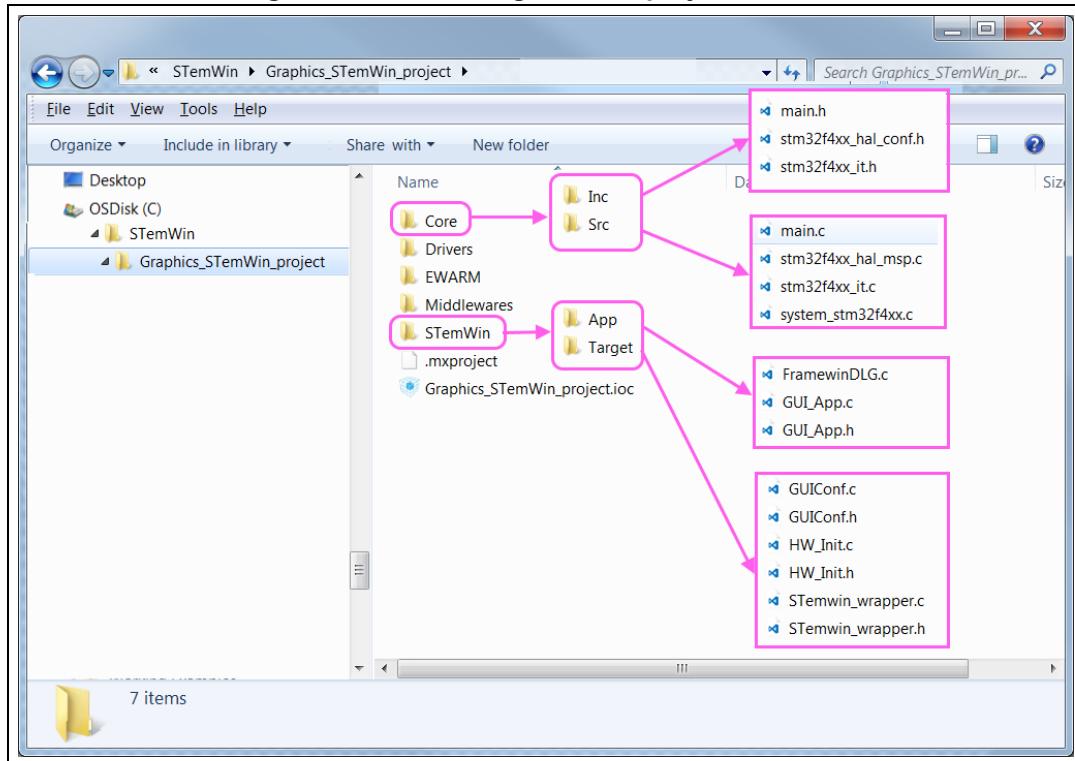
13.5 Step 5: Generating the embedded C project and updates

Click to generate the project (see [Figure 257](#)).

- Application main files are generated under Core/Inc and Src folders.
- STemWin library configuration files are generated under STemWin/App folder.
- Hardware initialization and wrapper files under STemWin/Target folder.

Update the generated code by placing user code in dedicated sections, i.e. between //USER START and //USER END tags.

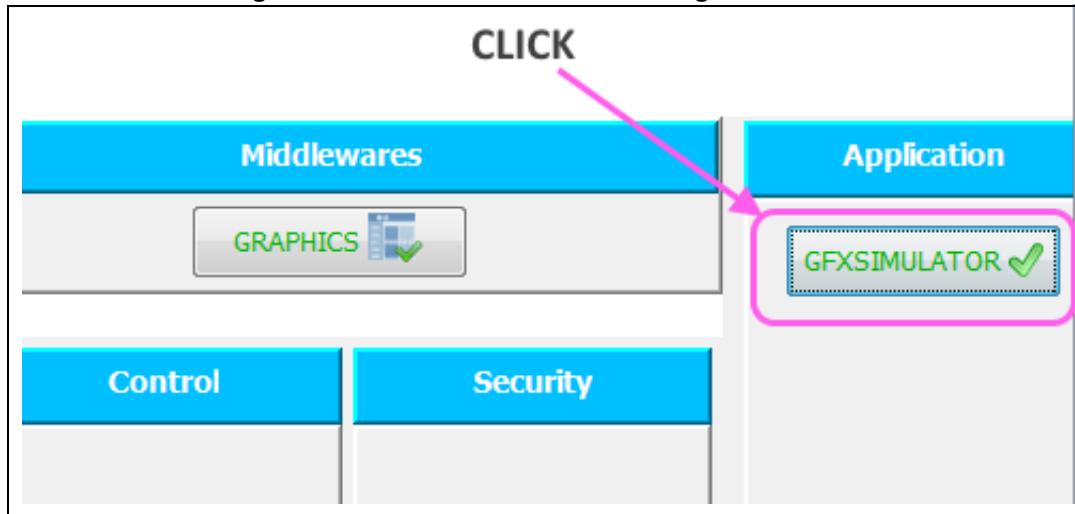
Figure 257. StemWin generated project and files



14 Tutorial 8: Using STM32CubeMX Graphics Simulator

Click GFXSIMULATOR from the configuration view to open the Graphics simulator user interface (see [Figure 258](#)).

Figure 258. GFXSIMULATOR in Configuration view



1. Check in the top panel the Simulator's current working assumptions and the mandatory configuration settings, e.g. if LTDC is not enabled, some results will show as NA (not available). See [Figure 259](#).
2. Adjust the simulator parameter values from the left center panel, compare to current configuration settings in the right panel (see [Figure 260](#)).
3. Check in the bottom panel the results for a set of supported use cases.
4. Optionally, click “Import Settings” to update current project configuration with simulator settings to reach same performance results.
 - A confirmation message pops up.
 - When relevant, a warning message pops up with the settings that could not be imported (unused peripherals, out of range clock frequency value,...).
5. Close the Graphics Simulator window to go back to STM32CubeMX configuration view.

Figure 259. Graphics Simulator user interface

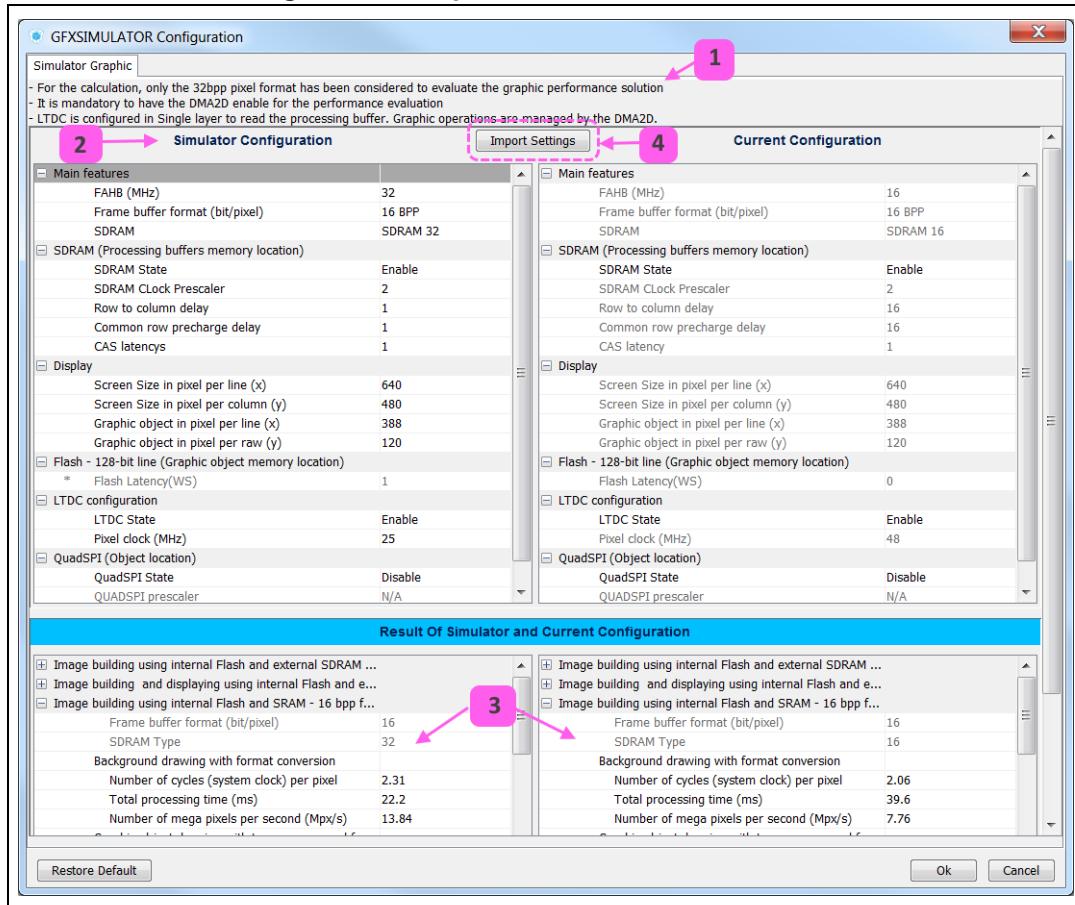
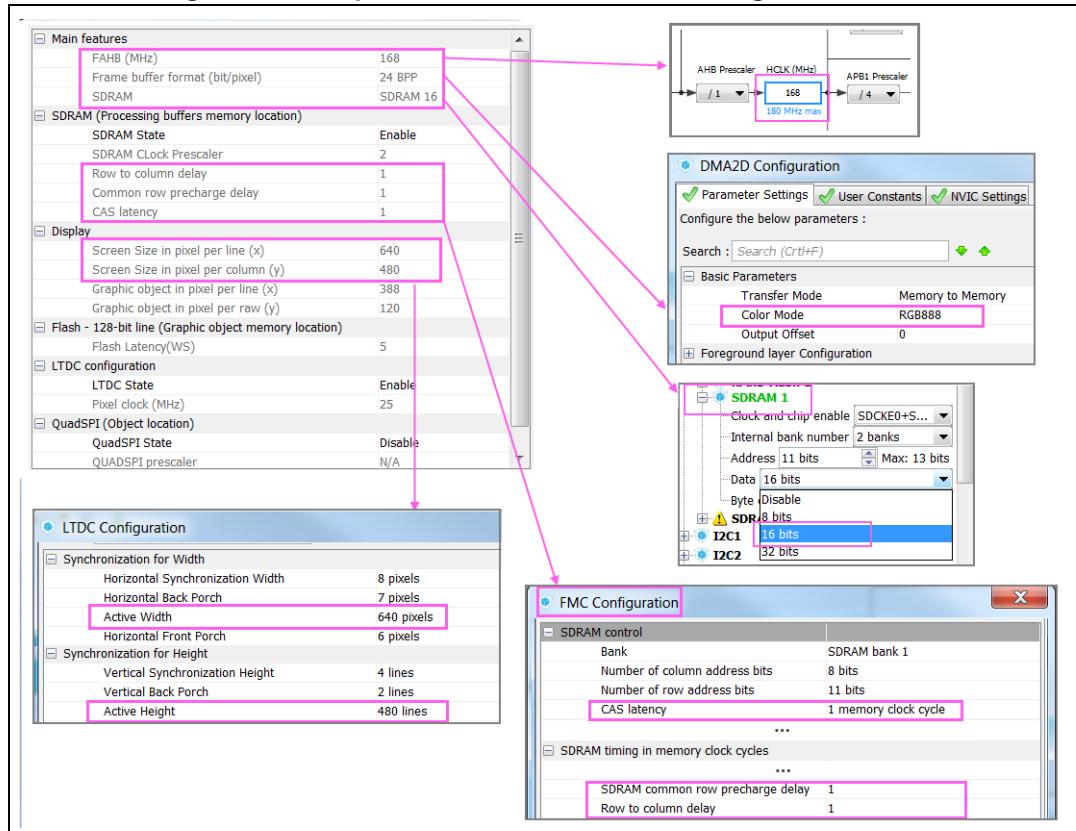


Figure 260. Graphics Simulator - Current Configuration fields



15 FAQ

15.1 On the Pinout configuration panel, why does STM32CubeMX move some functions when I add a new peripheral mode?

You may have deselected Keep Current Signals Placement . In this case, the tool performs an automatic remapping to optimize your placement.

15.2 How can I manually force a function remapping?

Use the Manual Remapping feature.

15.3 Why are some pins highlighted in yellow or in light green in the Chip view? Why cannot I change the function of some pins (when I click some pins, nothing happens)?

These pins are specific pins (such as power supply or BOOT) which are not available as peripheral signals.

15.4 Why do I get the error “Java 7 update 45” when installing “Java 7 update 45” or a more recent version of the JRE?

The problem generally occurs on 64-bit Windows operating system, when several versions of Java™ are installed on your computer and the 64-bit Java™ installation is too old.

During STM32CubeMX installation, the computer searches for a 64-bit installation of Java™.

- If one is found, the ‘Java 7 update 45’ minimum version prerequisite is checked. If the installed version is older, an error is displayed to request the upgrade.
- If no 64-bit installation is found, STM32CubeMX searches for a 32-bit installation. If one is found and the version is too old, the ‘Java 7 update 45’ error is displayed. The user must update the installation to solve the issue.

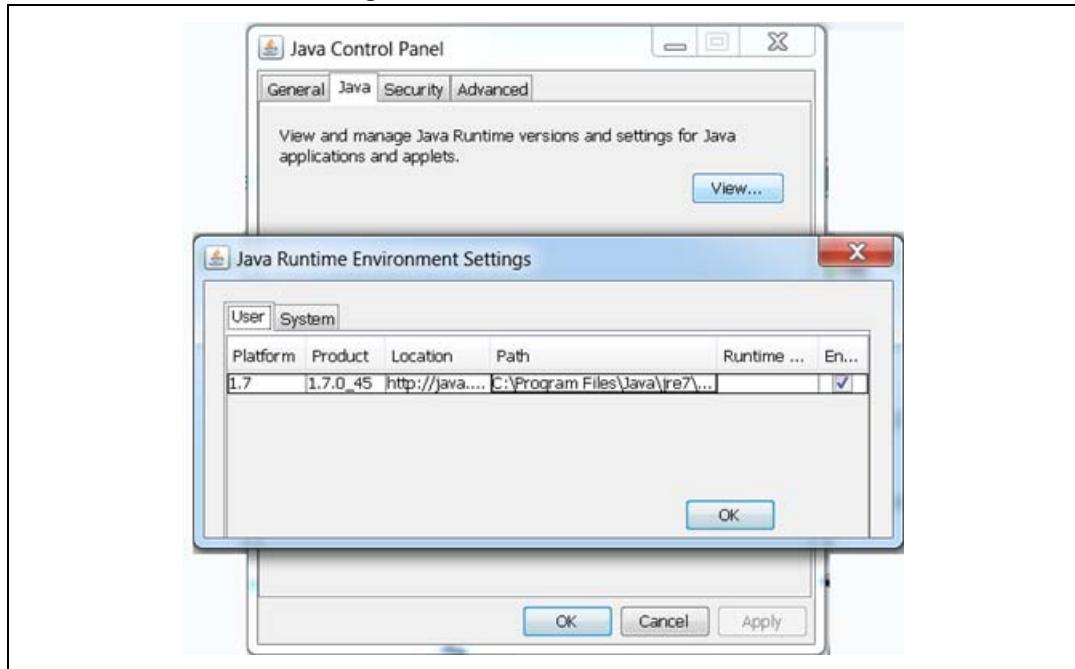
To avoid this issue from occurring, it is recommended to perform one of the following actions:

1. Remove all Java™ installations and reinstall only one version (32 or 64 bits) (Java 7 update 45 or more recent).
2. Keep 32-bit and 64-bit installations but make sure that the 64-bit version is at least Java 7 update 45.

Note:

Some users (Java developers for example) may need to check the PC environment variables defining hard-coded Java paths (e.g. JAVA_HOME or PATH) and update them so that they point to the latest Java installation.

On Windows 7 you can check the Java installation using the Control Panel. To do this, double-click the  Java icon from Control Panel\All Control Panel to open the Java™ settings window (see [Figure 261](#)).

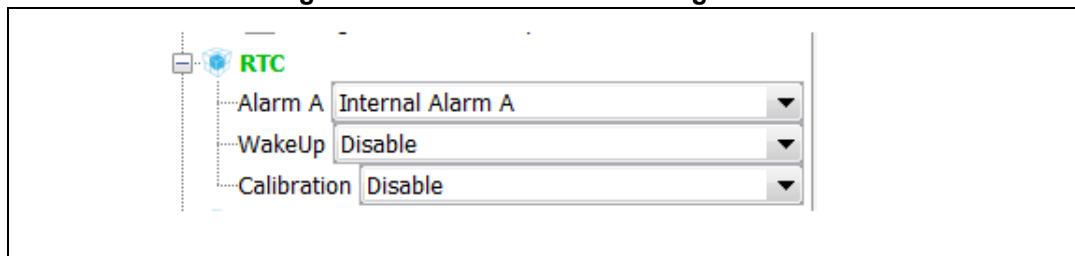
Figure 261. Java™ Control Panel

You can also enter 'java -version' as an MS-DOS command to check the version of your latest Java installation (the Java program called here is a copy of the program installed under C:\Windows\System32):

```
java version "1.7.0_45"
Java (TM) SE Runtime Environment (build 1.7.0_45-b18)
Java HotSpot (TM) 64-Bit Server VM (build 24.45-b08, mixed mode)
```

15.5 Why does the RTC multiplexer remain inactive on the Clock tree view?

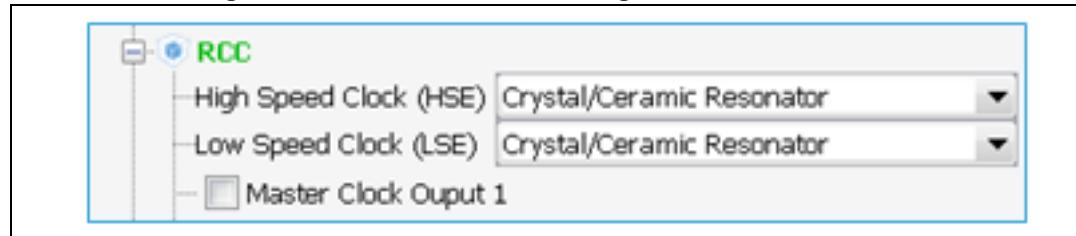
To enable the RTC multiplexer, the user shall enable the RTC peripheral in the Pinout view as indicated below.

Figure 262. Pinout view - Enabling the RTC

15.6 How can I select LSE and HSE as clock source and change the frequency?

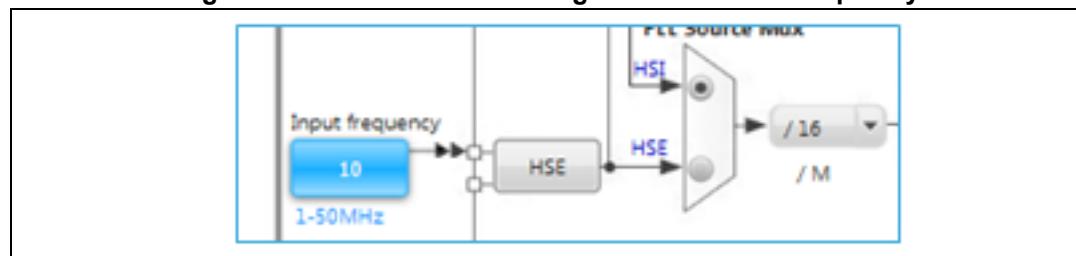
The LSE and HSE clocks become active once the RCC is configured as such in the Pinout view. See [Figure 263](#) for an example.

Figure 263. Pinout view - Enabling LSE and HSE clocks



The clock source frequency can then be edited and the external source selected, see [Figure 264](#).

Figure 264. Pinout view - Setting LSE/HSE clock frequency



15.7 Why STM32CubeMX does not allow me to configure PC13, PC14, PC15 and PI8 as outputs when one of them is already configured as an output?

