

# Tutorial 5: Creating a C Project in the STM32CubeIDE

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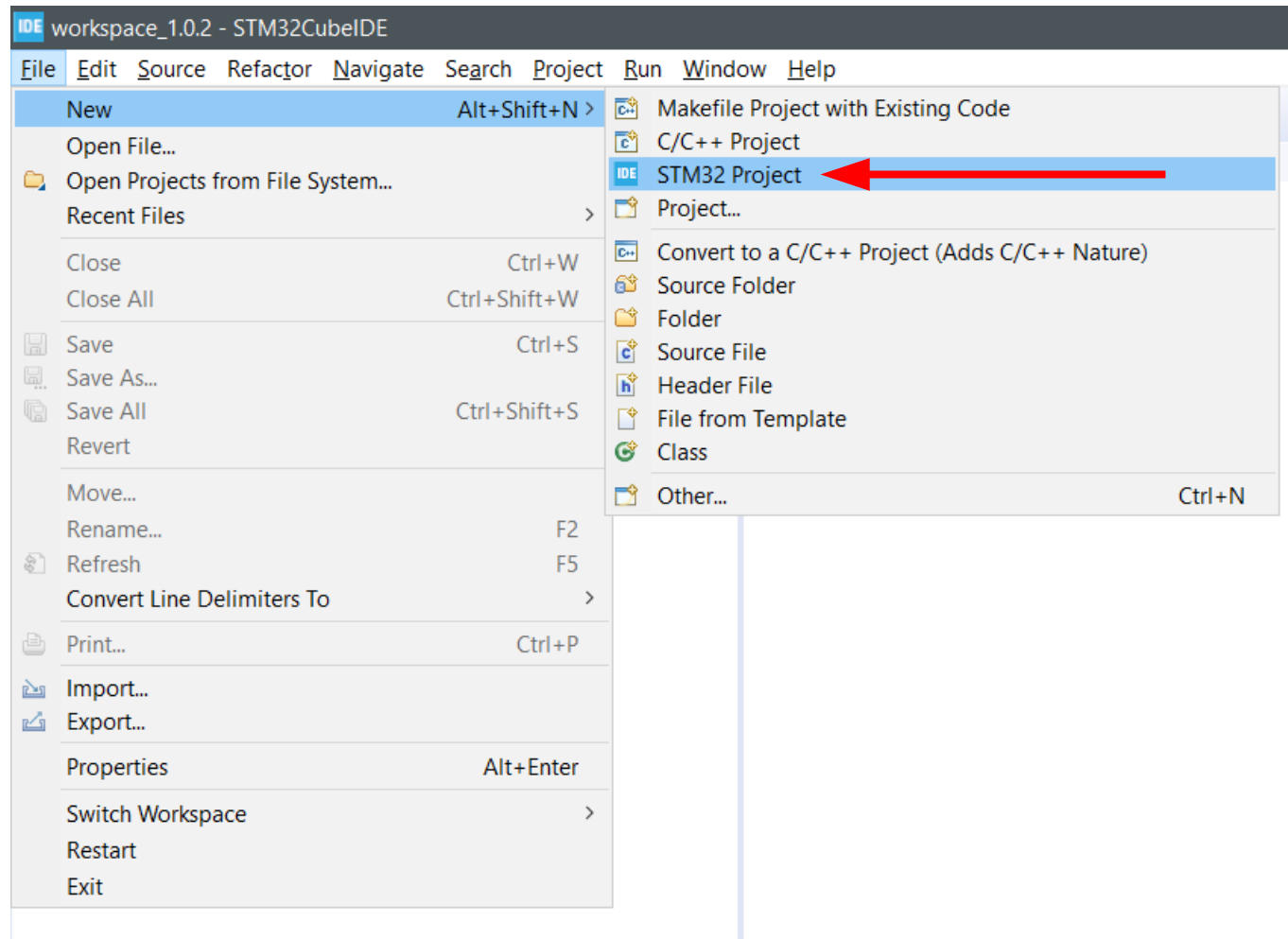


# Creating a New C Project on STM32CubeIDE

- 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.

