

Tutorial 5: Creating a C Project in the STM32CubeIDE

Instructor:

Dr. Carl Latino

carl.latino@okstate.edu

Graduate Teaching Assistants:

Francisco E. Fernandes Jr.

feferna@okstate.edu

**School of Electrical and Computer Engineering
Oklahoma State University
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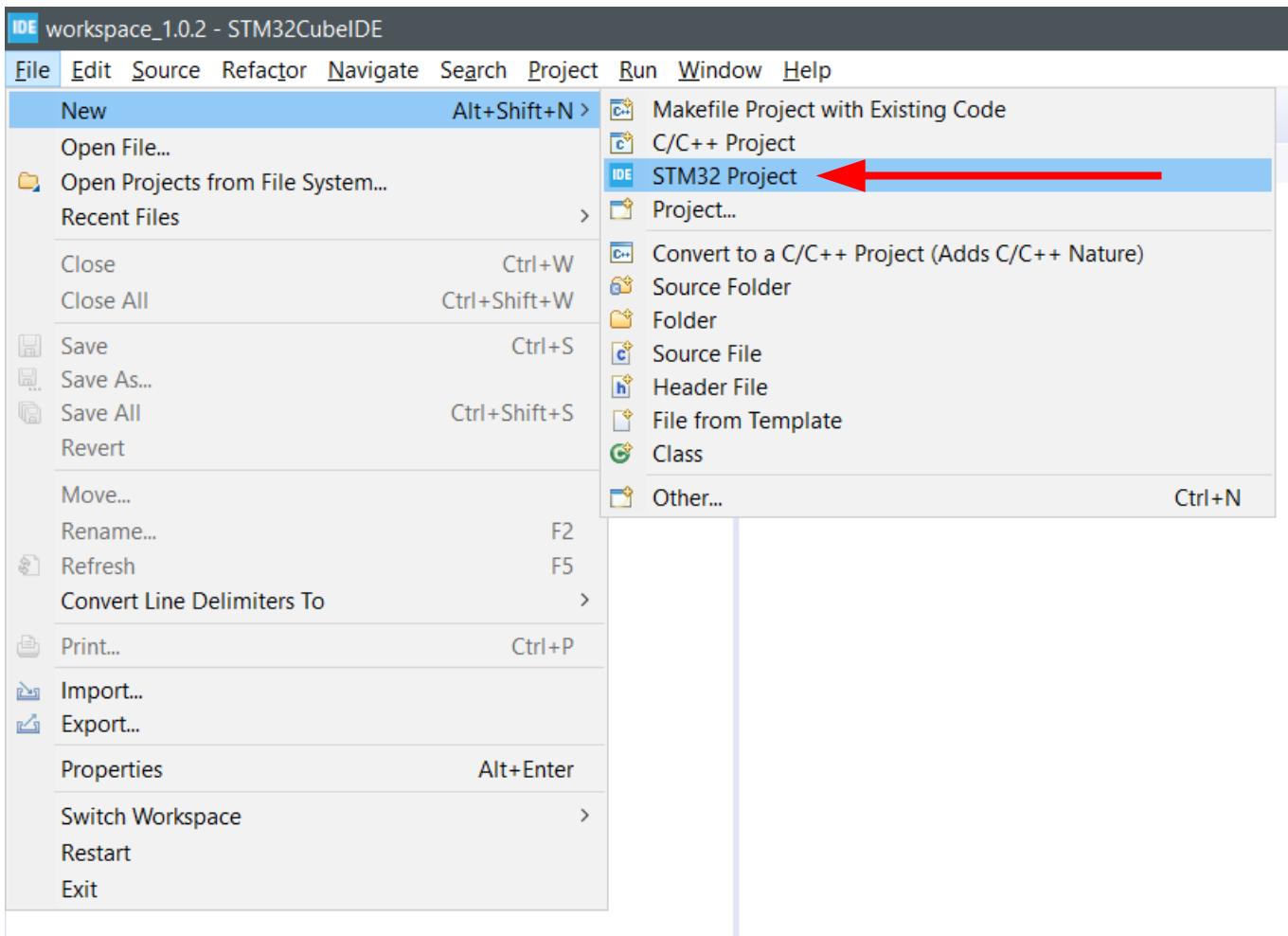
Creating a New **C** Project on **STM32CubeIDE**

- This document shows step-by-step how to create a new **C** project on **STM32CubeIDE**.
- Follow the tutorial exactly as it is shown here. Otherwise, you can face compilation errors with your code.