STM32CubeMX implements the restriction documented in the reference manuals as a footnote in table Output Voltage characteristics:

"PC13, PC14, PC15 and PI8 are supplied through the power switch. Since the switch only sinks a limited amount of current (3 mA), the use of GPIOs PC13 to PC15 and PI8 in output mode is limited: the speed should not exceed 2 MHz with a maximum load of 30 pF and these I/Os must not be used as a current source (e.g. to drive a LED)."

15.8 Ethernet Configuration: why cannot I specify DP83848 or LAN8742A in some cases?

For most Series, STM32CubeMX will adjust the list of possible PHY component drivers according to the Ethernet mode that has been selected:

- When the Ethernet MII mode is selected, the user will be able to choose between the DP83848 component driver or a “User Phy”.
- When the Ethernet RMII mode is selected, the user will be able to choose between the LAN8742A component driver or a “User Phy”.

When “User Phy” is selected, the user will have to manually include the component drivers to be used in its project.

Note: For STM32H7 Series, the PHY is seen as an external component and is no longer specified under the Ethernet peripheral configuration. The user can select the PHY under LwIP Platform settings tab. However, since the STM32H7 firmware package provides only the driver code for the LAN8742A component that is available on all STM32H7 evaluation and Nucleo boards, STM32CubeMX user interface offers only the choice between "User Phy" and LAN8742.

When LAN8742 is selected, the BSP driver code is copied into the generated project.

Appendix A STM32CubeMX pin assignment rules

The following pin assignment rules are implemented in STM32CubeMX:

- Rule 1: Block consistency
- Rule 2: Block inter-dependency
- Rule 3: One block = one peripheral mode
- Rule 4: Block remapping (only for STM32F10x)
- Rule 5: Function remapping
- Rule 6: Block shifting (only for STM32F10x)
- Rule 7: Setting or clearing a peripheral mode
- Rule 8: Mapping a function individually (if Keep Current Placement is unchecked)
- Rule 9: GPIO signals mapping

A.1 Block consistency

When setting a pin signal (provided there is no ambiguity about the corresponding peripheral mode), all the pins/signals required for this mode are mapped and pins are shown in green (otherwise the configured pin is shown in orange).

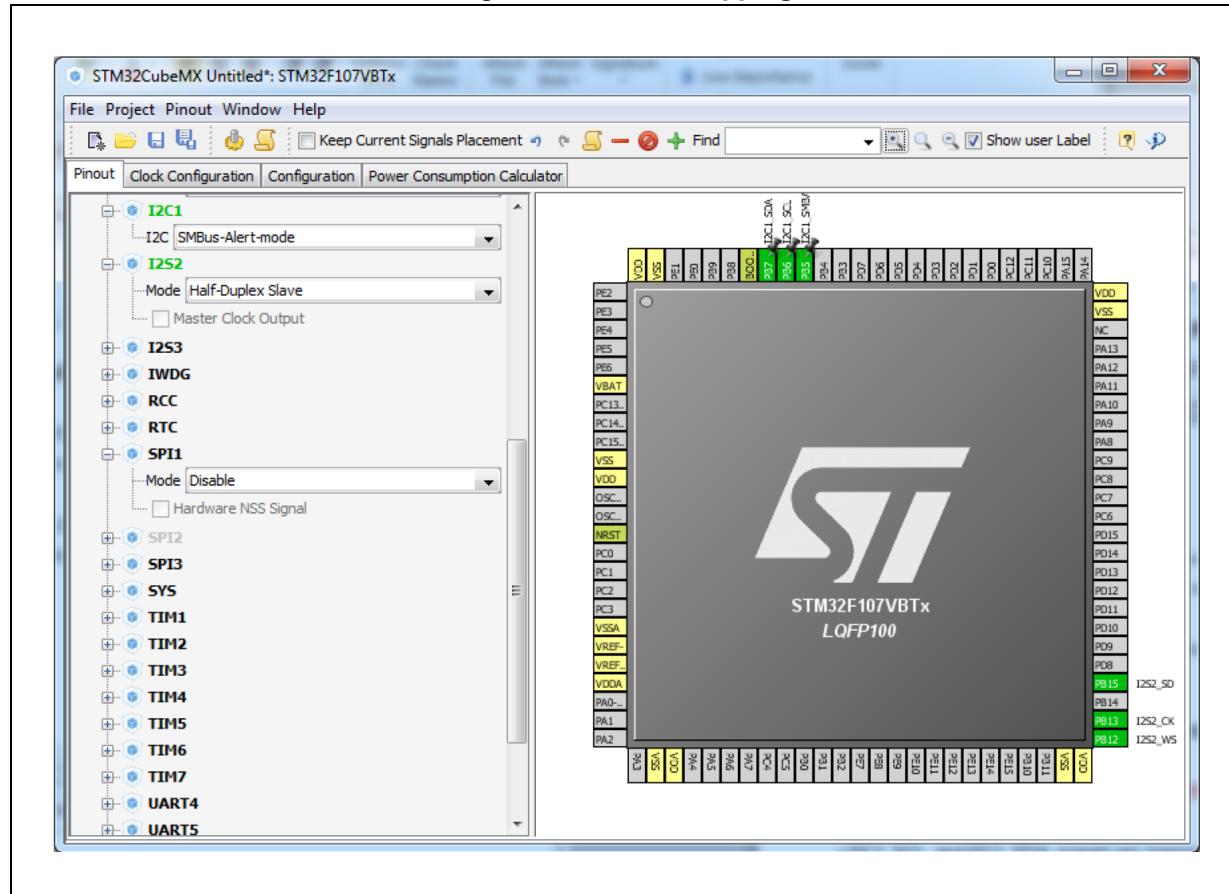
When clearing a pin signal, all the pins/signals required for this mode are unmapped simultaneously and the pins turn back to gray.

Example of block mapping with a STM32F107x MCU

If the user assigns I2C1_SMBA function to PB5, then STM32CubeMX configures pins and modes as follows:

- I2C1_SCL and I2C1_SDA signals are mapped to the PB6 and PB7 pins, respectively (see [Figure 265](#)).
- I2C1 peripheral mode is set to SMBus-Alert mode.

Figure 265. Block mapping

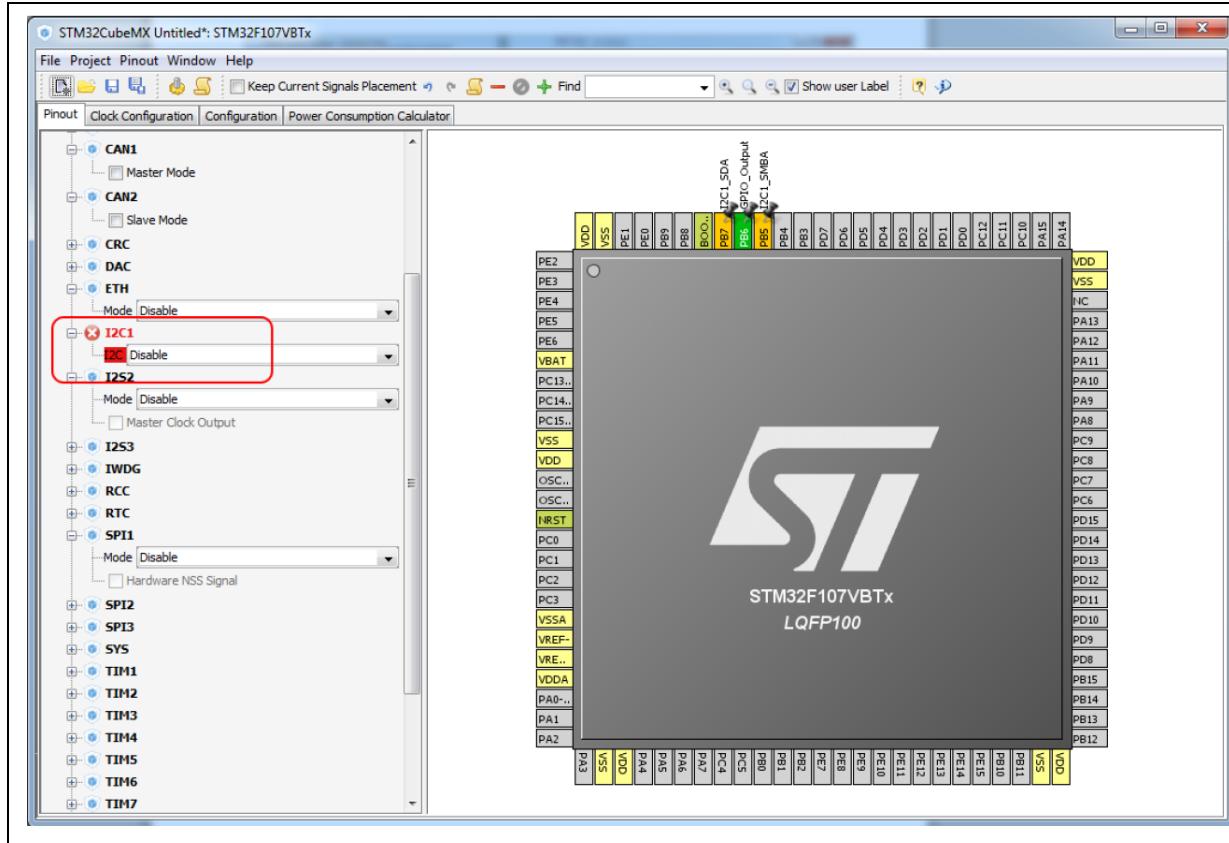


Example of block remapping with a STM32F107x MCU

If the user assigns GPIO_Output to PB6, STM32CubeMX automatically disables I2C1 SMBus-Alert peripheral mode from the peripheral tree view and updates the other I2C1 pins (PB5 and PB7) as follows:

- If they are unpinned, the pin configuration is reset (pin grayed out).
- If they are pinned, the peripheral signal assigned to the pins is kept and the pins are highlighted in orange since they no longer match a peripheral mode (see [Figure 266](#)).

Figure 266. Block remapping



For STM32CubeMX to find an alternative solution for the I2C peripheral mode, the user will need to unpin I2C1 pins and select the I2C1 mode from the peripheral tree view (see [Figure 267](#) and [Figure 268](#)).

Figure 267. Block remapping - Example 1

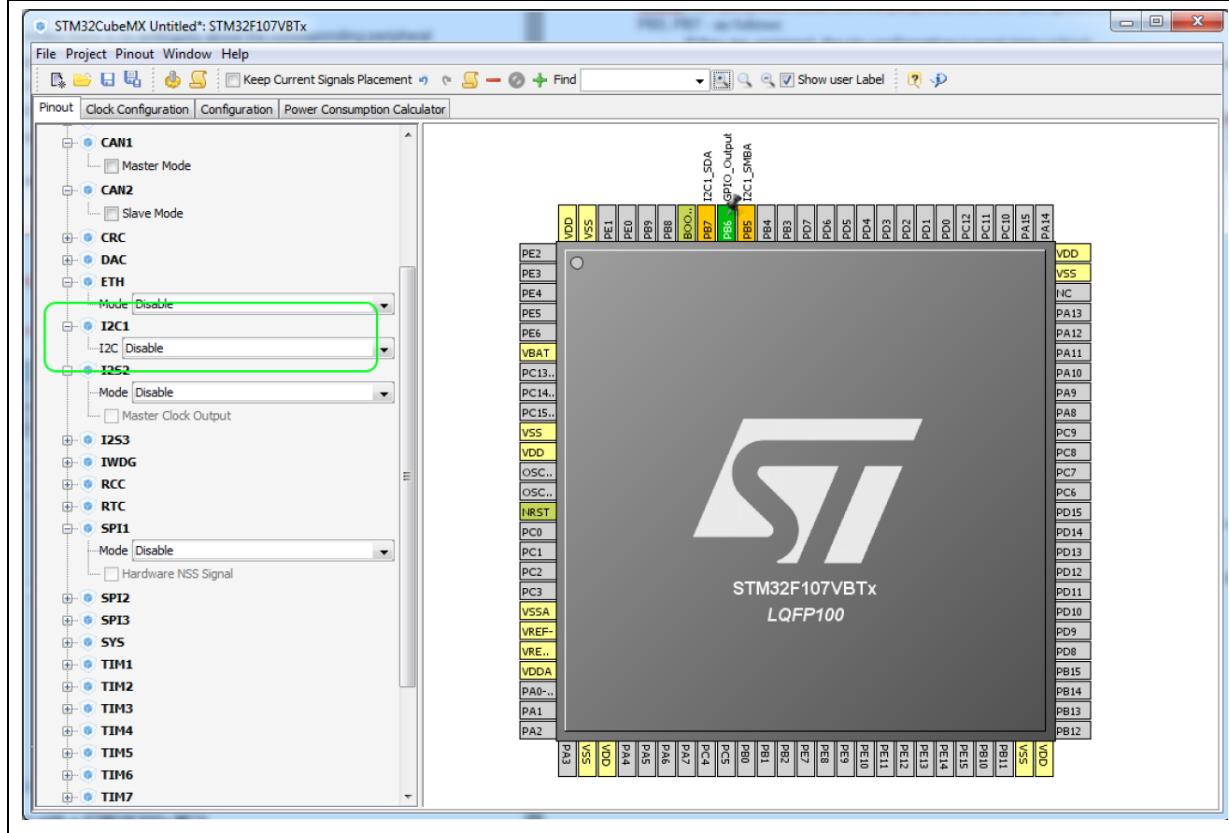
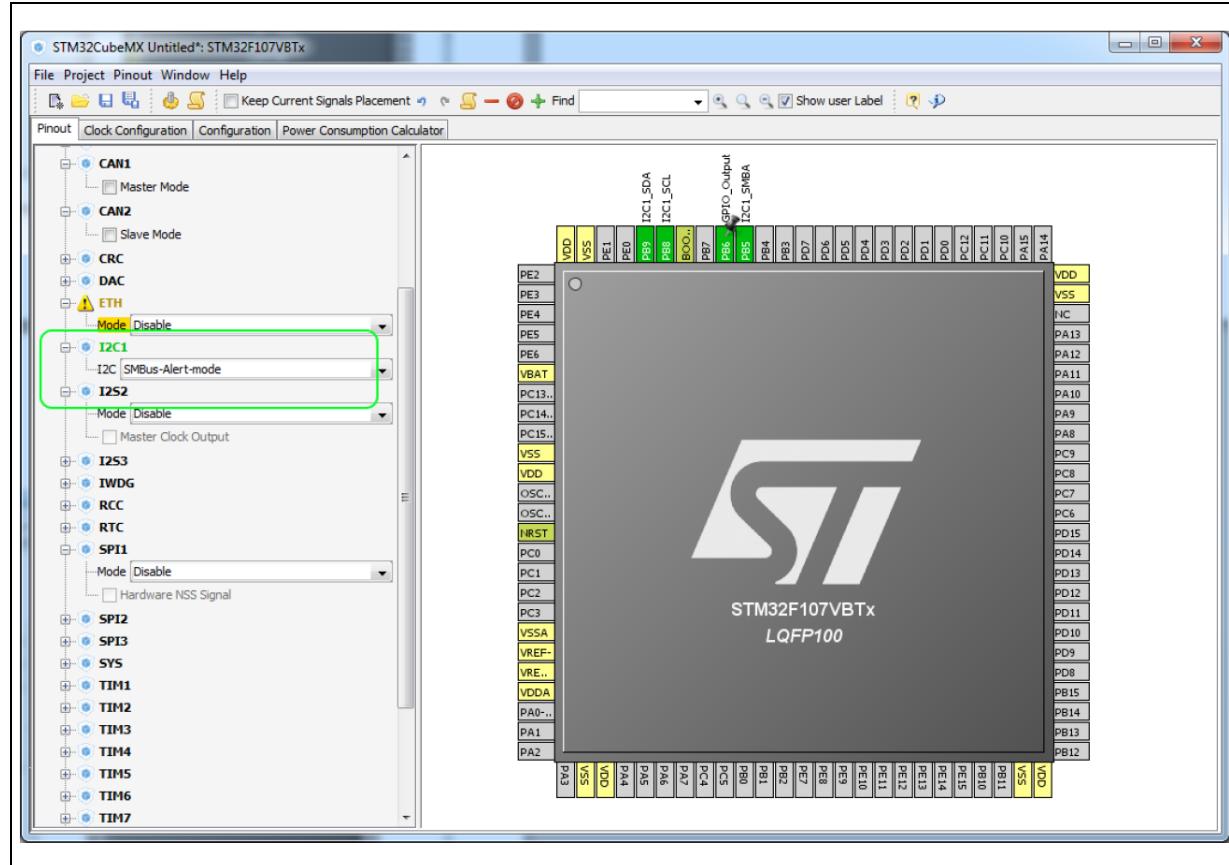


Figure 268. Block remapping - Example 2



A.2 Block inter-dependency

On the **Chip** view, the same signal can appear as an alternate function for multiple pins. However it can be mapped only once.

As a consequence, for STM32F1 MCUs, two blocks of pins cannot be selected simultaneously for the same peripheral mode: when a block/signal from a block is selected, the alternate blocks are cleared.

Example of block remapping of SPI in full-duplex master mode with a STM32F107x MCU

If SPI1 full-duplex master mode is selected from the tree view, by default the corresponding SPI signals are assigned to PB3, PB4 and PB5 pins (see [Figure 269](#)).

If the user assigns to PA6 the SPI1_MISO function currently assigned to PB4, STM32CubeMX clears the PB4 pin from the SPI1_MISO function, as well as all the other pins configured for this block, and moves the corresponding SPI1 functions to the relevant pins in the same block as the PB4 pin (see [Figure 270](#)).