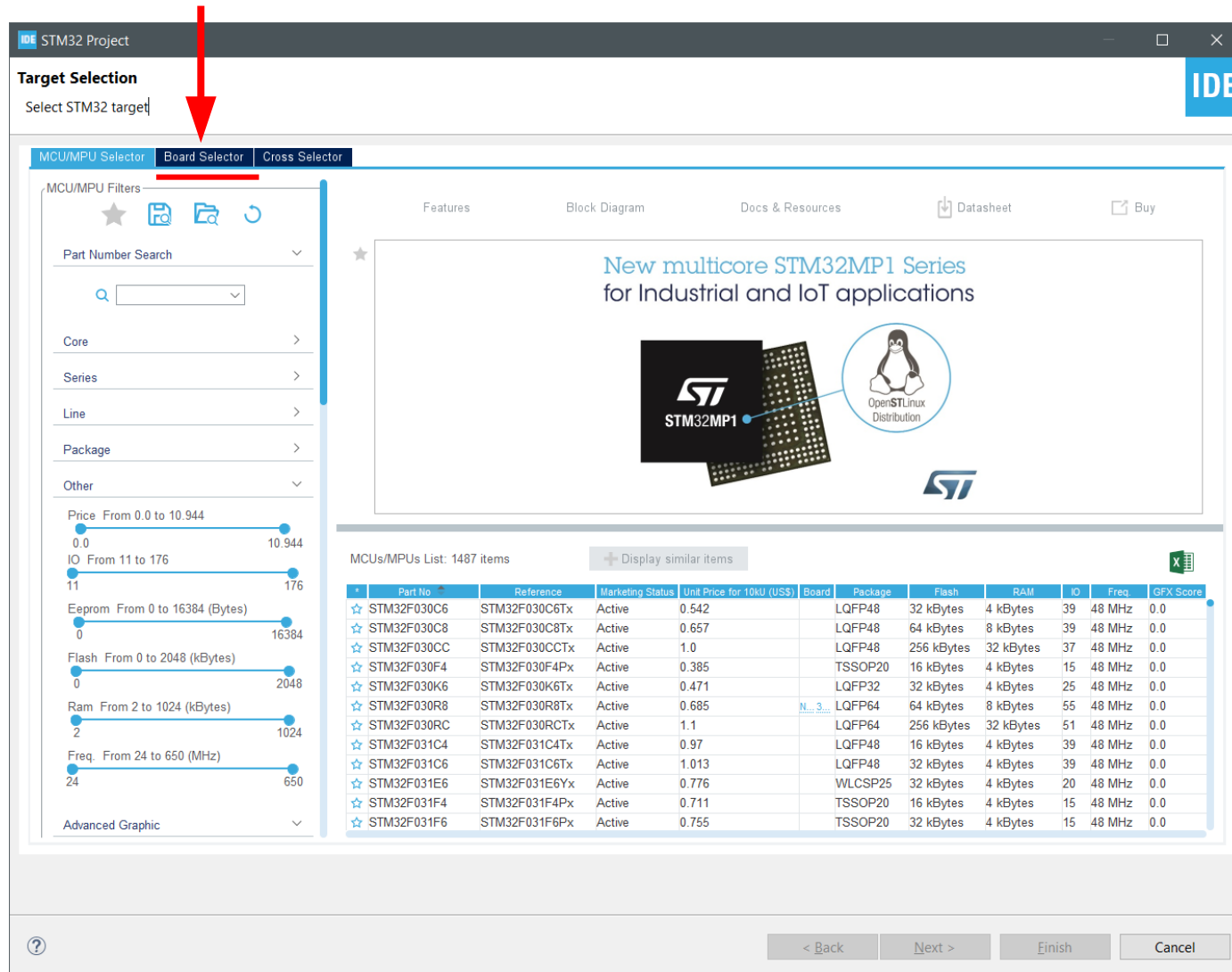
# Creating a New C Project on STM32CubeIDE