Creating a New C Project on STM32CubeIDE

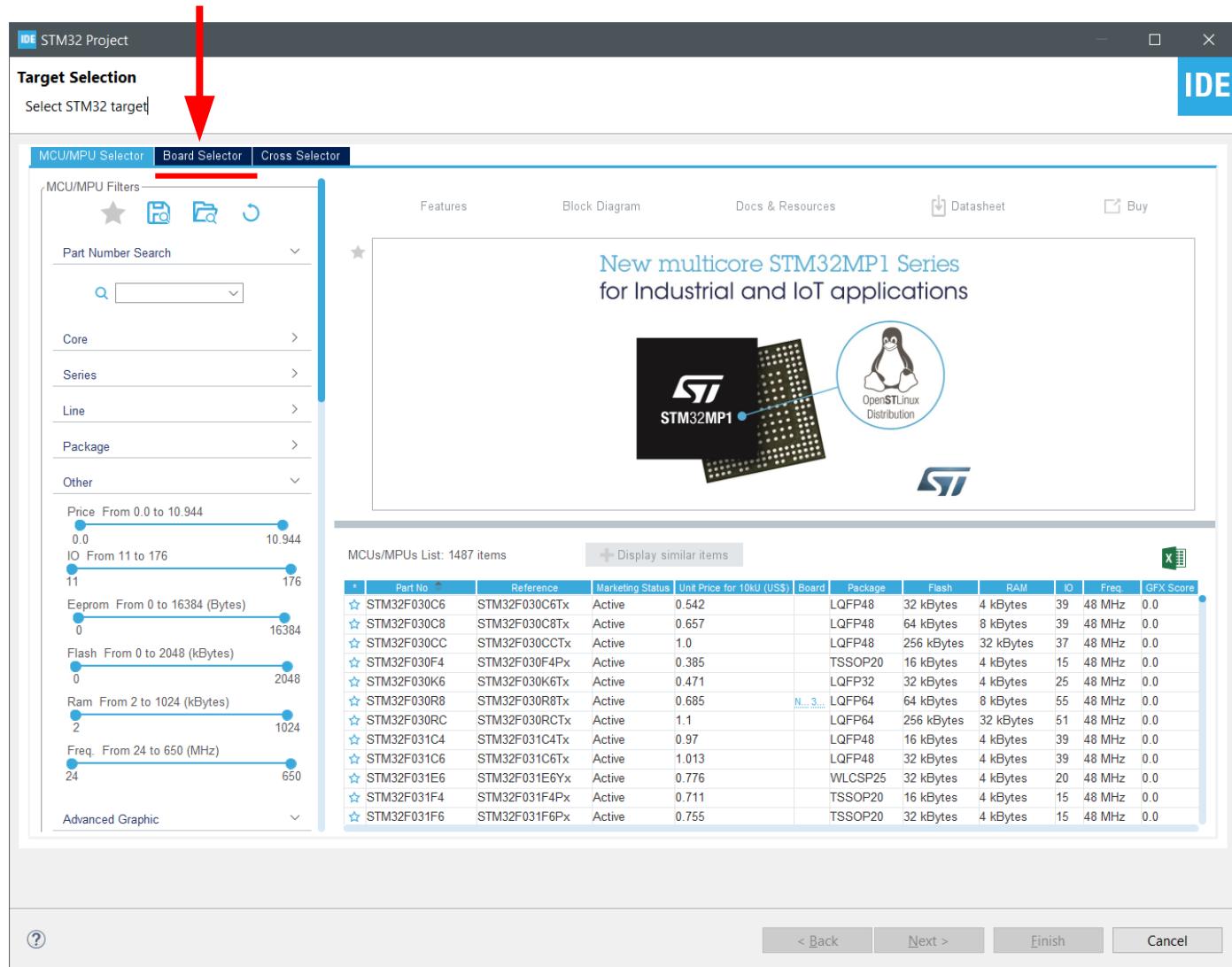
- Once the IDE has opened, you need to select **File** → **New** → **STM32 Project**.