(by pressing CTRL and clicking PB4 to show PA6 alternate function in blue, then drag and drop the signal to pin PA6)

Figure 269. Block inter-dependency - SPI signals assigned to PB3/4/5

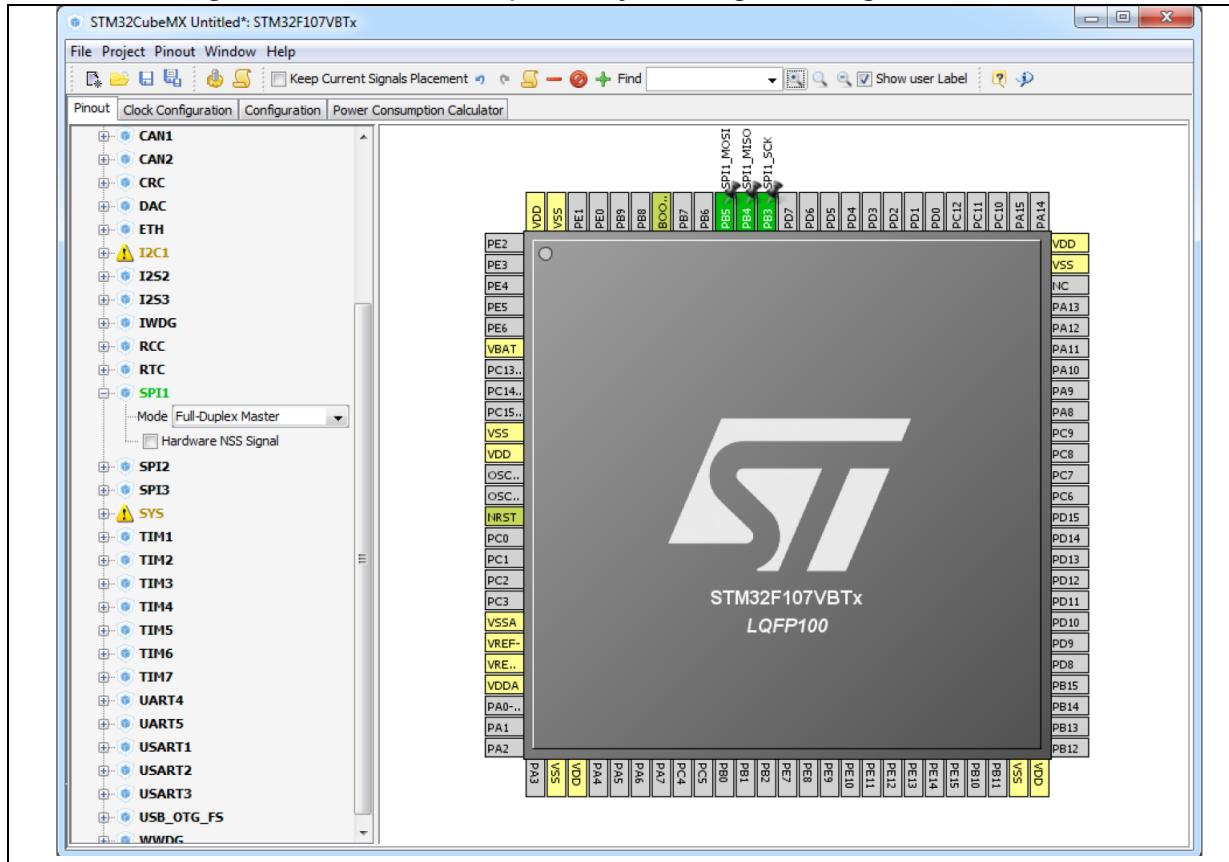
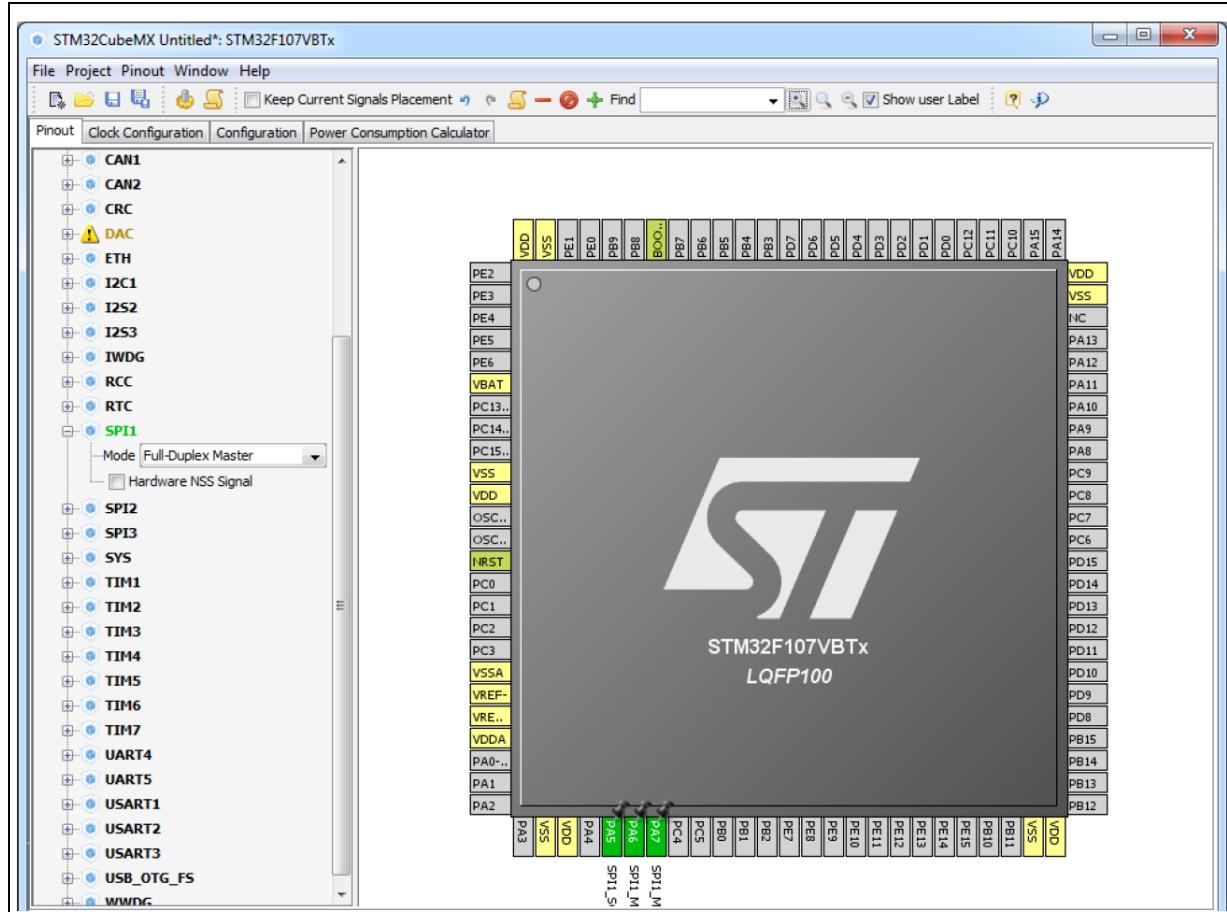


Figure 270. Block inter-dependency - SPI1_MISO function assigned to PA6



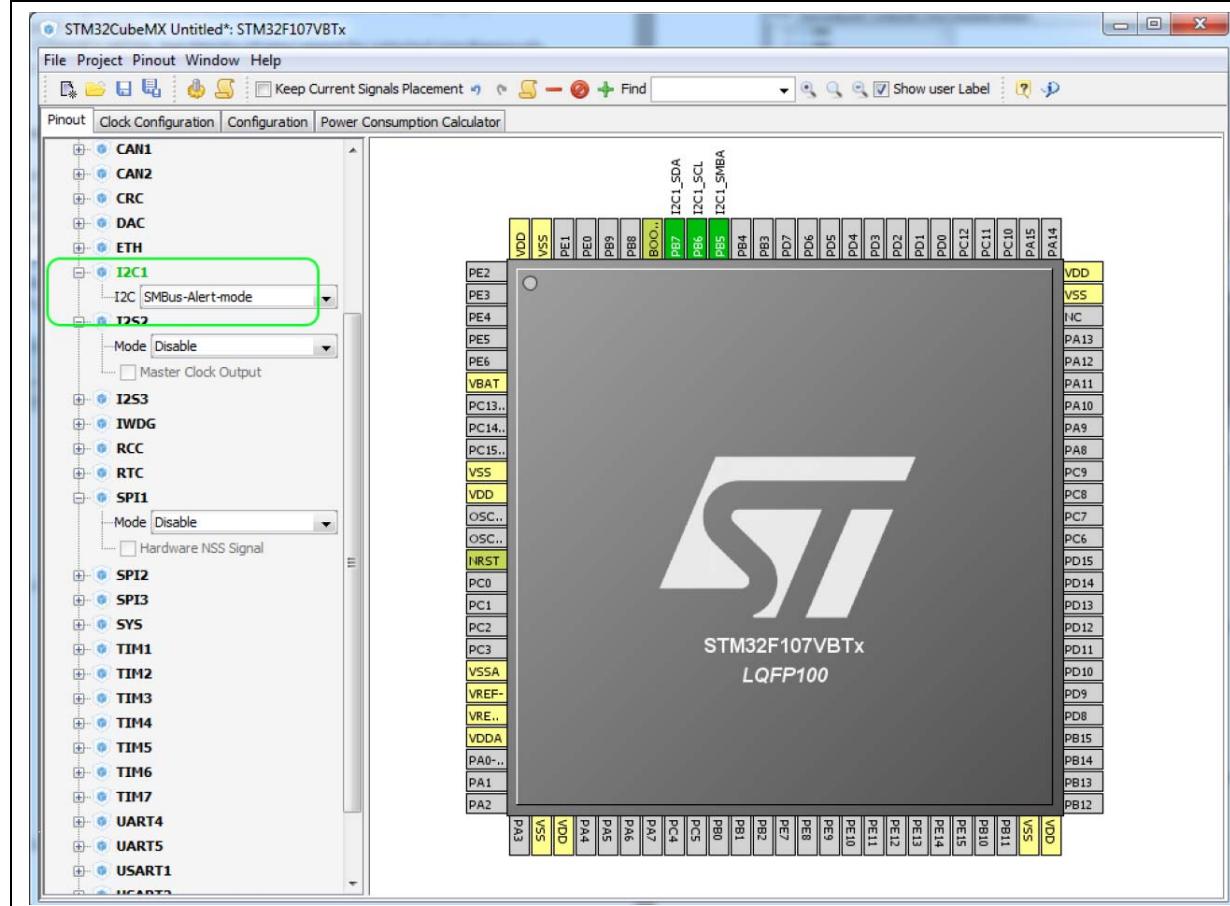
A.3 One block = one peripheral mode

When a block of pins is fully configured in the **Chip** view (shown in green), the related peripheral mode is automatically set in the Peripherals tree.

Example of STM32F107x MCU

Assigning the I2C1_SMBA function to PB5 automatically configures I2C1 peripheral in SMBus-Alert mode (see Peripheral tree in *Figure 271*).

Figure 271. One block = one peripheral mode - I2C1_SMBA function assigned to PB5



A.4 Block remapping (STM32F10x only)

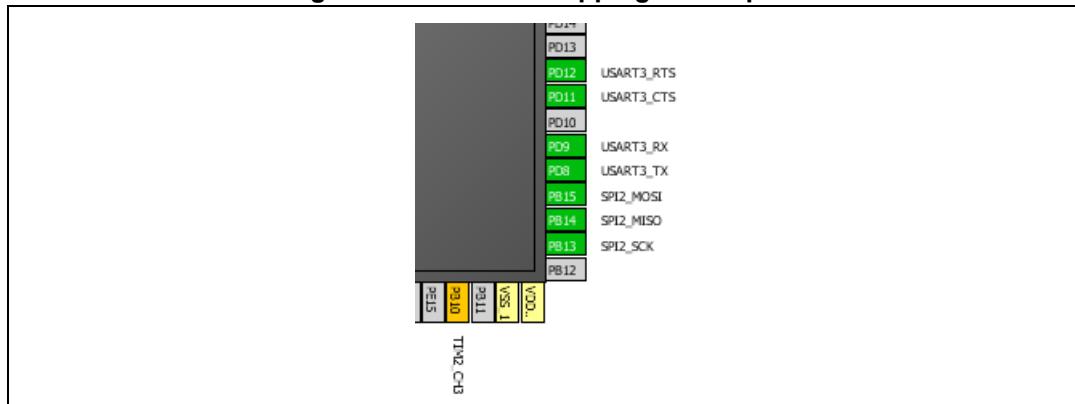
To configure a peripheral mode, STM32CubeMX selects a block of pins and assigns each mode signal to a pin in this block. In doing so, it looks for the first free block to which the mode can be mapped.

When setting a peripheral mode, if at least one pin in the default block is already used, STM32CubeMX tries to find an alternate block. If none can be found, it either selects the functions in a different sequence, or unchecks **Keep Current Signals Placement**, and remaps all the blocks to find a solution.

Example

STM32CubeMX remaps USART3 hardware-flow-control mode to the (PD8-PD9-PD11-PD12) block, because PB14 of USART3 default block is already allocated to the SPI2_MISO function (see [Figure 272](#)).

Figure 272. Block remapping - Example 2



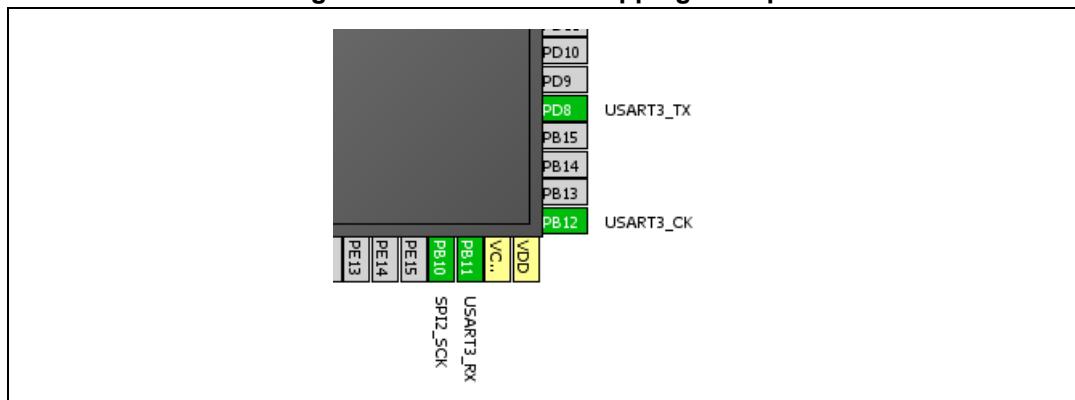
A.5 Function remapping

To configure a peripheral mode, STM32CubeMX assigns each signal of the mode to a pin. In doing so, it will look for the first free pin the signal can be mapped to.

Example using STM32F415x

When configuring USART3 for the Synchronous mode, STM32CubeMX discovered that the default PB10 pin for USART3_TX signal was already used by SPI. It thus remapped it to PD8 (see [Figure 273](#)).

Figure 273. Function remapping example



A.6 Block shifting (only for STM32F10x and when “Keep Current Signals placement” is unchecked)

If a block cannot be mapped and there are no free alternate solutions, STM32CubeMX tries to free the pins by remapping all the peripheral modes impacted by the shared pin.

Example

With the Keep current signal placement enabled, if USART3 synchronous mode is set first, the Asynchronous default block (PB10-PB11) is mapped and Ethernet becomes unavailable (shown in red) (see [Figure 274](#)).

Unchecking [Keep Current Signals Placement](#) allows STM32CubeMX shifting blocks around and freeing a block for the Ethernet MII mode. (see [Figure 275](#)).

Figure 274. Block shifting not applied

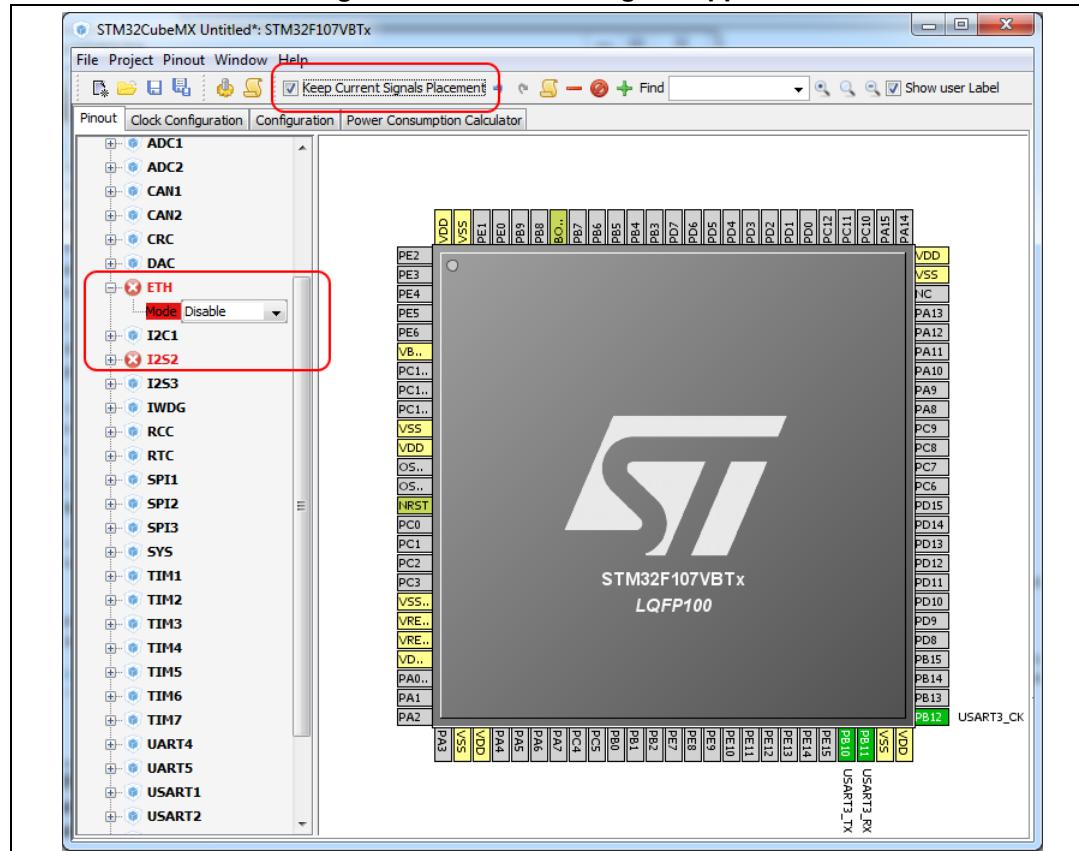
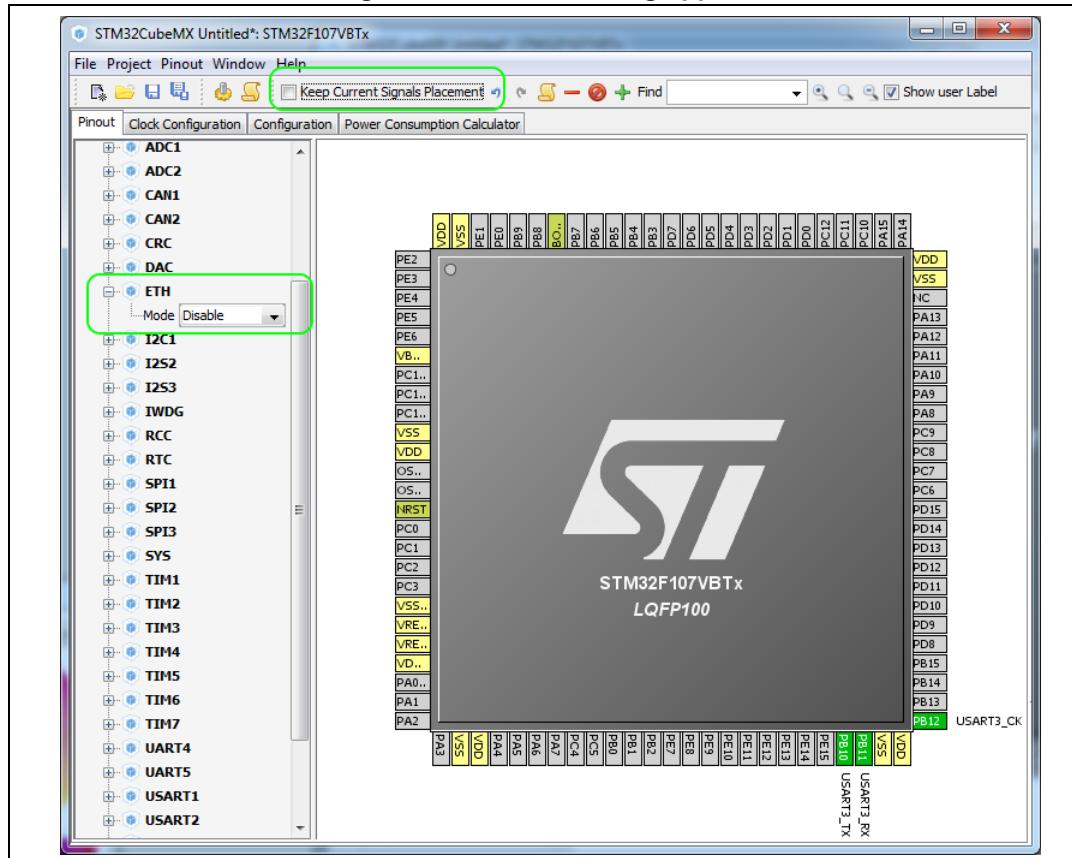


Figure 275. Block shifting applied



A.7 Setting and clearing a peripheral mode

The Peripherals panel and the **Chip** view are linked: when a peripheral mode is set or cleared, the corresponding pin functions are set or cleared.

A.8 Mapping a function individually

When STM32CubeMX needs a pin that has already been assigned manually to a function (no peripheral mode set), it can move this function to another pin, only if

Keep Current Signals Placement is unchecked and the function is not pinned (no pin icon).