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



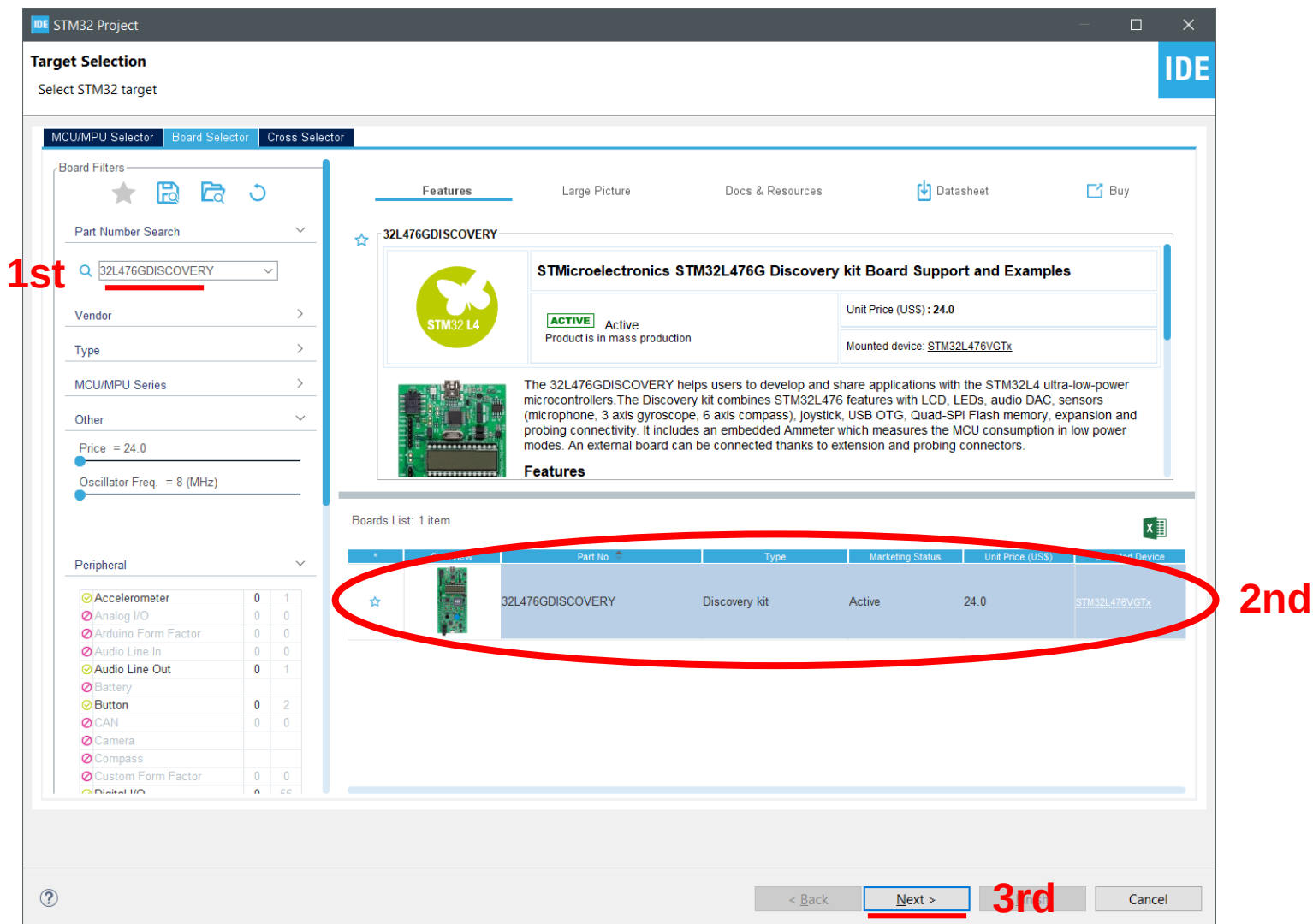
# Creating a New C Project on STM32CubeIDE

- 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**:



**Target Selection**  
Select STM32 target

MCU/MPU Selector | **Board Selector** | Cross Selector

Board Filters

Part Number Search:  (1st)

Vendor: >

Type: >

MCU/MPU Series: >

Other: >

Price: = 24.0

Oscillator Freq.: = 8 (MHz)

Peripheral

Accelerometer	0	1
Analog I/O	0	0
Arduino Form Factor	0	0
Audio Line In	0	0
Audio Line Out	0	1
Battery		
Button	0	2
CAN	0	0
Camera		
Compass		
Custom Form Factor	0	0
Digital I/O	0	66

**32L476GDISCOVERY**

STMicroelectronics STM32L476G Discovery kit Board Support and Examples

**ACTIVE** Active  
Product is in mass production

Unit Price (US\$): 24.0

Mounted device: STM32L476VGTx

The 32L476GDISCOVERY helps users to develop and share applications with the STM32L4 ultra-low-power microcontrollers. The Discovery kit combines STM32L476 features with LCD, LEDs, audio DAC, sensors (microphone, 3 axis gyroscope, 6 axis compass), joystick, USB OTG, Quad-SPI Flash memory, expansion and probing connectivity. It includes an embedded Ammeter which measures the MCU consumption in low power modes. An external board can be connected thanks to extension and probing connectors.