Creating a New C Project on STM32CubeIDE



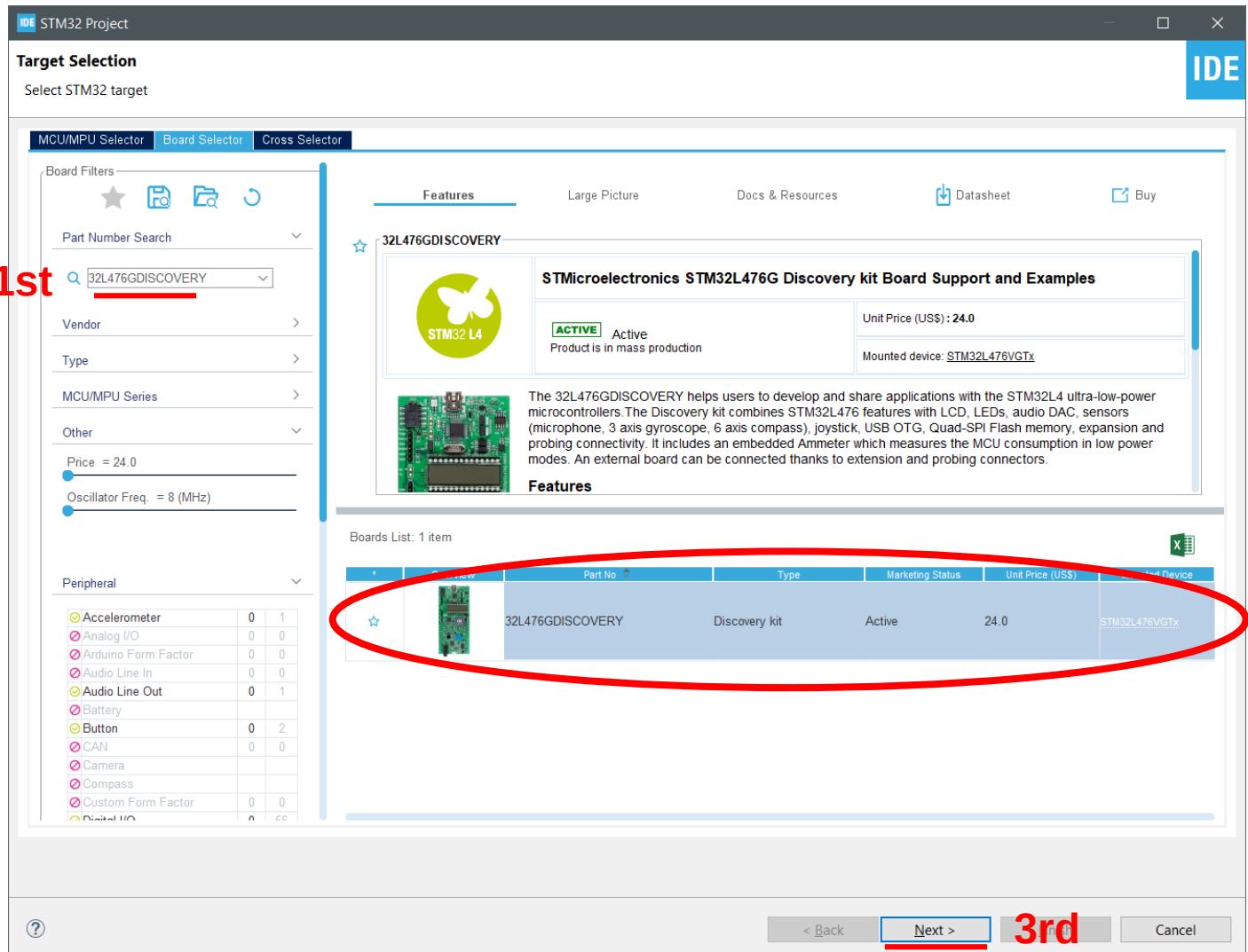
- Wait until this screen shows up, and click on **Board Selector**:





Creating a New Project on STM32CubeIDE

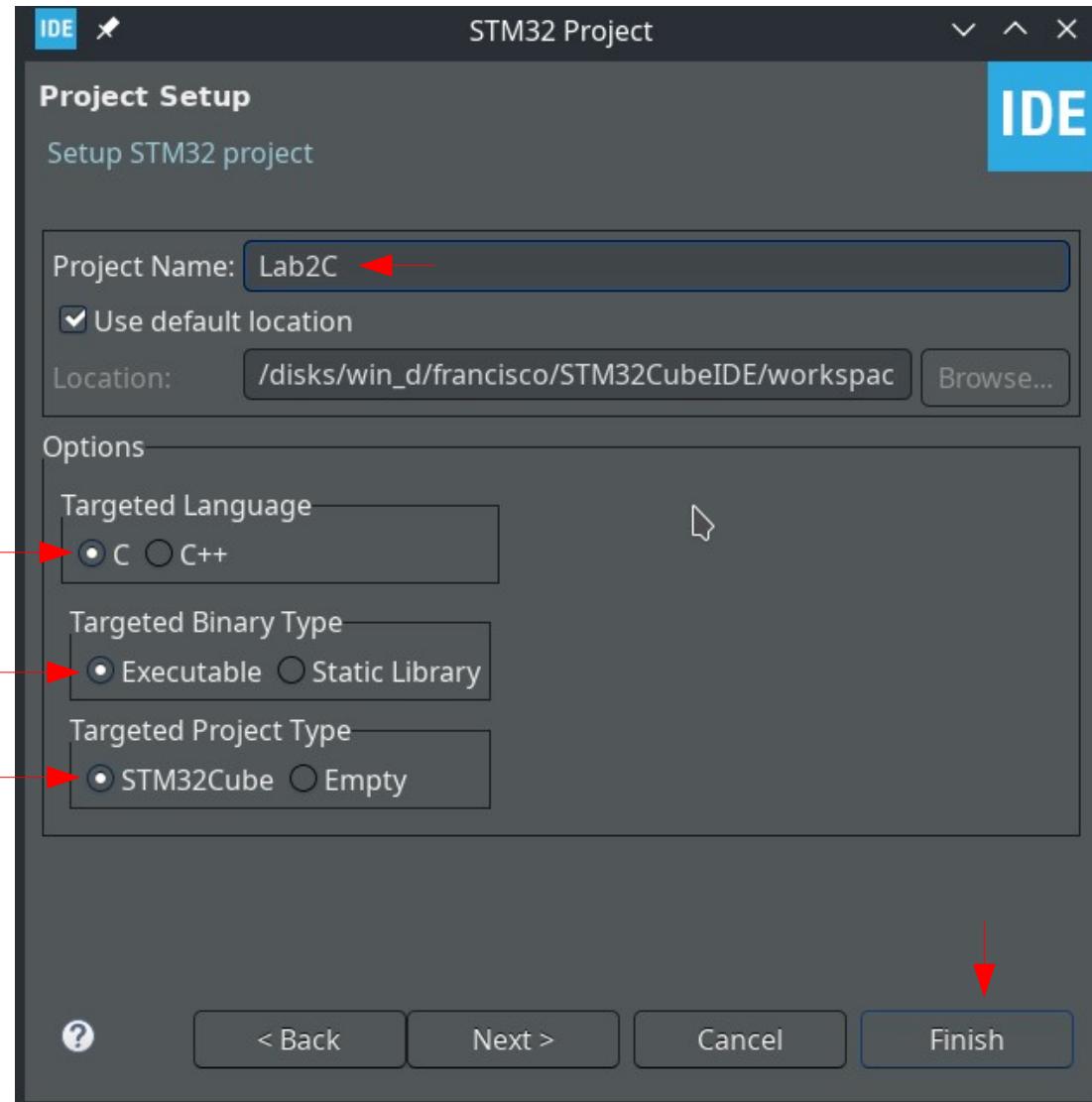
- On **Board Selector**, search for **32L476GDISCOVERY**, select the board in the table, and click on **Next**:





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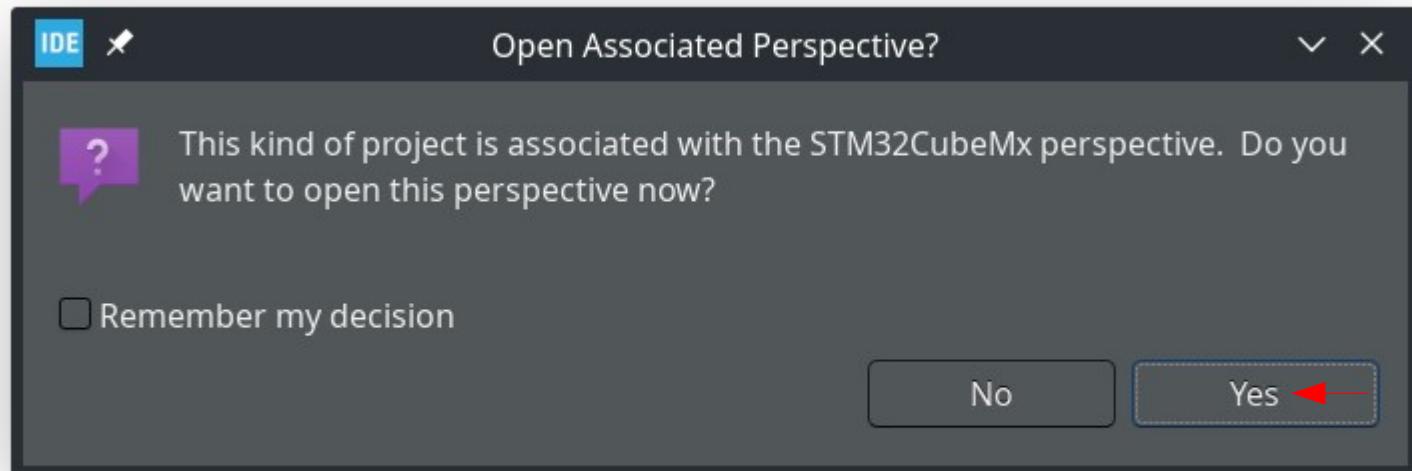
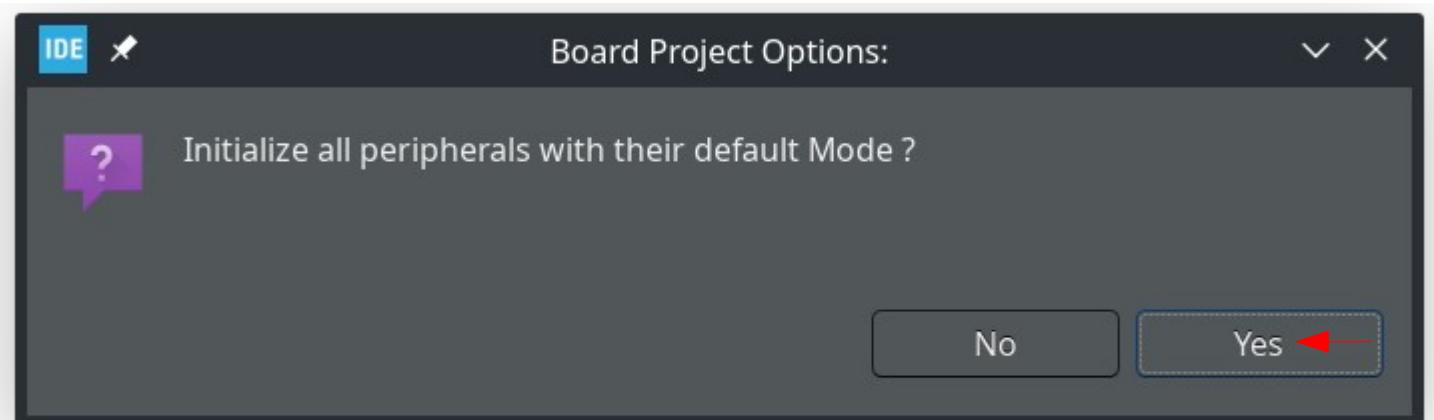
- A new window will show up now, give a name for your project, and select the options indicated in the picture below:





Creating a New Project on STM32CubeIDE

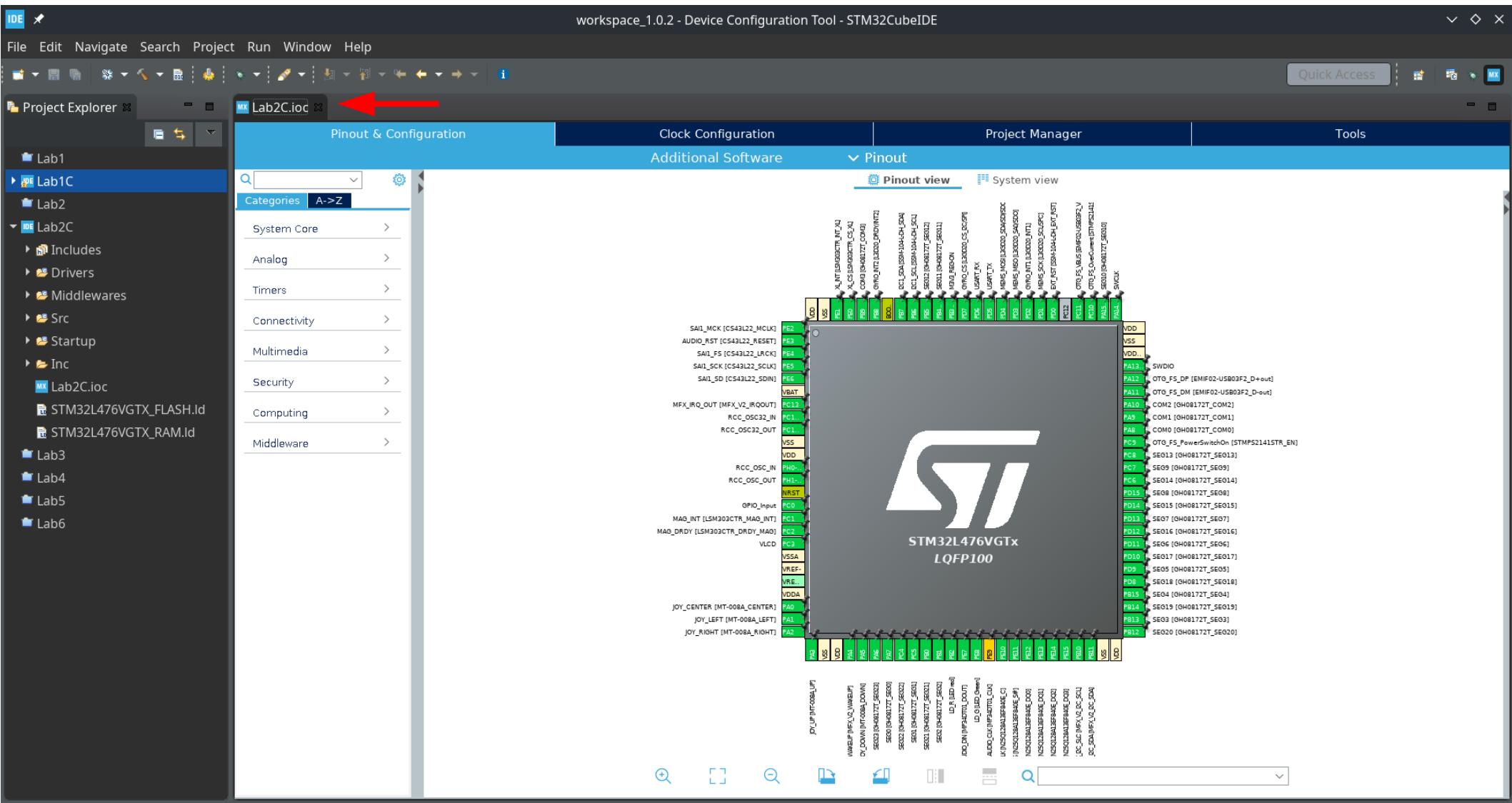
- Answer **yes** to all questions shown below:





Creating a New C Project on STM32CubeIDE

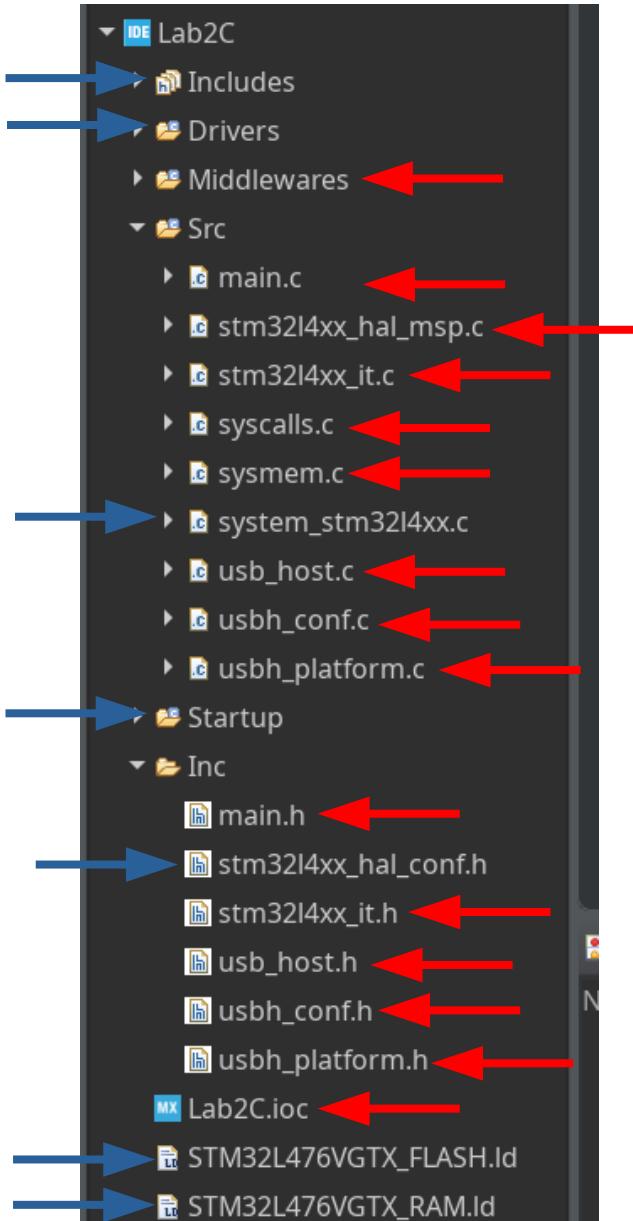
- Close the window that will show up once your project is created.