A.9 GPIO signals mapping

I/O signals (GPIO_Input, GPIO_Output, GPIO_Analog) can be assigned to pins either manually through the **Chip** view or automatically through the Pinout menu. Such pins can no longer be assigned automatically to another signal: STM32CubeMX signal automatic placement does not take into account this pin anymore since it does not shift I/O signals to other pins.

The pin can still be manually assigned to another signal or to a reset state.

Appendix B STM32CubeMX C code generation design choices and limitations

This section summarizes STM32CubeMX design choices and limitations.

B.1 STM32CubeMX generated C code and user sections

The C code generated by STM32CubeMX provides user sections as illustrated below. They allow user C code to be inserted and preserved at next C code generation.

User sections shall neither be moved nor renamed. Only the user sections defined by STM32CubeMX are preserved. User created sections will be ignored and lost at next C code generation.

```
/* USER CODE BEGIN 0 */
(...)
/* USER CODE END 0 */
```

Note:

STM32CubeMX may generate C code in some user sections. It will be up to the user to clean the parts that may become obsolete in this section. For example, the while(1) loop in the main function is placed inside a user section as illustrated below:

```
/* Infinite loop */
/* USER CODE BEGIN WHILE */
while (1)
{
    /* USER CODE END WHILE */

    /* USER CODE BEGIN 3 */
}
/* USER CODE END 3 */
```

B.2 STM32CubeMX design choices for peripheral initialization

STM32CubeMX generates peripheral _*Init* functions that can be easily identified thanks to the MX_ prefix:

```
static void MX_GPIO_Init(void);
static void MX_<Peripheral Instance Name>_Init(void);
static void MX_I2S2_Init(void);
```

An MX_<peripheral instance name>_Init function exists for each peripheral instance selected by the user (e.g., MX_I2S2_Init). It performs the initialization of the relevant handle structure (e.g., &hi2s2 for I2S second instance) that is required for HAL driver initialization (e.g., HAL_I2S_Init) and the actual call to this function:

```
void MX_I2S2_Init(void)
{
    hi2s2.Instance = SPI2;
    hi2s2.Init.Mode = I2S_MODE_MASTER_TX;
    hi2s2.Init.Standard = I2S_STANDARD_PHILLIPS;
```

```

hi2s2.Init.DataFormat = I2S_DATAFORMAT_16B;
hi2s2.Init.MCLKOutput = I2S_MCLKOUTPUT_DISABLE;
hi2s2.Init.AudioFreq = I2S_AUDIOFREQ_192K;
hi2s2.Init.CPOL = I2S_CPOL_LOW;
hi2s2.Init.ClockSource = I2S_CLOCK_PLL;
hi2s2.Init.FullDuplexMode = I2S_FULLDUPLEXMODE_ENABLE;
HAL_I2S_Init(&hi2s2);
}

```

By default, the peripheral initialization is done in *main.c*. If the peripheral is used by a middleware mode, the peripheral initialization can be done in the middleware corresponding .c file.

Customized *HAL_<Peripheral Name>_MspInit()* functions are created in the *stm32f4xx_hal_msp.c* file to configure the low-level hardware (GPIO, CLOCK) for the selected peripherals.

B.3 STM32CubeMX design choices and limitations for middleware initialization

B.3.1 Overview

STM32CubeMX does not support C user code insertion in Middleware stack native files although stacks such as LwIP might require it in some use cases.

STM32CubeMX generates middleware *Init* functions that can be easily identified thanks to the MX_ prefix:

```

MX_LWIP_Init(); // defined in lwip.h file
MX_USB_HOST_Init(); // defined in usb_host.h file
MX_FATFS_Init(); // defined in fatfs.h file

```

Note however the following exceptions:

- No *Init* function is generated for FreeRTOS unless the user chooses, from the Project settings window, to generate *Init* functions as pairs of .c/.h files. Instead, a *StartDefaultTask* function is defined in the *main.c* file and CMSIS-RTOS native function (*osKernelStart*) is called in the main function.
- If FreeRTOS is enabled, the *Init* functions for the other middlewares in use are called from the *StartDefaultTask* function in the *main.c* file.

Example:

```

void StartDefaultTask(void const * argument)
{
    /* init code for FATFS */
    MX_FATFS_Init();
    /* init code for LWIP */
    MX_LWIP_Init();
    /* init code for USB_HOST */
    MX_USB_HOST_Init();
    /* USER CODE BEGIN 5 */
    /* Infinite loop */
}

```

```
    for(;;)
    {
        osDelay(1);
    }
    /* USER CODE END 5 */
}
```

B.3.2 USB Host

USB peripheral initialization is performed within the middleware initialization C code in the *usbh_conf.c* file, while USB stack initialization is done within the *usb_host.c* file.

When using the USB Host middleware, the user is responsible for implementing the *USBH_UserProcess* callback function in the generated *usb_host.c* file.

From STM32CubeMX user interface, the user can select to register one class or all classes if the application requires switching dynamically between classes.

B.3.3 USB Device

USB peripheral initialization is performed within the middleware initialization C code in the *usbd_conf.c* file, while USB stack initialization is done within the *usb_device.c* file.

USB VID, PID and String standard descriptors are configured via STM32CubeMX user interface and available in the *usbd_desc.c* generated file. Other standard descriptors (configuration, interface) are hard-coded in the same file preventing support for USB composite devices.

When using the USB Device middleware, the user is responsible for implementing the functions in the *usbd_<classname>.if.c* class interface file for all device classes (e.g., *usbd_storage_if.c*).

USB MTP and CCID classes are not supported.

B.3.4 FatFs

FatFs is a generic FAT/exFAT file system solution well suited for small embedded systems.

FatFs configuration is available in *ffconf.h* generated file.

The initialization of the SDIO peripheral for the FatFs SD Card mode and of the FMC peripheral for the FatFs External SDRAM and External SRAM modes are kept in the *main.c* file.

Some files need to be modified by the user to match user board specificities (BSP in STM32Cube embedded software package can be used as example):

- *bsp_driver_sd.c/h* generated files when using FatFs SD Card mode
- *bsp_driver_sram.c/h* generated files when using FatFs External SRAM mode
- *bsp_driver_sdram.c/h* generated files when using FatFs External SDRAM mode.

Multi-drive FatFs is supported, which means that multiple logical drives can be used by the application (External SDRAM, External SRAM, SD Card, USB Disk, User defined). However support for multiple instances of a given logical drive is not available (e.g. FatFs using two instances of USB hosts or several RAM disks).

NOR and NAND Flash memory are not supported. In this case, the user shall select the FatFs user-defined mode and update the *user_diskio.c* driver file generated to implement the interface between the middleware and the selected peripheral.

B.3.5 FreeRTOS

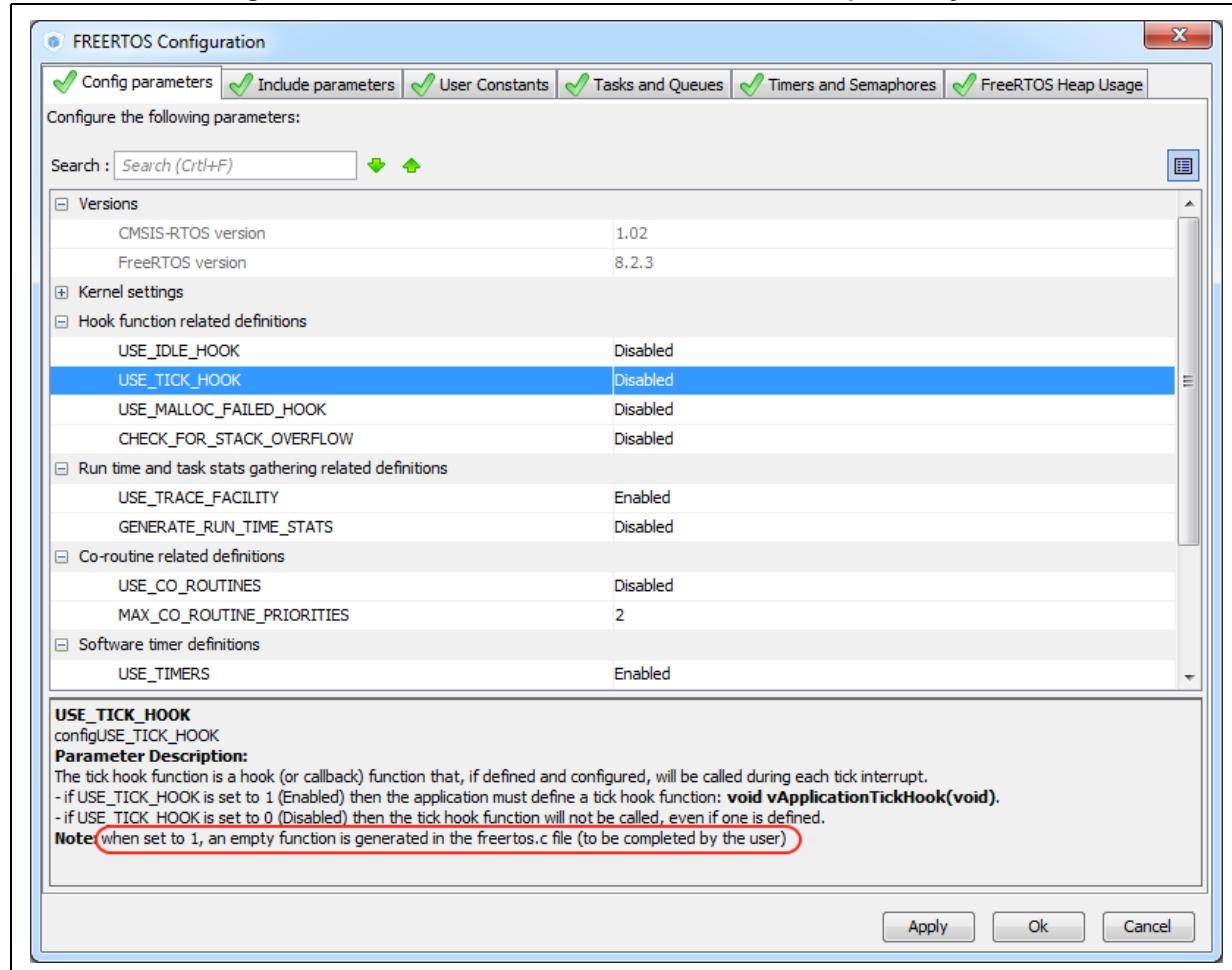
FreeRTOS is a free real-time embedded operating system well suited for microcontrollers.

FreeRTOS configuration is available in *FreeRTOSConfig.h* generated file.

When FreeRTOS is enabled, all other selected middleware modes (e.g., LwIP, FatFs, USB) will be initialized within the same FreeRTOS thread in the main.c file.

When GENERATE_RUN_TIME_STATS, CHECK_FOR_STACK_OVERFLOW, USE_IDLE_HOOK, USE_TICK_HOOK and USE_MALLOC_FAILED_HOOK parameters are activated, STM32CubeMX generates *freertos.c* file with empty functions that the user shall implement. This is highlighted by the tooltip (see [Figure 276](#)).

Figure 276. FreeRTOS HOOK functions to be completed by user



B.3.6 LwIP

LwIP is a small independent implementation of the TCP/IP protocol suite: its reduced RAM usage makes it suitable for use in embedded systems with tens of kilobytes of free RAM.

LwIP initialization function is defined in *lwip.c*, while LwIP configuration is available in *lwipopts.h* generated file.

STM32CubeMX supports LwIP over Ethernet only. The Ethernet peripheral initialization is done within the middleware initialization C code.

STM32CubeMX does not support user C code insertion in stack native files. However, some LwIP use cases require modifying stack native files (e.g., *cc.h*, *mib2.c*): user modifications shall be backed up since they will be lost at next STM32CubeMX generation.

Starting with LwIP release 1.5, STM32CubeMX LwIP supports IPv6 (see [Figure 278](#)).

DHCP must be disabled, to configure a static IP address.

Figure 277. LwIP 1.4.1 configuration

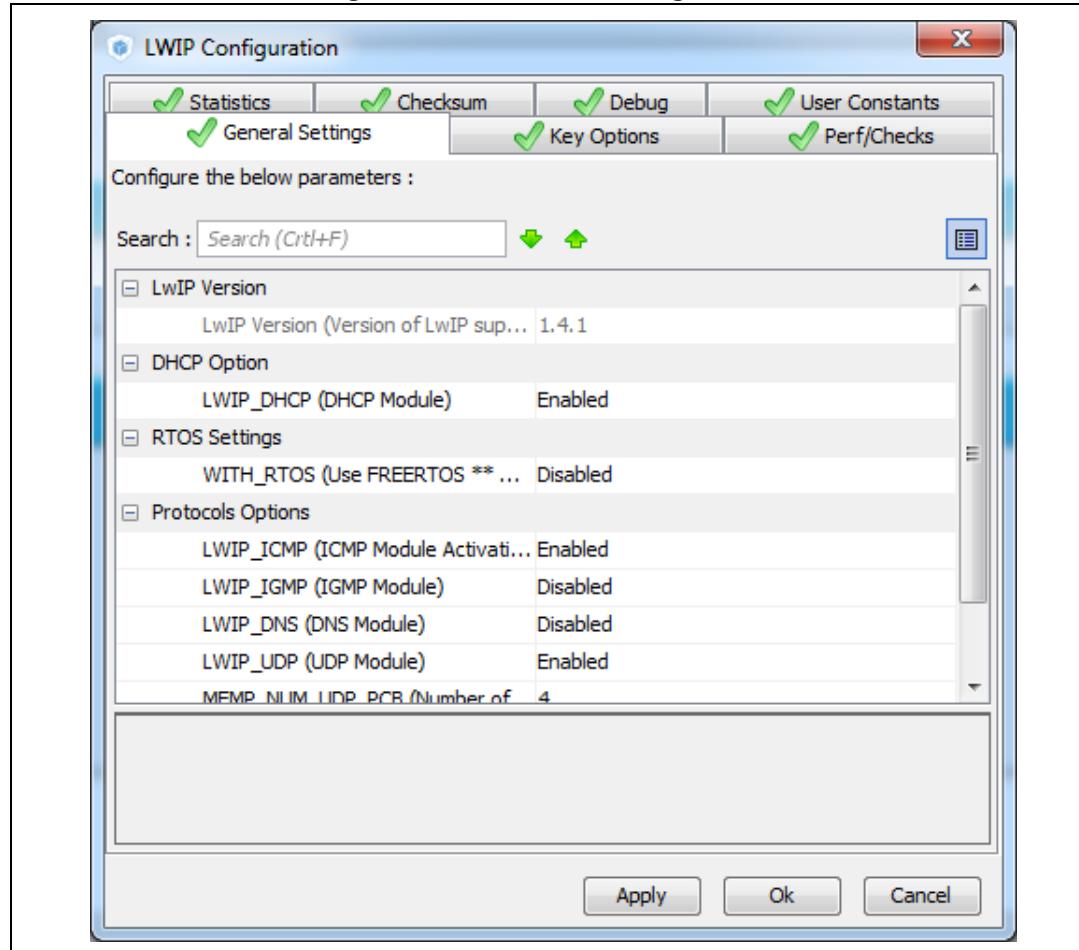
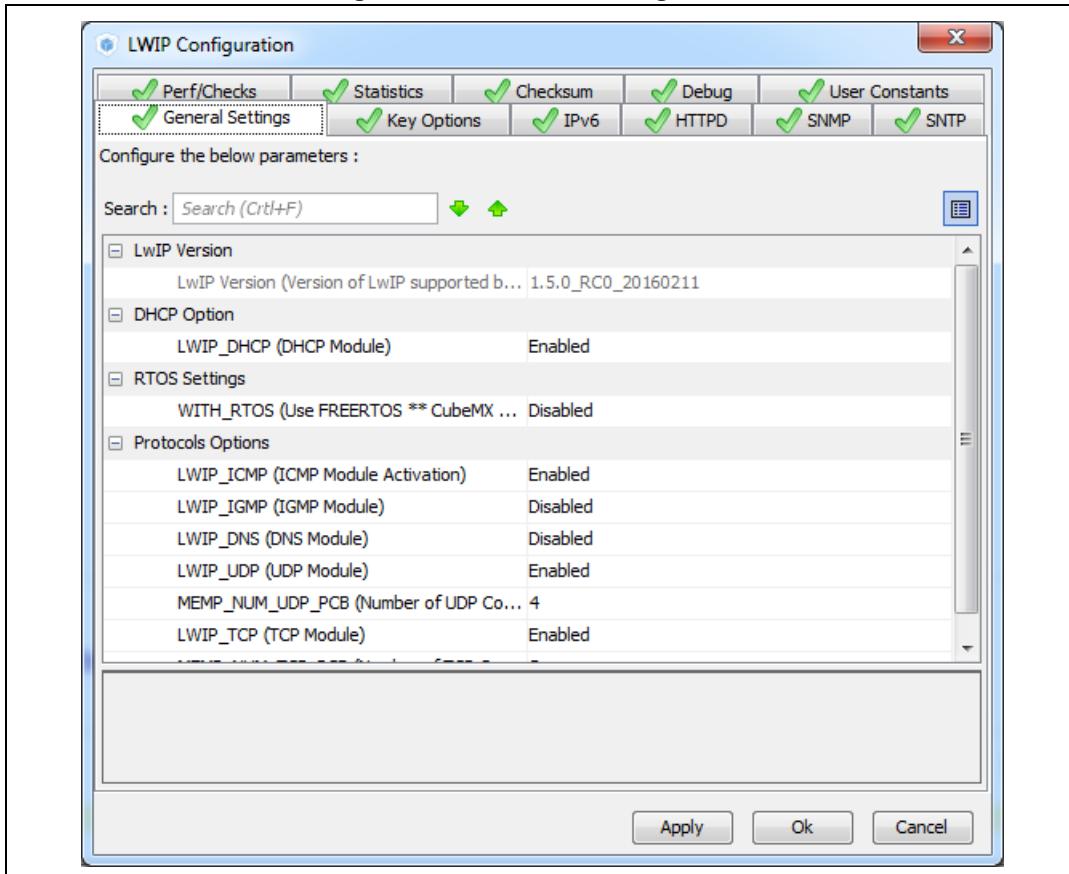


Figure 278. LwIP 1.5 configuration



STM32CubeMX generated C code will report compilation errors when specific parameters are enabled (disabled by default). The user must fix the issues with a stack patch (downloaded from Internet) or user C code. The following parameters generate an error:

- MEM_USE_POOLS: user C code to be added either in *lwipopts.h* or in *cc.h* (stack file).
- PPP_SUPPORT, PPPOE_SUPPORT: user C code required
- MEMP_SEPARATE_POOLS with MEMP_OVERFLOW_CHECK > 0: a stack patch required
- MEM_LIBC_MALLOC & RTOS enabled: stack patch required
- LWIP_EVENT_API: stack patch required

In STM32CubeMX, the user must enable FreeRTOS in order to use LwIP with the netconn and sockets APIs. These APIs require the use of threads and consequently of an operating system. Without FreeRTOS, only the LwIP event-driven raw API can be used.