**Features**

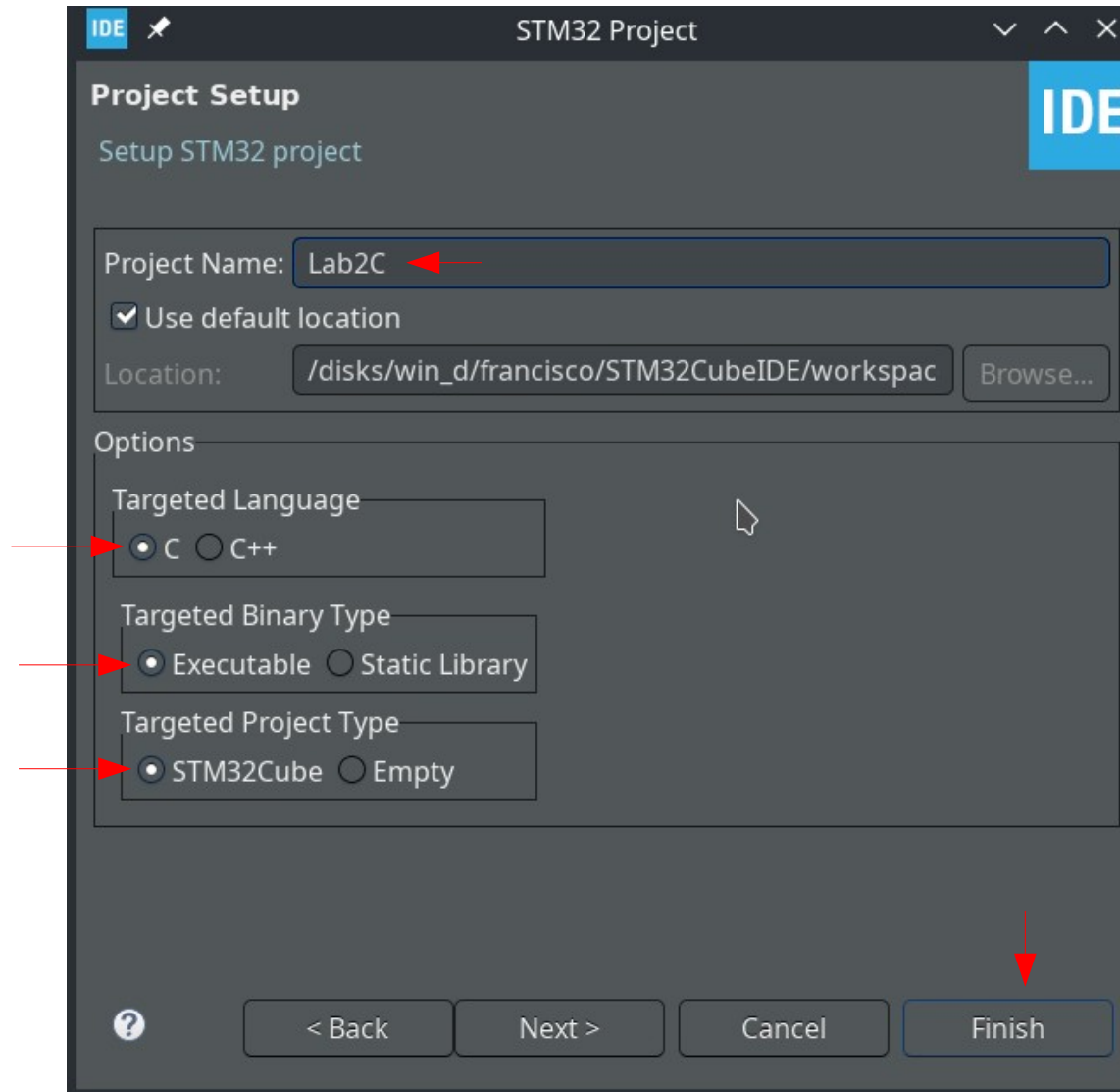
Boards List: 1 item

	Part No.	Type	Marketing Status	Unit Price (US\$)	Mounted Device
☆	32L476GDISCOVERY	Discovery kit	Active	24.0	STM32L476VGTx