Creating a New C Project on STM32CubeIDE

- Delete the files indicated in the picture below:

DON'T DELETE
the files with a **BLUE**
arrow!

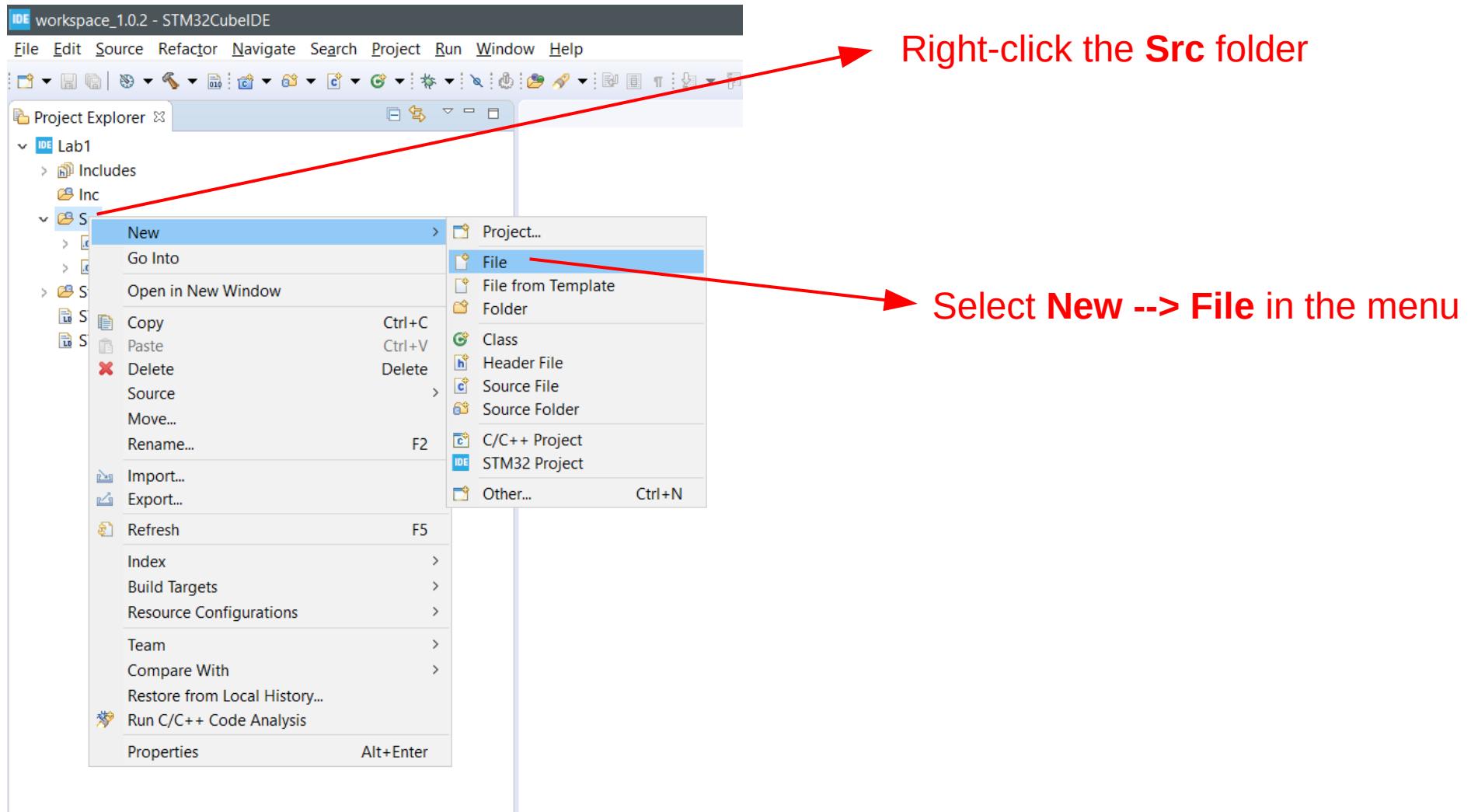


Delete the files with a RED ARROW.