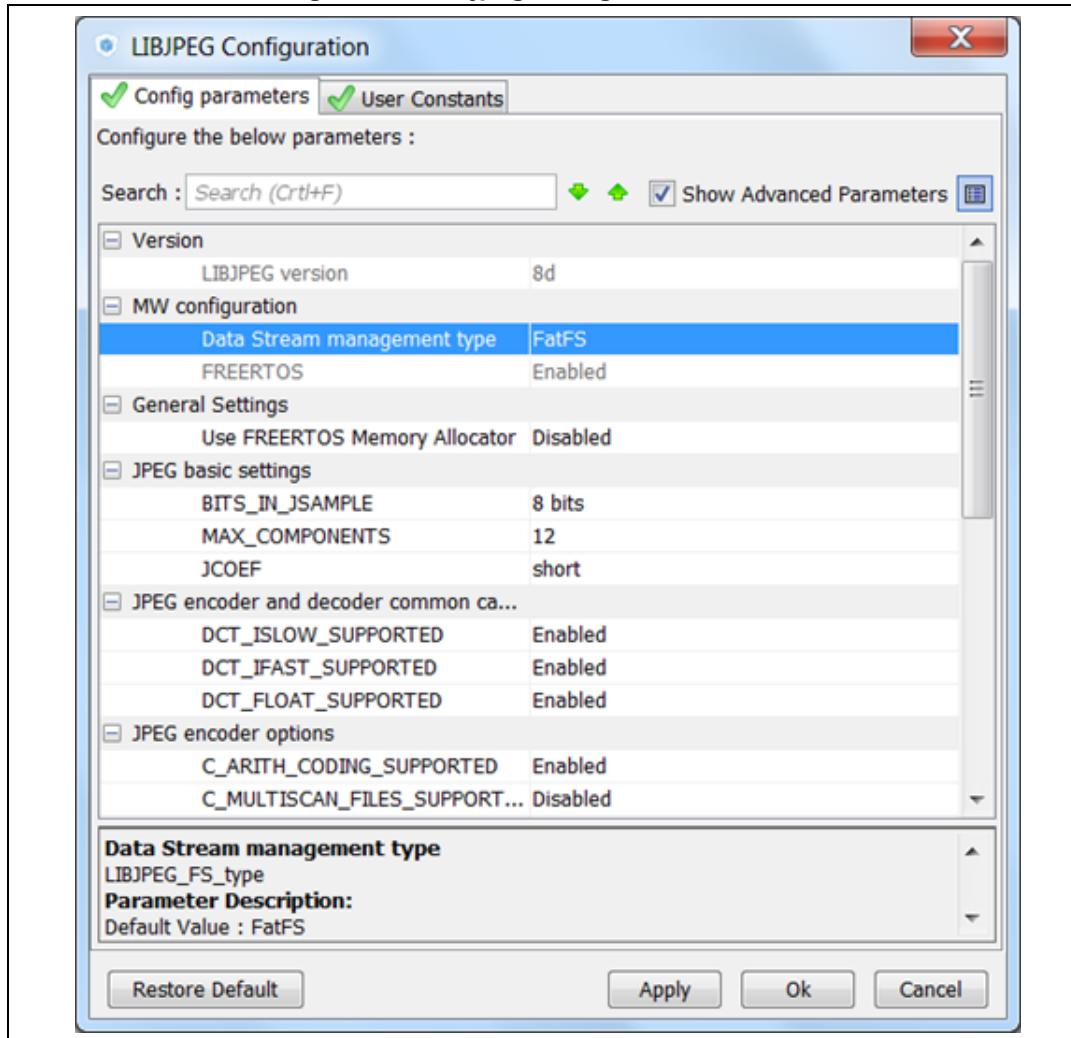
B.3.7 Libjpeg

Libjpeg is a widely used C-library that allows reading and writing JPEG files. It is delivered within STM32CubeF7, STM32CubeH7, STM32CubeF2 and STM32CubeF4 embedded software packages.

STM32CubeMX generates the following files, whose content can be configured by the user through STM32CubeMX user interface:

- **libjpeg.c/h**
The *MX_LIBJPEG_Init()* initialization function is generated within the libjpeg.c file. It is empty. It is up to the user to enter in the user sections the code and the calls to the libjpeg functions required for the application.
- **jdata_conf.c**
This file is generated only when FatFs is selected as data stream management type.
- **jdata_conf.h**
The content of this file is adjusted according to the datastream management type selected.
- **jconfig.h**
This file is generated by STM32CubeMX, but cannot be configured.
- **jmorecfg.h**
Some but not all the define statements contained in this file can be modified through the STM32CubeMX libjpeg configuration menu.

Figure 279. Libjpeg configuration window



B.3.8 Mbed TLS

Mbed TLS is a C-library that allows including cryptographic capabilities to embedded products. It handles Secure Sockets Layer (SSL) and Transport Layer Security (TLS) protocols, that are used for establishing a secure, encrypted and authenticated link between two parties over an insecure network. Mbed TLS comes with an intuitive API and minimal coding footprint. Visit <https://tls.mbed.org/> for more details.

Mbed TLS is delivered within STM32CubeF2, STM32CubeF4, STM32CubeF7 and STM32CubeH7 embedded software packages.

Mbed TLS can work without LwIP stack (see [Figure 280: Mbed TLS without LwIP](#)).

If LwIP stack is used, FreeRTOS must be enabled as well (see [Figure 281: Mbed TLS with LwIP and FreeRTOS](#)).

STM32CubeMX generates the following files, whose contents can be modified by the user through STM32CubeMX user interface (see [Figure 282: Mbed TLS configuration window](#)) and/or using user sections in the code itself:

- *mbedtls_config.h*
- *mbedtls.h*
- *net_sockets.c* (generated only if LwIP is enabled)
- *mbedtls.c*

Figure 280. Mbed TLS without LwIP

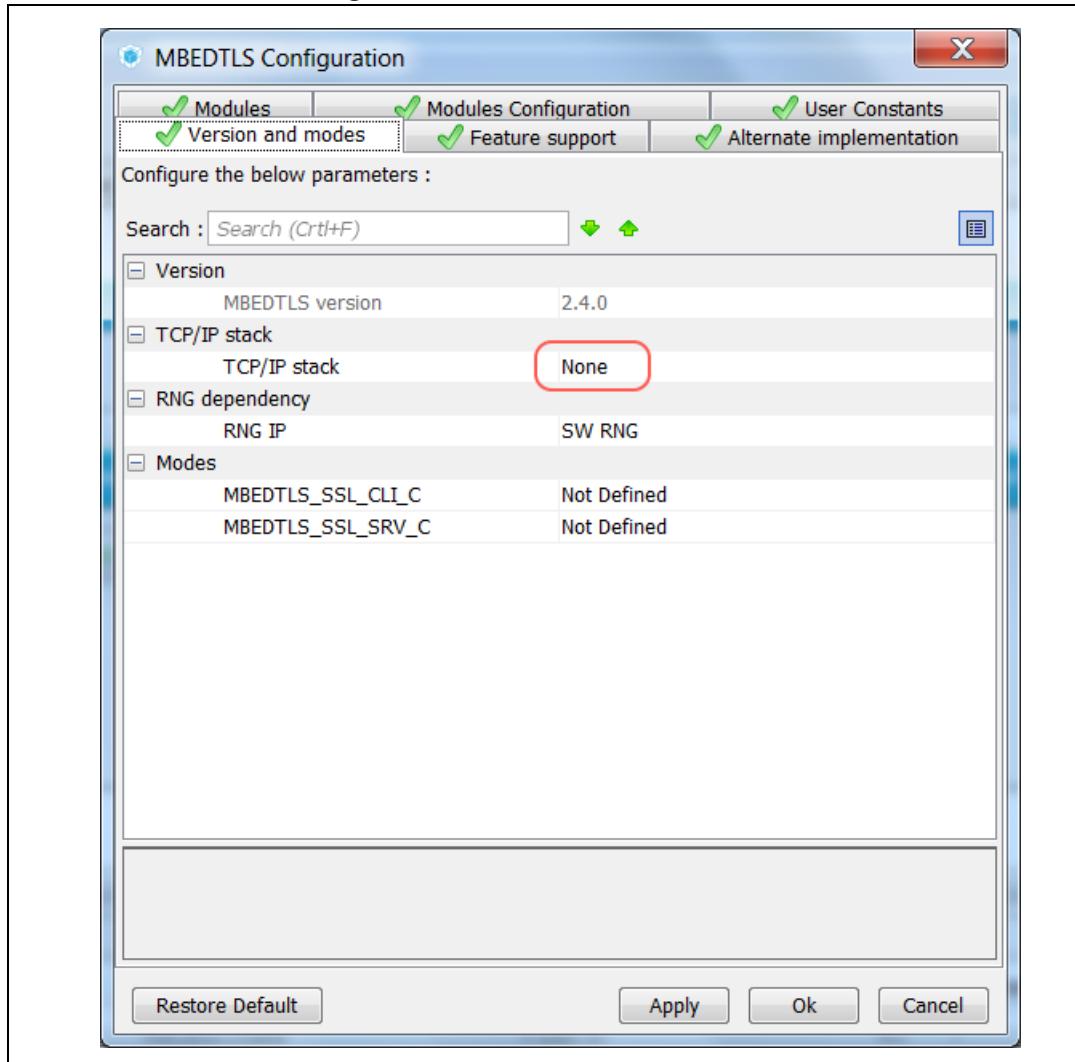


Figure 281. Mbed TLS with LwIP and FreeRTOS

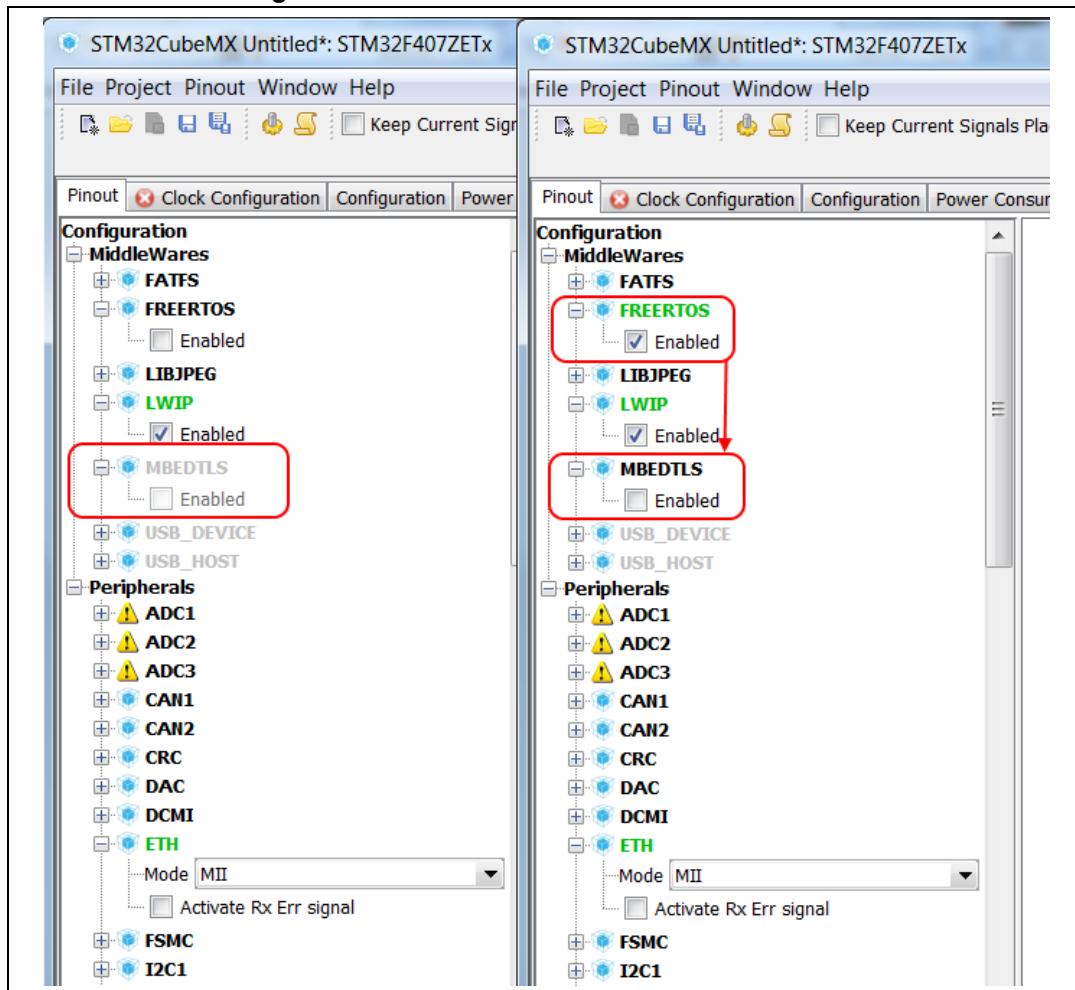
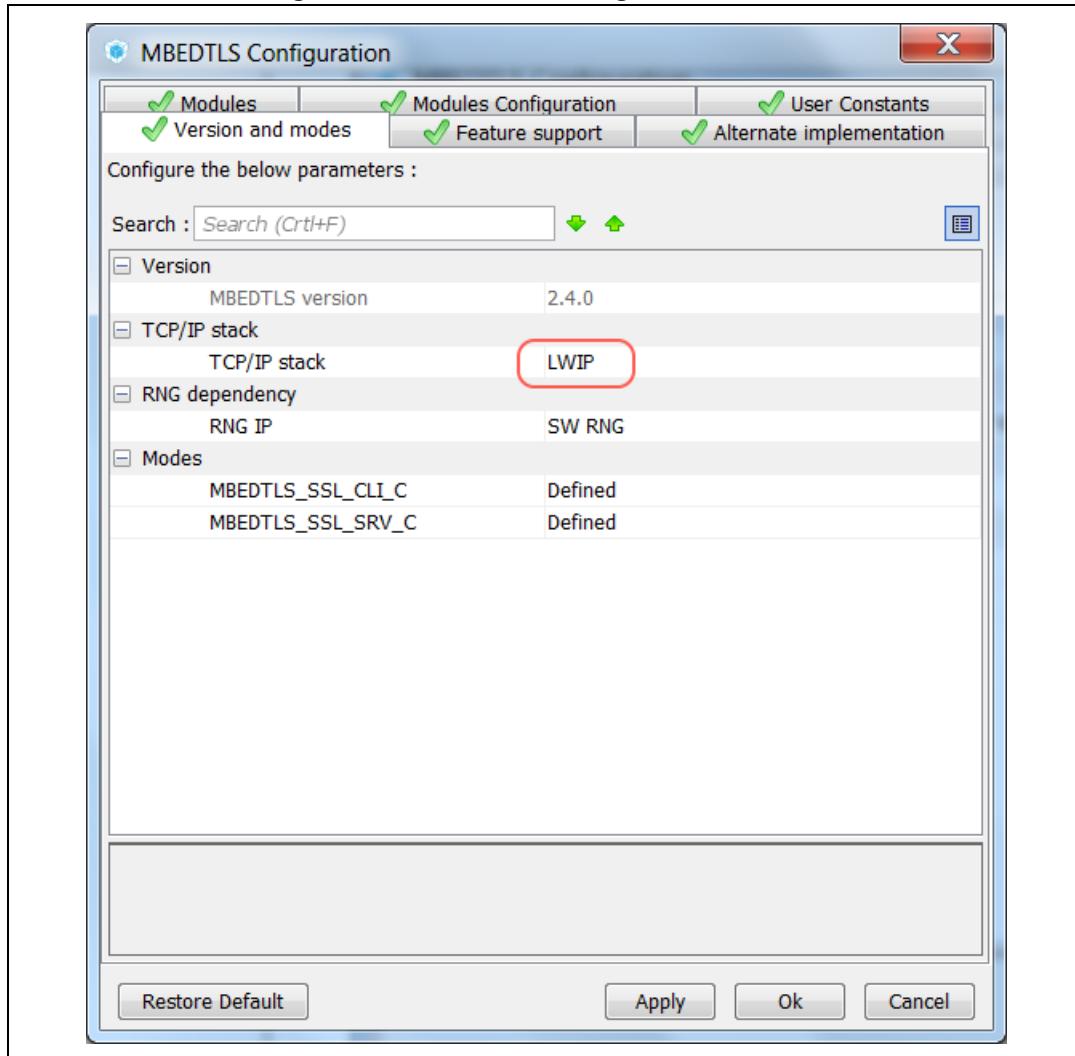


Figure 282. Mbed TLS configuration window



B.3.9 TouchSensing

The STM32 TouchSensing library is a C-library that allows the creation of higher-end human interfaces by replacing conventional electromechanical switches by capacitive sensors with STM32 microcontrollers.

It requires the touch-sensing peripheral to be configured on the microcontroller.

STM32CubeMX generates the following files, whose contents can be modified by the user through STM32CubeMX user interface (see [Figure 283: Enabling the TouchSensing peripheral](#), [Figure 284: Touch-sensing sensor selection panel](#) and [Figure 285: TouchSensing configuration panel](#)) and/or using user sections in the code itself:

- *touchsensing.c/.h*
- *tsl_user.c/.h*
- *tsl_conf.h*

Figure 283. Enabling the TouchSensing peripheral

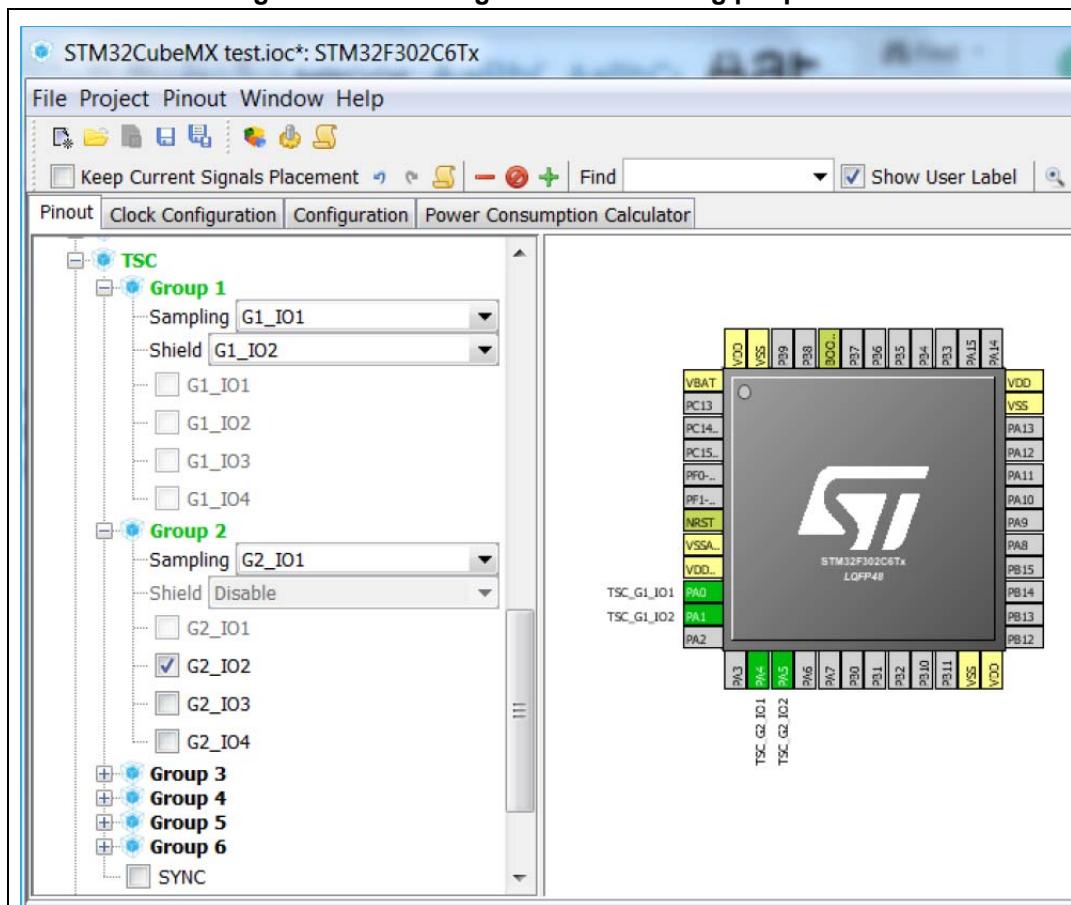


Figure 284. Touch-sensing sensor selection panel

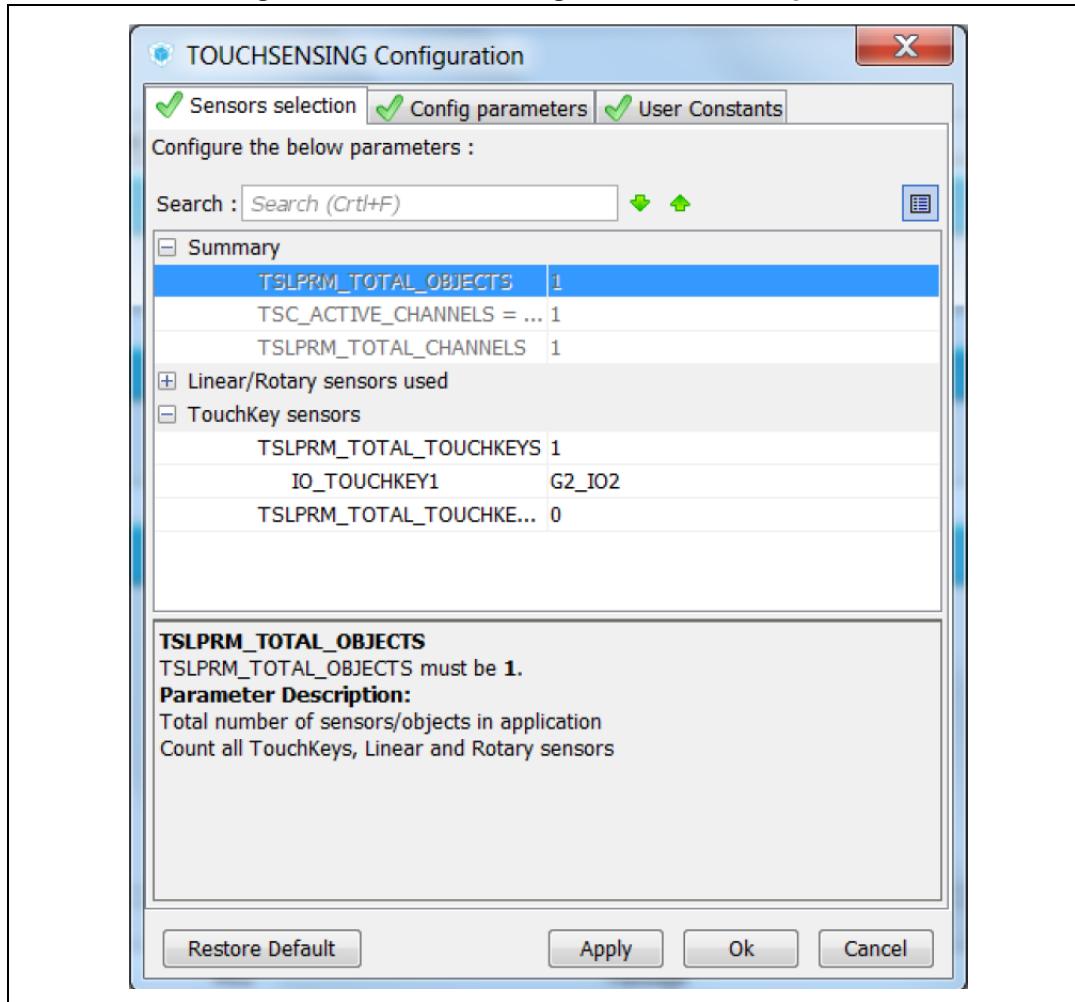
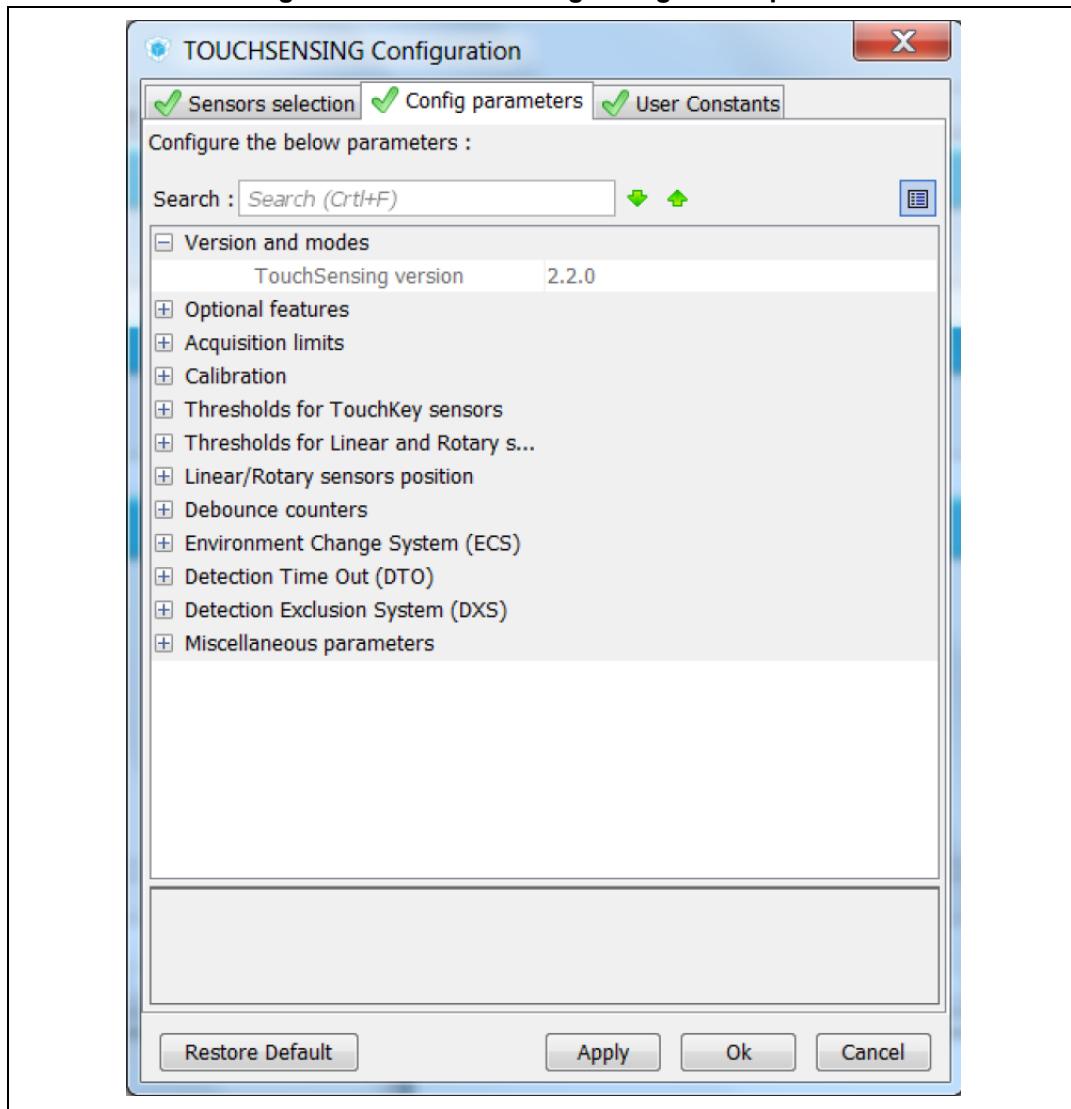


Figure 285. TouchSensing configuration panel

B.3.10 PDM2PCM

The PDM2PCM library is a C-library that allows converting a pulse density modulated (PDM) data output into a 16-bit pulse-code modulation (PCM) format. It requires the CRC peripheral to be enabled.

STM32CubeMX generates the following files, whose contents can be modified by the user through STM32CubeMX user interface and/or using user sections in the code itself:

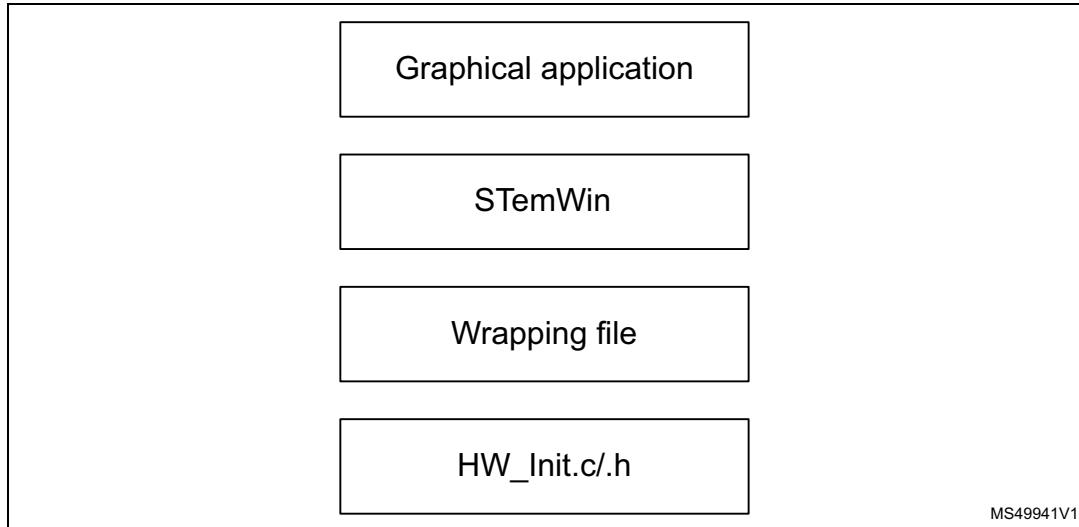
- *pdm2pcm.h/.c*

B.3.11 Graphics

STMicroelectronics has selected the STemWin framework for the STM32 portfolio, see the dedicated tutorial sections on how to create projects for this framework using STM32CubeMX.

The generated projects follow the embedded software architecture shown in [Figure 286](#) with a hardware initialization file and a wrapper file to address the graphical stack specificity.

Figure 286. Graphics application architecture



The graphical stack comes with a specific UI designer tool that can be called from STM32CubeMX user interface to perform advanced design work:

- **GUIBuilder** for **STemWin** framework

All C, C++ or other files generated through the tool end up in the STM32CubeMX project folder.

Appendix C STM32 microcontrollers naming conventions

STM32 microcontroller part numbers are codified following the below naming conventions:

- Device subfamilies

The higher the number, the more features available.

For example STM32L0 line includes STM32L051, L052, L053, L061, L062, L063 subfamilies where STM32L06x part numbers come with AES while STM32L05x do not.

The last digit indicates the level of features. In the above example:

- 1 = Access line
- 2 = with USB
- 3 = with USB and LCD.

- Pin counts

- F = 20 pins
- G = 28 pins
- K = 32 pins
- T = 36 pins
- S = 44 pins
- C = 48 pins
- R = 64 (or 66) pins
- M = 80 pins
- O = 90 pins
- V = 100 pins
- Q = 132 pins (e. g. STM32L162QDH6)
- Z = 144 pins
- I = 176 (+25) pins
- B = 208 pins (e. g. STM32F429BIT6)
- N = 216 pins

- Flash memory sizes

- 4 = 16 Kbytes of Flash memory
- 6 = 32 Kbytes of Flash memory
- 8 = 64 Kbytes of Flash memory
- B = 128 Kbytes of Flash memory
- C = 256 Kbytes of Flash memory
- D = 384 Kbytes of Flash memory
- E = 512 Kbytes of Flash memory
- F = 768 Kbytes of Flash memory
- G = 1024 Kbytes of Flash memory
- I = 2048 Kbytes of Flash memory

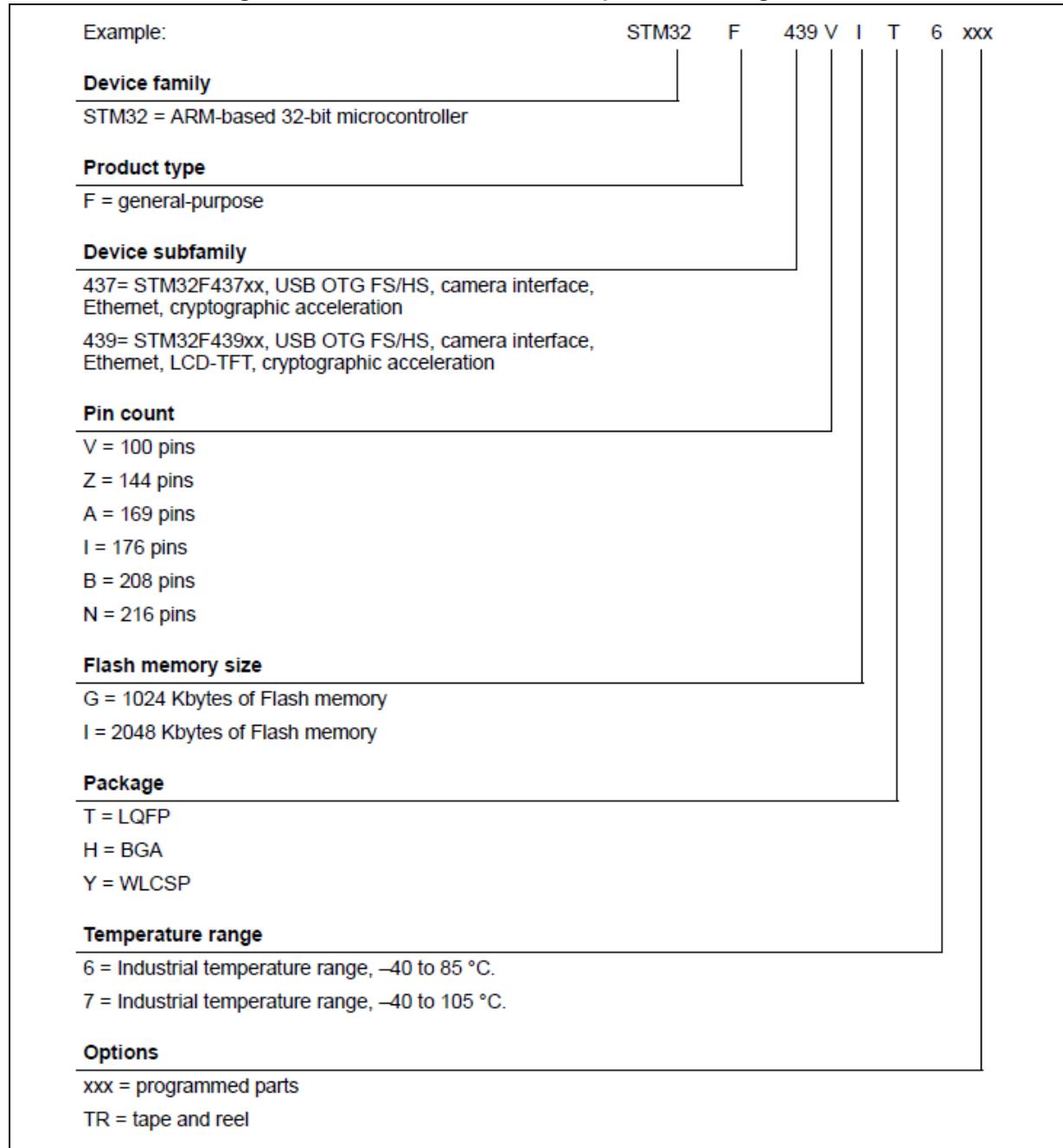
- Packages

- B = SDIP
- H = BGA

- M = SO
- P = TSSOP
- T = LQFP
- U = VFQFPN
- Y = WLCSP

Figure 287 shows an example of STM32 microcontroller part numbering scheme.

Figure 287. STM32 microcontroller part numbering scheme



Appendix D STM32 microcontrollers power consumption parameters

This section provides an overview on how to use STM32CubeMX Power Consumption Calculator.

Microcontroller power consumption depends on chip size, supply voltage, clock frequency and operating mode. Embedded applications can optimize STM32 MCU power consumption by reducing the clock frequency when fast processing is not required and choosing the optimal operating mode and voltage range to run from. A description of STM32 power modes and voltage range is provided below.

D.1 Power modes

STM32 MCUs support different power modes (refer to STM32 MCU datasheets for full details).

D.1.1 STM32L1 Series

STM32L1 microcontrollers feature up to 6 power modes, including 5 low-power modes:

- **Run mode**

This mode offers the highest performance using HSE/HSI clock sources. The CPU runs up to 32 MHz and the voltage regulator is enabled.

- **Sleep mode**

This mode uses HSE or HSI as system clock sources. The voltage regulator is enabled and the CPU is stopped. All peripherals continue to operate and can wake up the CPU when an interrupt/event occurs.

- **Low- power run mode**

This mode uses the multispeed internal (MSI) RC oscillator set to the minimum clock frequency (131 kHz) and the internal regulator in low-power mode. The clock frequency and the number of enabled peripherals are limited.

- **Low-power sleep mode**

This mode is achieved by entering Sleep mode. The internal voltage regulator is in low-power mode. The clock frequency and the number of enabled peripherals are limited. A typical example would be a timer running at 32 kHz.

When the wakeup is triggered by an event or an interrupt, the system returns to the Run mode with the regulator ON.

- **Stop mode**

This mode achieves the lowest power consumption while retaining RAM and register contents. Clocks are stopped. The real-time clock (RTC) can be backed up by using LSE/LSI at 32 kHz/37 kHz. The number of enabled peripherals is limited. The voltage regulator is in low-power mode.

The device can be woken up from Stop mode by any of the EXTI lines.

- **Standby mode**

This mode achieves the lowest power consumption. The internal voltage regulator is switched off so that the entire V_{CORE} domain is powered off. Clocks are stopped and the real-time clock (RTC) can be preserved up by using LSE/LSI at 32 kHz/37 kHz.

RAM and register contents are lost except for the registers in the Standby circuitry. The number of enabled peripherals is even more limited than in Stop mode.

The device exits Standby mode upon reset, rising edge on one of the three WKUP pins, or if an RTC event occurs (if the RTC is ON).

Note: When exiting Stop or Standby modes to enter the Run mode, STM32L1 MCUs go through a state where the MSI oscillator is used as clock source. This transition can have a significant impact on the global power consumption. For this reason, the Power Consumption Calculator introduces two transition steps: **WU_FROM_STOP** and **WU_FROM_STANDBY**. During these steps, the clock is automatically configured to MSI.

D.1.2 STM32F4 Series

STM32F4 microcontrollers feature a total of 5 power modes, including 4 low-power modes:

- **Run mode**

This is the default mode at power-on or after a system reset. It offers the highest performance using HSE/HSI clock sources. The CPU can run at the maximum frequency depending on the selected power scale.

- **Sleep mode**

Only the CPU is stopped. All peripherals continue to operate and can wake up the CPU when an interrupt/even occurs. The clock source is the clock that was set before entering Sleep mode.

- **Stop mode**

This mode achieves a very low power consumption using the RC oscillator as clock source. All clocks in the 1.2 V domain are stopped as well as CPU and peripherals. PLL, HSI RC and HSE crystal oscillators are disabled. The content of registers and internal SRAM are kept.

The voltage regulator can be put either in normal Main regulator mode (MR) or in Low-power regulator mode (LPR). Selecting the regulator in low-power regulator mode increases the wakeup time.

The Flash memory can be put either in Stop mode to achieve a fast wakeup time or in Deep power-down to obtain a lower consumption with a slow wakeup time.

The Stop mode features two sub-modes:

- **Stop in Normal mode (default mode)**

In this mode, the 1.2 V domain is preserved in nominal leakage mode and the minimum V₁₂ voltage is 1.08 V.

- **Stop in Under-drive mode**

In this mode, the 1.2 V domain is preserved in reduced leakage mode and V₁₂ voltage is less than 1.08 V. The regulator (in Main or Low-power mode) is in under-drive or low-voltage mode. The Flash memory must be in Deep-power-down mode. The wakeup time is about 100 µs higher than in normal mode.

- **Standby mode**

This mode achieves very low power consumption with the RC oscillator as a clock source. The internal voltage regulator is switched off so that the entire 1.2 V domain is powered off: CPU and peripherals are stopped. The PLL, the HSI RC and the HSE crystal oscillators are disabled. SRAM and register contents are lost except for registers in the backup domain and the 4-byte backup SRAM when selected. Only RTC and LSE oscillator blocks are powered. The device exits Standby mode when an

external reset (NRST pin), an IWDG reset, a rising edge on the WKUP pin, or an RTC alarm/ wakeup/ tamper/time stamp event occurs.