Creating a New C Project on STM32CubeIDE

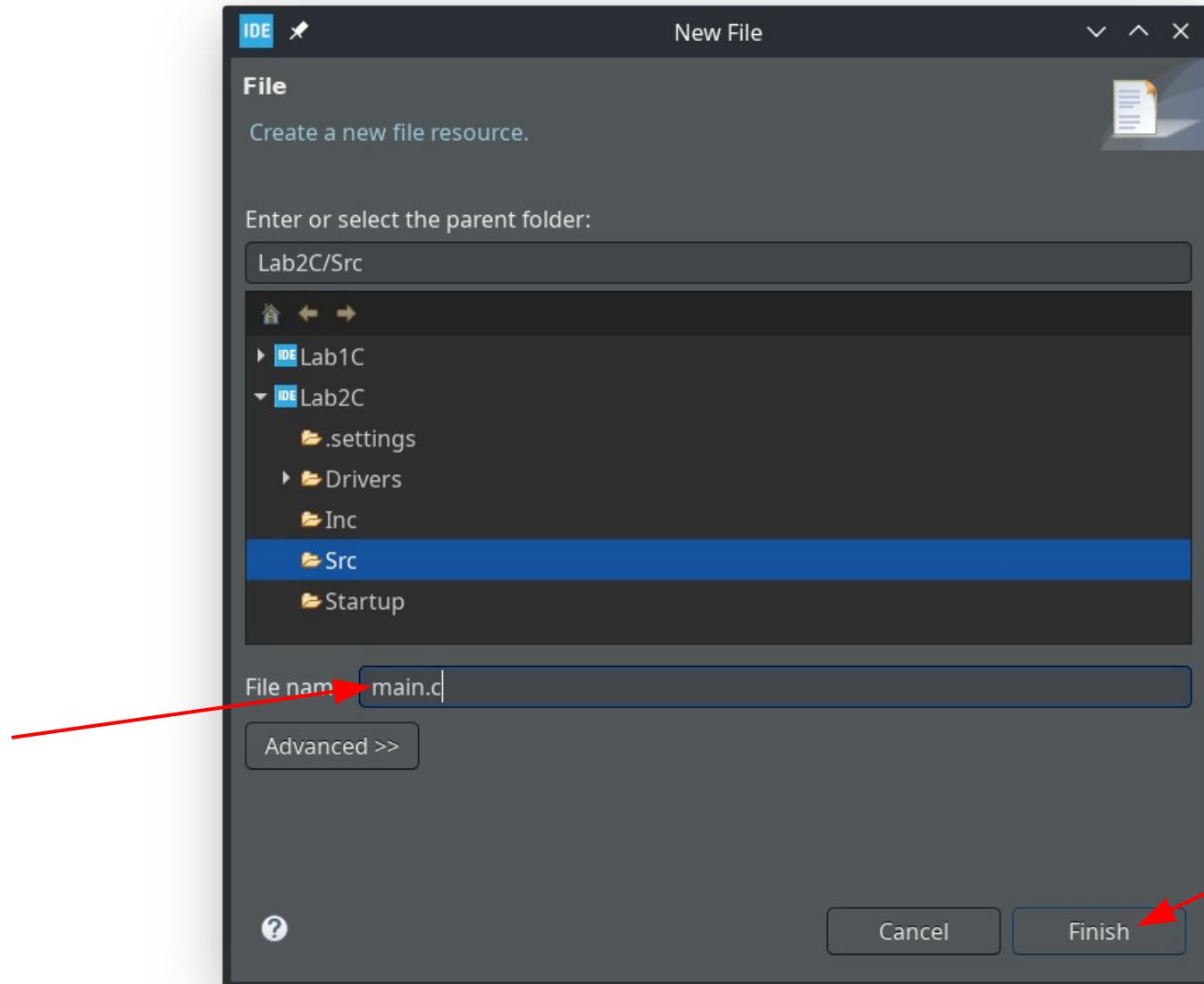
- Now, create a new file called **main.c** inside the **Src** folder, which you will put all your C code.





Creating a New C Project on STM32CubeIDE

- Now, create a new file called **main.c** inside the **Src** folder, which you will put all your assembly code.



Creating a New C Project on STM32CubeIDE



- The newly created **main.c** file will open up in the IDE, and, now, you can start typing your C code.
- The code will depend on the lab you are working on.
- **To compile and debug your C code, just follow the same steps used for assembly projects.**