- **V_{BAT} operation**

It allows to significantly reduced power consumption compared to the Standby mode. This mode is available when the V_{BAT} pin powering the Backup domain is connected to an optional standby voltage supplied by a battery or by another source. The V_{BAT} domain is preserved (RTC registers, RTC backup register and backup SRAM) and RTC and LSE oscillator blocks powered. The main difference compared to the Standby mode is external interrupts and RTC alarm/events do not exit the device from V_{BAT} operation. Increasing V_{DD} to reach the minimum threshold does.

D.1.3 STM32L0 Series

STM32L0 microcontrollers feature up to 8 power modes, including 7 low-power modes to achieve the best compromise between low-power consumption, short startup time and available wakeup sources:

- **Run mode**

This mode offers the highest performance using HSE/HSI clock sources. The CPU can run up to 32 MHz and the voltage regulator is enabled.

- **Sleep mode**

This mode uses HSE or HSI as system clock sources. The voltage regulator is enabled and only the CPU is stopped. All peripherals continue to operate and can wake up the CPU when an interrupt/event occurs.

- **Low-power run mode**

This mode uses the internal regulator in low-power mode and the multispeed internal (MSI) RC oscillator set to the minimum clock frequency (131 kHz). In Low-power run mode, the clock frequency and the number of enabled peripherals are both limited.

- **Low-power sleep mode**

This mode is achieved by entering Sleep mode with the internal voltage regulator in low-power mode. Both the clock frequency and the number of enabled peripherals are limited. Event or interrupt can revert the system to Run mode with regulator on.

- **Stop mode with RTC**

The Stop mode achieves the lowest power consumption with, while retaining the RAM, register contents and real time clock. The voltage regulator is in low-power mode. LSE or LSI is still running. All clocks in the V_{CORE} domain are stopped, the PLL, MSI RC, HSE crystal and HSI RC oscillators are disabled.

Some peripherals featuring wakeup capability can enable the HSI RC during Stop mode to detect their wakeup condition. The device can be woken up from Stop mode by any of the EXTI line, in 3.5 µs, and the processor can serve the interrupt or resume the code.

- **Stop mode without RTC**

This mode is identical to "Stop mode with RTC ", except for the RTC clock which is stopped here.

- **Standby mode with RTC**

The Standby mode achieves the lowest power consumption with the real time clock running. The internal voltage regulator is switched off so that the entire V_{CORE} domain

is powered off. The PLL, MSI RC, HSE crystal and HSI RC oscillators are also switched off. The LSE or LSI is still running.

After entering Standby mode, the RAM and register contents are lost except for registers in the Standby circuitry (wakeup logic, IWDG, RTC, LSI, LSE Crystal 32 KHz oscillator, RCC_CSR register).

The device exits Standby mode in 60 μ s when an external reset (NRST pin), an IWDG reset, a rising edge on one of the three WKUP pins, RTC alarm (Alarm A or Alarm B), RTC tamper event, RTC timestamp event or RTC Wakeup event occurs.

- **Standby mode without RTC**

This mode is identical to Standby mode with RTC, except that the RTC, LSE and LSI clocks are stopped.

The device exits Standby mode in 60 μ s when an external reset (NRST pin) or a rising edge on one of the three WKUP pin occurs.

Note: *The RTC, the IWDG, and the corresponding clock sources are not stopped automatically by entering Stop or Standby mode. The LCD is not stopped automatically by entering Stop mode.*

D.2 Power consumption ranges

STM32 MCUs power consumption can be further optimized thanks to the dynamic voltage scaling feature: the main internal regulator output voltage V12 that supplies the logic (CPU, digital peripherals, SRAM and Flash memory) can be adjusted by software by selecting a power range (STM32L1 and STM32L0) or power scale (STM32 F4).

Power consumption range definitions are provided below (refer to STM32 MCU datasheets for full details).

D.2.1 STM32L1 Series features three V_{CORE} ranges

- High Performance **Range 1** (V_{DD} range limited to 2.0-3.6 V), with the CPU running at up to 32 MHz
The voltage regulator outputs a 1.8 V voltage (typical) as long as the V_{DD} input voltage is above 2.0 V. Flash program and erase operations can be performed.
- Medium Performance **Range 2** (full V_{DD} range), with a maximum CPU frequency of 16 MHz
At 1.5 V, the Flash memory is still functional but with medium read access time. Flash program and erase operations are still possible.
- Low Performance **Range 3** (full V_{DD} range), with a maximum CPU frequency limited to 4 MHz (generated only with the multispeed internal RC oscillator clock source)
At 1.2 V, the Flash memory is still functional but with slow read access time. Flash Program and erase operations are no longer available.

D.2.2 STM32F4 Series features several V_{CORE} scales

The scale can be modified only when the PLL is OFF and when HSI or HSE is selected as system clock source.

- **Scale 1** (V₁₂ voltage range limited to 1.26-1.40 V), default mode at reset
HCLK frequency range = 144 MHz to 168 MHz (180 MHz with over-drive).
This is the default mode at reset.
- **Scale 2** (V₁₂ voltage range limited to 1.20 to 1.32 V)
HCLK frequency range is up to 144 MHz (168 MHz with over-drive)
- **Scale 3** (V₁₂ voltage range limited to 1.08 to 1.20 V), default mode when exiting Stop mode
HCLK frequency ≤120 MHz.

The voltage scaling is adjusted to f_{HCLK} frequency as follows:

- **STM32F429x/39x MCUs:**
 - **Scale 1:** up to 168 MHz (up to 180 MHz with over-drive)
 - **Scale 2:** from 120 to 144 MHz (up to 168 MHz with over-drive)
 - **Scale 3:** up to 120 MHz.
- **STM32F401x MCUs:**
No Scale 1
 - **Scale 2:** from 60 to 84 MHz
 - **Scale 3:** up to 60 MHz.
- **STM32F40x/41x MCUs:**
 - **Scale 1:** up to 168 MHz
 - **Scale 2:** up to 144 MHz

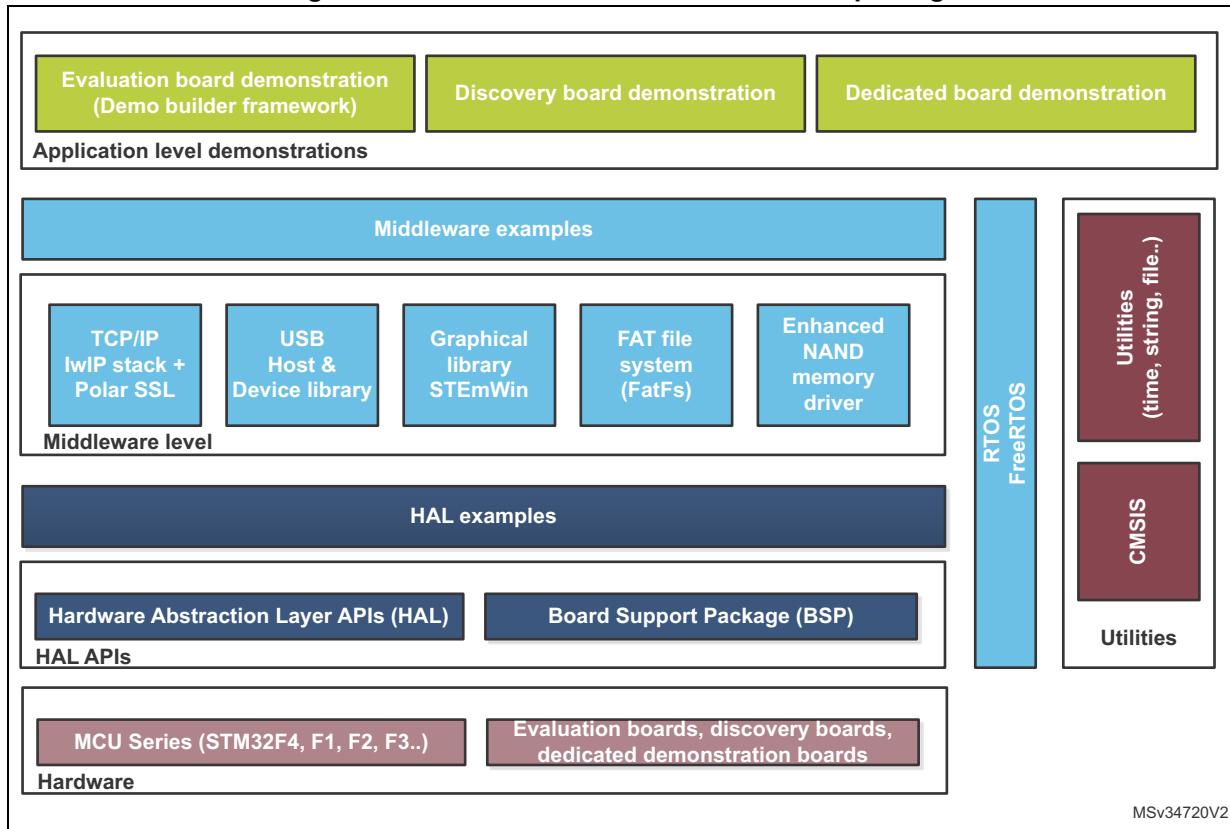
D.2.3 STM32L0 Series features three V_{CORE} ranges

- Range 1 (V_{DD} range limited to 1.71 to 3.6 V), with CPU running at a frequency up to 32 MHz
- Range 2 (full V_{DD} range), with a maximum CPU frequency of 16 MHz
- Range 3 (full V_{DD} range), with a maximum CPU frequency limited to 4.2 MHz.

Appendix E STM32Cube embedded software packages

Along with STM32CubeMX C code generator, embedded software packages are part of STM32Cube initiative (refer to *DB2164 databrief*): these packages include a low-level hardware abstraction layer (HAL) that covers the microcontroller hardware, together with an extensive set of examples running on STMicroelectronics boards (see *Figure 288*). This set of components is highly portable across the STM32 Series. The packages are fully compatible with STM32CubeMX generated C code.

Figure 288. STM32Cube Embedded Software package



Note: *STM32CubeF0, STM32CubeF1, STM32CubeF2, STM32CubeF3, STM32CubeF4, STM32CubeL0 and STM32CubeL1 embedded software packages are available on st.com. They are based on STM32Cube release v1.1 (other Series will be introduced progressively) and include the embedded software libraries used by STM32CubeMX for initialization C code generation.*

The user should use STM32CubeMX to generate the initialization C code and the examples provided in the package to get started with STM32 application development.

16 Revision history

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
17-Feb-2014	1	4.1	Initial release.
04-Apr-2014	2	4.2	<p>Added support for STM32CubeF2 and STM32F2 Series in cover page, Section 3.2: Key features, Section 5.13.1: Peripherals and Middleware Configuration window, and Appendix E: STM32Cube embedded software packages.</p> <p>Updated Section 7.1: Creating a new STM32CubeMX Project, Section 7.2: Configuring the MCU pinout, Section 7.6: Configuring the MCU initialization parameters.</p> <p>Section “Generating GPIO initialization C code move to Section 8: Tutorial 3- Generating GPIO initialization C code (STM32F1 Series only) and content updated.</p> <p>Added Section 15.4: Why do I get the error “Java 7 update 45” when installing “Java 7 update 45” or a more recent version of the JRE?.</p>
24-Apr-2014	3	4.3	<p>Added support for STM32CubeL0 and STM32L0 Series in cover page, Section 3.2: Key features, Section 3.3: Rules and limitations and Section 5.13.1: Peripherals and Middleware Configuration window</p> <p>Added board selection in Table 3: File menu functions, Section 5.4.3: Pinout menu and Section 5.2: New project window.</p> <p>Updated Table 5: Pinout menu.</p> <p>Updated Figure 120: Power Consumption Calculator default view and added battery selection in Section 5.15.1: Building a power consumption sequence.</p> <p>Updated note in Section 5.15: Power Consumption Calculator view</p> <p>Updated Section 7.1: Creating a new STM32CubeMX Project.</p> <p>Added Section 15.5: Why does the RTC multiplexer remain inactive on the Clock tree view?, Section 15.6: How can I select LSE and HSE as clock source and change the frequency?, and Section 15.7: Why STM32CubeMX does not allow me to configure PC13, PC14, PC15 and PI8 as outputs when one of them is already configured as an output?.</p>

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
19-jun-2014	4	4.4	<p>Added support for STM32CubeF0, STM32CubeF3, STM32F0 and STM32F3 Series in cover page, Section 3.2: Key features, Section 3.3: Rules and limitations.</p> <p>Added board selection capability and pin locking capability in Section 3.2: Key features, Table 2: Welcome page shortcuts, Section 5.2: New project window, Section 5.4: Toolbar and menus, Section 5.7: Set unused / Reset used GPIOs windows, Section 5.8: Project Settings window, and Section 5.12: Pinout view. Added Section 5.12.5: Pinning and labeling signals on pins.</p> <p>Updated Section 5.13: Configuration view and Section 5.14: Clock tree configuration view and Section 5.15: Power Consumption Calculator view.</p> <p>Updated Figure 34: STM32CubeMX Main window upon MCU selection, Figure 50: Project Settings window, Figure 68: About window, Figure 69: STM32CubeMX Pinout view, Figure 70: Chip view, Figure 120: Power Consumption Calculator default view, Figure 121: Battery selection, Figure 122: Building a power consumption sequence, Figure 124: Power consumption sequence: new step default view, Figure 132: Power Consumption Calculator view after sequence building, Figure 133: Sequence table management functions, Figure 88: PCC Edit Step window, Figure 83: Power consumption sequence: new step configured (STM32F4 example), Figure 130: ADC selected in Pinout view, Figure 131: Power Consumption Calculator Step configuration window: ADC enabled using import pinout, Figure 135: Description of the Results area, Figure 136: Peripheral power consumption tooltip, Figure 216: Power Consumption Calculation example, Figure 155: Sequence table and Figure 156: Power Consumption Calculation results.</p> <p>Updated Figure 82: STM32CubeMX Configuration view and Figure 39: STM32CubeMX Configuration view - STM32F1 Series titles.</p> <p>Added STM32L1 in Section 5.15: Power Consumption Calculator view.</p> <p>Removed Figure Add a new step using the PCC panel from Section 8.1.1: Adding a step. Removed Figure Add a new step to the sequence from Section 5.15.2: Configuring a step in the power sequence.</p> <p>Updated Section 8.2: Reviewing results.</p> <p>Updated appendix B.3.4: FatFs and Appendix D: STM32 microcontrollers power consumption parameters. Added Appendix D.1.3: STM32L0 Series and D.2.3: STM32L0 Series features three VCORE ranges.</p>

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
19-Sep-2014	5	4.5	<p>Added support for STM32CubeL1 Series in cover page, Section 3.2: Key features, Section 3.3: Rules and limitations, Updated Section 4.2.3: Uninstalling STM32CubeMX standalone version.</p> <p>Added off-line updates in Section 4.5: Getting STM32Cube and third-party software releases and updates, modified Figure 16: Embedded Software Packages Manager window, and Section 4.5.2: Installing STM32 MCU packages.</p> <p>Updated Section 5: STM32CubeMX user interface introduction, Table 2: Welcome page shortcuts and Section 5.2: New project window.</p> <p>Added Figure 33: New Project window - board selector.</p> <p>Updated Figure 55: Project Settings Code Generator.</p> <p>Modified step 3 in Section 5.8: Project Settings window.</p> <p>Updated Figure 39: STM32CubeMX Configuration view - STM32F1 Series.</p> <p>Added STM32L1 in Section 5.13.1: Peripherals and Middleware Configuration window.</p> <p>Updated Figure 94: GPIO Configuration window - GPIO selection; Section 5.13.3: GPIO Configuration window and Figure 100: DMA MemToMem configuration.</p> <p>Updated introduction of Section 5.14: Clock tree configuration view. Updated Section 5.14.1: Clock tree configuration functions and Section 5.14.2: Recommendations, Section 5.15: Power Consumption Calculator view, Figure 124: Power consumption sequence: new step default view, Figure 132: Power Consumption Calculator view after sequence building, Figure 83: Power consumption sequence: new step configured (STM32F4 example), and Figure 131: Power Consumption Calculator Step configuration window: ADC enabled using import pinout. Added Figure 134: Power Consumption: Peripherals Consumption Chart and updated Figure 136: Peripheral power consumption tooltip. Updated Section 5.15.4: Power sequence step parameters glossary.</p> <p>Updated Section 6: STM32CubeMX C Code generation overview.</p> <p>Updated Section 7.1: Creating a new STM32CubeMX Project and Section 7.2: Configuring the MCU pinout.</p> <p>Added Section 8: Tutorial 2 - Example of FatFs on an SD card using STM32429I-EVAL evaluation board and updated Section 8: Tutorial 3- Generating GPIO initialization C code (STM32F1 Series only).</p> <p>Updated Section 5.15.2: Configuring a step in the power sequence.</p>

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
19-Jan-2015	6	4.6	<p>Complete project generation, power consumption calculation and clock tree configuration now available on all STM32 Series.</p> <p>Updated Section 3.2: Key features and Section 3.3: Rules and limitations.</p> <p>Updated Eclipse IDEs in Section 4.1.3: Software requirements.</p> <p>Updated Figure 12: Updater Settings window, Figure 16: Embedded Software Packages Manager window and Figure 33: New Project window - board selector, Updated Section 5.8: Project Settings window and Section 5.9: Update Manager windows.</p> <p>Updated Figure 68: About window.</p> <p>Removed Figure STM32CubeMX Configuration view - STM32F1 Series.</p> <p>Updated Table 11: STM32CubeMX Chip view - Icons and color scheme.</p> <p>Updated Section 5.13.1: Peripherals and Middleware Configuration window.</p> <p>Updated Figure 98: Adding a new DMA request and Figure 100: DMA MemToMem configuration.</p> <p>Updated Section 5.14.1: Clock tree configuration functions.</p> <p>Updated Figure 121: Battery selection, Figure 122: Building a power consumption sequence, Figure 88: PCC Edit Step window.</p> <p>Added Section 6.3: Custom code generation.</p> <p>Updated Figure 168: Clock tree view and Figure 173: Configuration view.</p> <p>Updated peripheral configuration sequence and Figure 175: Timer 3 configuration window in Section 7.6.2: Configuring the peripherals.</p> <p>Removed Tutorial 3: Generating GPIO initialization C code (STM32F1 Series only).</p> <p>Updated Figure 179: GPIO mode configuration.</p> <p>Updated Figure 216: Power Consumption Calculation example and Figure 155: Sequence table.</p> <p>Updated Appendix A.1: Block consistency, A.2: Block inter-dependency and A.3: One block = one peripheral mode.</p> <p>Appendix A.4: Block remapping (STM32F10x only): updated Section : Example.</p> <p>Appendix A.6: Block shifting (only for STM32F10x and when "Keep Current Signals placement" is unchecked): updated Section : Example</p> <p>Updated Appendix A.8: Mapping a function individually.</p> <p>Updated Appendix B.3.1: Overview.</p> <p>Updated Appendix D.1.3: STM32L0 Series.</p>

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
19-Mar-2015	7	4.7	<p>Section 3.2: Key features: removed <i>Pinout initialization C code generation</i> for STM32F1 Series from; updated <i>Complete project generation</i>.</p> <p>Updated Figure 16: Embedded Software Packages Manager window, Figure 33: New Project window - board selector.</p> <p>Updated IDE list in Section 5.8: Project Settings window and modified Figure 50: Project Settings window.</p> <p>Updated Section 5.14.1: Clock tree configuration functions. Updated Figure 116: STM32F429xx Clock Tree configuration view.</p> <p>Section 5.15: Power Consumption Calculator view: added transition checker option. Updated Figure 120: Power Consumption Calculator default view, Figure 121: Battery selection and Figure 122: Building a power consumption sequence. Added Figure 126: Enabling the transition checker option on an already configured sequence - All transitions valid, Figure 127: Enabling the transition checker option on an already configured sequence - At least one transition invalid and Figure 128: Transition checker option - Show log. Updated Figure 132: Power Consumption Calculator view after sequence building. Updated Section : Managing sequence steps, Section : Managing the whole sequence (load, save and compare). Updated Figure 88: PCC Edit Step window and Figure 135: Description of the Results area.</p> <p>Updated Figure 216: Power Consumption Calculation example, Figure 155: Sequence table, Figure 156: Power Consumption Calculation results and Figure 158: Power consumption results - IP consumption chart.</p> <p>Updated Appendix B.3.1: Overview and B.3.5: FreeRTOS.</p>
28-May-2015	8	4.8	<p>Added Section 4.2.2: Installing STM32CubeMX from command line and Section 4.4.2: Running STM32CubeMX in command-line mode.</p>
09-Jul-2015	9	4.9	<p>Added STLM32F7 and STM32L4 microcontroller Series.</p> <p>Added <i>Import project</i> feature. Added Import function in Table 3: File menu functions. Added Section 5.6: Import Project window.</p> <p>Updated Figure 124: Power consumption sequence: new step default view, Figure 88: PCC Edit Step window, Figure 83: Power consumption sequence: new step configured (STM32F4 example), Figure 131: Power Consumption Calculator Step configuration window: ADC enabled using import pinout and Figure 136: Peripheral power consumption tooltip.</p> <p>Updated command line to run STM32CubeMX in Section 4.4.2: Running STM32CubeMX in command-line mode.</p> <p>Updated note in Section 5.13: Configuration view.</p> <p>Added new clock tree configuration functions in Section 5.14.1.</p> <p>Updated Figure 181: FatFs disabled.</p> <p>Modified code example in Appendix B.1: STM32CubeMX generated C code and user sections.</p> <p>Updated Appendix B.3.1: Overview.</p> <p>Updated generated .h files in Appendix B.3.4: FatFs.</p>

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
27-Aug-2015	10	4.10	<p>Replace UM1742 by UM1940 in Section : Introduction.</p> <p>Updated command line to run STM32CubeMX in command-line mode in Section 4.4.2: Running STM32CubeMX in command-line mode. Modified Table 1: Command line summary.</p> <p>Updated board selection in Section 5.2: New project window.</p> <p>Updated Section 5.13: Configuration view overview. Updated Section 5.13.1: Peripherals and Middleware Configuration window, Section 5.13.3: GPIO Configuration window and Section 5.13.4: DMA Configuration window. Added Section 5.13.2: User Constants configuration window.</p> <p>Updated Section 5.14: Clock tree configuration view and added reserve path.</p> <p>Updated Section 7.1: Creating a new STM32CubeMX Project, Section 7.5: Configuring the MCU clock tree, Section 7.6: Configuring the MCU initialization parameters, Section 7.7.2: Downloading firmware package and generating the C code, Section 7.8: Building and updating the C code project. Added Section 7.9: Switching to another MCU.</p> <p>Updated Section 8: Tutorial 2 - Example of FatFs on an SD card using STM32429I-EVAL evaluation board and replaced STM32F429I-EVAL by STM32429I-EVAL.</p>
16-Oct-2015	11	4.11	<p>Updated Figure 16: Embedded Software Packages Manager window and Section 4.5.6: Checking for updates.</p> <p>Character string constant supported in Section 5.13.2: User Constants configuration window.</p> <p>Updated Section 5.14: Clock tree configuration view.</p> <p>Updated Section 5.15: Power Consumption Calculator view.</p> <p>Modified Figure 216: Power Consumption Calculation example.</p> <p>Updated Section 9: Tutorial 3 - Using the Power Consumption Calculator to optimize the embedded application consumption and more.</p> <p>Added Eclipse Mars in Section 4.1.3: Software requirements</p>
03-Dec-2015	12	4.12	<p>Code generation options now supported by the Project settings menu.</p> <p>Updated Section 4.1.3: Software requirements.</p> <p>Added project settings in Section 5.6: Import Project window.</p> <p>Updated Figure 42: Automatic project import; modified Manual project import step and updated Figure 43: Manual project import and Figure 44: Import Project menu - Try import with errors; modified third step of the import sequence.</p> <p>Updated Figure 117: Clock Tree configuration view with errors.</p> <p>Added mxconstants.h in Section 6.1: STM32Cube code generation using only HAL drivers (default mode).</p> <p>Updated Figure 216: Power Consumption Calculation example to Figure 225: Step 10 optimization.</p> <p>Updated Figure 226: Power sequence results after optimizations.</p>

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
03-Feb-2016	13	4.13	<p>Updated Section 3.2: Key features:</p> <ul style="list-style-type: none"> – Information related to .ioc files. – Clock tree configuration – Automatic updates of STM32CubeMX and STM32Cube. <p>Updated limitation related to STM32CubeMX C code generation in Section 3.3: Rules and limitations.</p> <p>Added Linux in Section 4.1.1: Supported operating systems and architectures. Updated Java Run Time Environment release number in Section 4.1.3: Software requirements.</p> <p>Updated Section 4.2.1: Installing STM32CubeMX standalone version, Section 4.2.3: Uninstalling STM32CubeMX standalone version and Section 4.3.1: Downloading STM32CubeMX plug-in installation package.</p> <p>Updated Section 4.4.1: Running STM32CubeMX as standalone application.</p> <p>Updated Section 5.8: Project Settings window and Section 5.9: Update Manager windows.</p> <p>Updated Section 5.12.5: Pinning and labeling signals on pins.</p> <p>Added Section 5.12.6: Setting HAL timebase source</p> <p>Updated Figure 83: Configuration window tabs for GPIO, DMA and NVIC settings (STM32F4 Series).</p> <p>Added note related to GPIO configuration in output mode in Section 5.13.3: GPIO Configuration window; updated Figure 94: GPIO Configuration window - GPIO selection.</p> <p>Modified Figure 120: Power Consumption Calculator default view, Figure 122: Building a power consumption sequence, Figure 123: Step management functions, Figure 126: Enabling the transition checker option on an already configured sequence - All transitions valid, Figure 127: Enabling the transition checker option on an already configured sequence - At least one transition invalid.</p> <p>Added import pinout button icon in Section : Importing pinout.</p> <p>Added Section : Selecting/deselecting all peripherals. Modified Figure 132: Power Consumption Calculator view after sequence building. Updated Section : Managing the whole sequence (load, save and compare). Updated Figure 135: Description of the Results area and Figure 136: Peripheral power consumption tooltip.</p> <p>Updated Figure 216: Power Consumption Calculation example and Figure 218: Sequence table.</p> <p>Updated Section 6.3: Custom code generation.</p> <p>Updated Figure 160: Pinout view with MCUs selection and Figure 161: Pinout view without MCUs selection window in Section 7.1: Creating a new STM32CubeMX Project.</p> <p>Updated Section 7.6.2: Configuring the peripherals.</p> <p>Updated Figure 187: Project Settings and toolchain selection and Figure 188: Project Settings menu - Code Generator tab in Section 7.7.1: Setting project options, and Figure 189: Missing firmware package warning message in Section 7.7.2: Downloading firmware package and generating the C code.</p>

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
15-Mar-2016	14	4.14	<p>Upgraded STM32CubeMX released number to 4.14.0.</p> <p>Added import of previously saved projects and generation of user files from templates in Section 3.2: Key features.</p> <p>Added MacOS in Section 4.1.1: Supported operating systems and architectures, Section 4.2.1: Installing STM32CubeMX standalone version, Section 4.2.3: Uninstalling STM32CubeMX standalone version and Section 4.4.3: Running STM32CubeMX plug-in from Eclipse IDE.</p> <p>Added command lines allowing the generation of user files from templates in Section 4.4.2: Running STM32CubeMX in command-line mode.</p> <p>Updated new library installation sequence in Section 4.5.1: Updater configuration.</p> <p>Updated Figure 37: Pinout menus (Pinout tab selected) and Figure 38: Pinout menus (Pinout tab not selected) in Section 5.4.3: Pinout menu.</p> <p>Modified Table 6: Window menu.</p> <p>Updated Section 5.5: Output windows.</p> <p>Updated Figure 50: Project Settings window and Section 5.8.1: Project tab.</p> <p>Updated Figure 79: NVIC settings when using SysTick as HAL timebase, no FreeRTOS and Figure 80: NVIC settings when using FreeRTOS and SysTick as HAL timebase in Section 5.12.6: Setting HAL timebase source.</p> <p>Updated Figure 85: User Constants window and Figure 86: Extract of the generated main.h file in Section 5.13.2: User Constants configuration window.</p> <p>Section 5.13.3: GPIO Configuration window: updated Figure 95: GPIO Configuration window - Displaying GPIO settings, Figure 96: GPIO configuration grouped by peripheral and Figure 97: Multiple Pins Configuration.</p> <p>Updated Section 5.13.5: NVIC Configuration window.</p>
18-May-2016	15	4.15	<p>Import project function is no more limited to MCUs of the same Series (see Section 3.2: Key features, Section 5.4.1: File menu and Section 5.6: Import Project window).</p> <p>Updated command lines in Section 4.4.2: Running STM32CubeMX in command-line mode.</p> <p>Table 1: Command line summary: modified all examples related to config commands as well as set dest_path <path> example.</p> <p>Added caution note for Load Project menu in Table 3: File menu functions.</p> <p>Updated Generate Code menu description in Table 4: Project menu.</p> <p>Updated Set unused GPIOs menu in Table 5: Pinout menu.</p> <p>Added case where FreeRTOS is enabled in Section : Enabling interruptions using the NVIC tab view.</p> <p>Added Section 5.13.6: FreeRTOS middleware configuration view.</p> <p>Updated Appendix B.3.5: FreeRTOS and B.3.6: LwIP.</p>

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
23-Sep-2016	16	4.17	<p>Replaced <i>mxconstants.h</i> by <i>main.h</i> in the whole document.</p> <p>Updated Introduction, Section 4.1.1: Supported operating systems and architectures and Section 4.1.3: Software requirements.</p> <p>Added Section 4.5.3: Installing STM32 MCU package patches.</p> <p>Updated Load project description in Table 2: Welcome page shortcuts.</p> <p>Updated Clear Pinouts function in Table 5: Pinout menu.</p> <p>Updated Section 5.8.3: Advanced Settings tab to add Low Layer driver.</p> <p>Added <i>No check</i> and <i>Decimal</i> and <i>hexadecimal</i> check options in Table 13: Peripheral and Middleware Configuration window buttons and tooltips.</p> <p>Updated Section : Tasks and Queues Tab and Figure 111: FreeRTOS Heap usage.</p> <p>Updated Figure 95: GPIO Configuration window - Displaying GPIO settings.</p> <p>Replaced PCC by Power Consumption Calculator in the whole document.</p> <p>Added Section 6.2: STM32Cube code generation using Low Layer drivers; updated Table 20: LL versus HAL: STM32CubeMX generated source files and Table 21: LL versus HAL: STM32CubeMX generated functions and function calls.</p> <p>Updated Figure 262: Pinout view - Enabling the RTC.</p> <p>Added Section 10: Tutorial 4 - Example of UART communications with a STM32L053xx Nucleo board.</p> <p>Added correspondence between STM32CubeMX release number and document revision.</p>
21-Nov-2016	17	4.18	<p>Removed Windows XP and added Windows 10 in Section 4.1.3: Software requirements.</p> <p>Updated Section 4.2.3: Uninstalling STM32CubeMX standalone version.</p> <p>Added setDriver command line in Table 1: Command line summary.</p> <p>Added List pinout compatible MCUs feature:</p> <ul style="list-style-type: none"> – Updated Table 5: Pinout menu. – Added Section 11: Tutorial 5: Exporting current project configuration to a compatible MCU <p>Added Firmware location selection option in Section 5.8.1: Project tab and Figure 50: Project Settings window.</p> <p>Added Restore Default feature:</p> <ul style="list-style-type: none"> – Updated Table 13: Peripheral and Middleware Configuration window buttons and tooltips – Updated Figure 87: Using constants for peripheral parameter settings.

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
12-Jan-2017	18	4.19	<p>Project import no more limited to microcontrollers belonging to the same Series: updated Introduction, Figure 42: Automatic project import, Figure 43: Manual project import, Figure 44: Import Project menu - Try import with errors and Figure 45: Import Project menu - Successful import after adjustments.</p> <p>Modified Appendix B.3.4: FatFs, B.3.5: FreeRTOS and B.3.6: LwIP. Added Appendix B.3.7: Libjpeg.</p>
02-Mar-2017	19	4.20	<p>Table 11: STM32CubeMX Chip view - Icons and color scheme:</p> <ul style="list-style-type: none"> – Updated list of alternate function example. – Updated example and description corresponding to function mapping on a pin. – Added example and description for analog signals sharing the same pin. <p>Updated Figure 84: Peripheral Configuration window (STM32F4 Series), Figure 85: User Constants window, Figure 91: Deleting a user constant used for peripheral configuration - Consequence on peripheral configuration, Figure 92: Searching for a name in a user constant list and Figure 93: Searching for a value in a user constant list.</p> <p>Added Section 5.15.6: SMPS feature.</p> <p>Added Section 6.4: Additional settings for C project generation.</p> <p>Added STM32CubeF4 to the list of packages that include Libjpeg in Appendix B.3.7: Libjpeg.</p>
05-May-2017	20	4.21	<p>Minor modifications in Section 2: STM32Cube overview.</p> <p>Updated Figure 28: New Project window - MCU selector and Figure 50: Project Settings window.</p> <p>Updated description of Project settings in Section 5.8.1: Project tab.</p> <p>Updated Figure 58: Advanced Settings window.</p> <p>In Appendix B.3.7: Libjpeg, added STM32CubeF2 and STM32CubeH7 in the list of software packages in which Libjpeg is embedded.</p> <p>Modified Figure 288: STM32Cube Embedded Software package look-and-feel.</p>

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
06-Jul-2017	21	4.22	<p>Added STM32H7 to the list of supported STM32 Series.</p> <p>Added MCU data and documentation refresh capability in Section 4.5: Getting STM32Cube and third-party software releases and updates and updated Figure 12: Updater Settings window.</p> <p>Added capability to identify close MCUs in Section 5.2: New project window, updated Figure 28: New Project window - MCU selector, added Figure 31: New Project window - MCU list with close MCUs function and Figure 32: New Project window - MCU list showing close MCUs., updated Figure 159: MCU selection.</p> <p>Updated Figure 34: STM32CubeMX Main window upon MCU selection.</p> <p>Added Rotate clockwise/Counter clockwise and Top/Bottom view in Table 5: Pinout menu.</p> <p>Added Section 5.4.6: Social links.</p> <p>Updated Figure 143: Configuring the SMPS mode for each step.</p> <p>Updated Section 6.2: STM32Cube code generation using Low Layer drivers.</p> <p>Updated Figure 187: Project Settings and toolchain selection.</p>
05-Sep-2017	22	4.22.1	<p>Added STM32L4+ Series in Introduction, Section 5.15: Power Consumption Calculator view and Section 6.2: STM32Cube code generation using Low Layer drivers.</p> <p>Added guidelines to run STM32CubeMX on MacOS in Section 4.4.1: Running STM32CubeMX as standalone application.</p> <p>Removed MacOS from Section 4.4.3: Running STM32CubeMX plug-in from Eclipse IDE.</p> <p>Added Section 15.8: Ethernet Configuration: why cannot I specify DP83848 or LAN8742A in some cases?</p>
18-Oct-2017	23	4.23	<p>Added Section 1: General information.</p> <p>Renamed Display close button into Display similar items in Section 5.2: New project window.</p> <p>Added Refresh Data and Docs & Resources menus in Section 5.4.5: Help menu.</p> <p>Added STM32F2, STM32F4 and STM32F7 Series in Section 6.2: STM32Cube code generation using Low Layer drivers.</p> <p>Added Appendix B.3.8: Mbed TLS.</p> <p>Updated STM32CubeMX release number corresponding to user manual revision 22.</p>

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
16-Jan-2018	24	4.24	<p>Replaced “STM32Cube firmware package” by “STM32Cube MCU package”.</p> <p>Updated Section 2: STM32Cube overview.</p> <p>Updated MacOS in Section 4.1.1: Supported operating systems and architectures. Updated Eclipse requirements in Section 4.1.3: Software requirements.</p> <p>Section 4.5: Getting STM32Cube and third-party software releases and updates:</p> <ul style="list-style-type: none"> – updated section introduction – updated Figure 13: Connection Parameters tab - No proxy – Section 4.5.2 renamed into “Installing STM32 MCU packages” and updated. – renamed Section 4.5.3 into “Installing STM32 MCU package patches” – added Section 4.5.4: Installing embedded software packs – updated Section 4.5.6: Checking for updates <p>Updated Figure 33: New Project window - board selector.</p> <p>Updated Figure 35: STM32CubeMX Main window upon board selection (Peripheral default option unchecked) and introductory sentence.</p> <p>Updated Figure 36: STM32CubeMX Main window upon board selection (Peripheral default option checked) and introductory sentence.</p> <p>Added “Select additional software components” menu in Table 4: Project menu.</p> <p>“Install new libraries” menu renamed “Manage embedded software packages” and corresponding description updated in Table 7: Help menu.</p> <p>Updated Section 4.5.5: Removing already installed embedded software packages.</p> <p>Updated Section 5.9: Update Manager windows</p> <p>Updated Section 5.9: Update Manager windows. Added Section 5.10: Additional software component selection window.</p> <p>Added pin stacking function in Table 11: STM32CubeMX Chip view - Icons and color scheme.</p> <p>Section 6.2: STM32Cube code generation using Low Layer drivers: added STM32F0, STM32F3, STM32L0 in the list of product Series supporting low-level drivers.</p> <p>Section 8: Tutorial 2 - Example of FatFs on an SD card using STM32429I-EVAL evaluation board: updated Figure 208: Board selection and modified step 6 of the sequence for generating a project and running tutorial 2.</p> <p>Section 10: Tutorial 4 - Example of UART communications with a STM32L053xx Nucleo board: updated Figure 227: Selecting NUCLEO_L053R8 board.</p> <p>Added Section 12: Tutorial 6 – Adding embedded software packs to user projects.</p>

Table 22. Document revision history

Date	Revision	STM32CubeMX release number	Changes
16-Jan-2018	24 (cont'd)	4.24	<p>Added Appendix B.3.9: TouchSensing and B.3.10: PDM2PCM. Section 5.13.5: NVIC Configuration window/Default initialization sequence of interrupts: changed color corresponding to interrupt enabling code from green to black bold.</p>
07-Mar-2018	25	4.25	<p>Updated Introduction, Section 2: STM32Cube overview, Section 3.3: Rules and limitations, Section 4.2.1: Installing STM32CubeMX standalone version, Section 5: STM32CubeMX user interface, Section 5.8.1: Project tab and Section 5.12.1: Peripheral and Middleware tree panel.</p> <p>Minor text edits across the whole document.</p> <p>Updated Table 3: File menu functions and Table 16: Relations between power over-drive and HCLK frequency.</p> <p>Updated Figure 28: New Project window - MCU selector, Figure 29: Enabling graphical choice in MCU selector, Figure 50: Project Settings window, Figure 52: Selecting a different firmware location, Figure 112: Enabling STemWin Frameworks, Figure 113: Configuration view for Graphics, Figure 263: Pinout view - Enabling LSE and HSE clocks and Figure 264: Pinout view - Setting LSE/HSE clock frequency.</p> <p>Added Export to Excel feature, Show favorite MCUs feature and Section 5.13.7: Graphics frameworks and simulator.</p> <p>Added Section 13: Tutorial 7 – Using STemWin Graphical framework, Section 14: Tutorial 8: Using STM32CubeMX Graphics Simulator and their subsections.</p> <p>Added Section B.3.11: Graphics.</p>

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