< Back | **Next >** (3rd) | Cancel

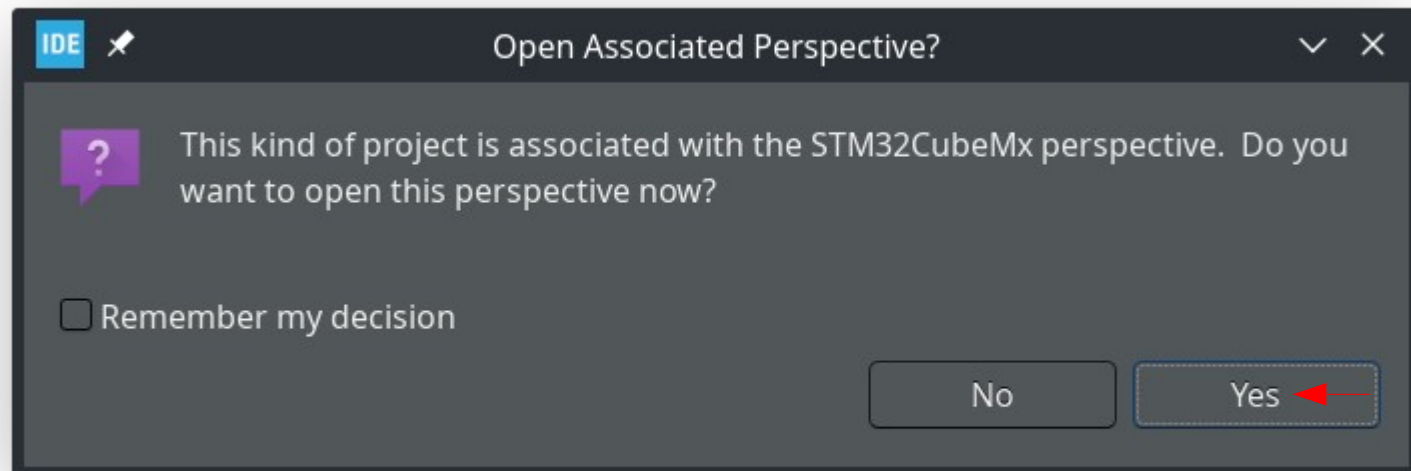
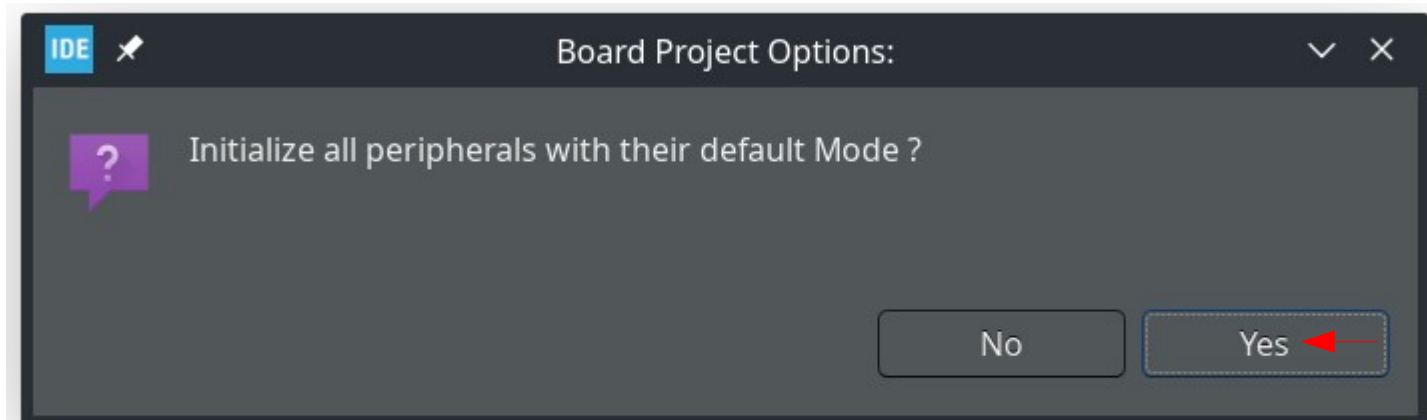
# Creating a New C Project on STM32CubeIDE

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



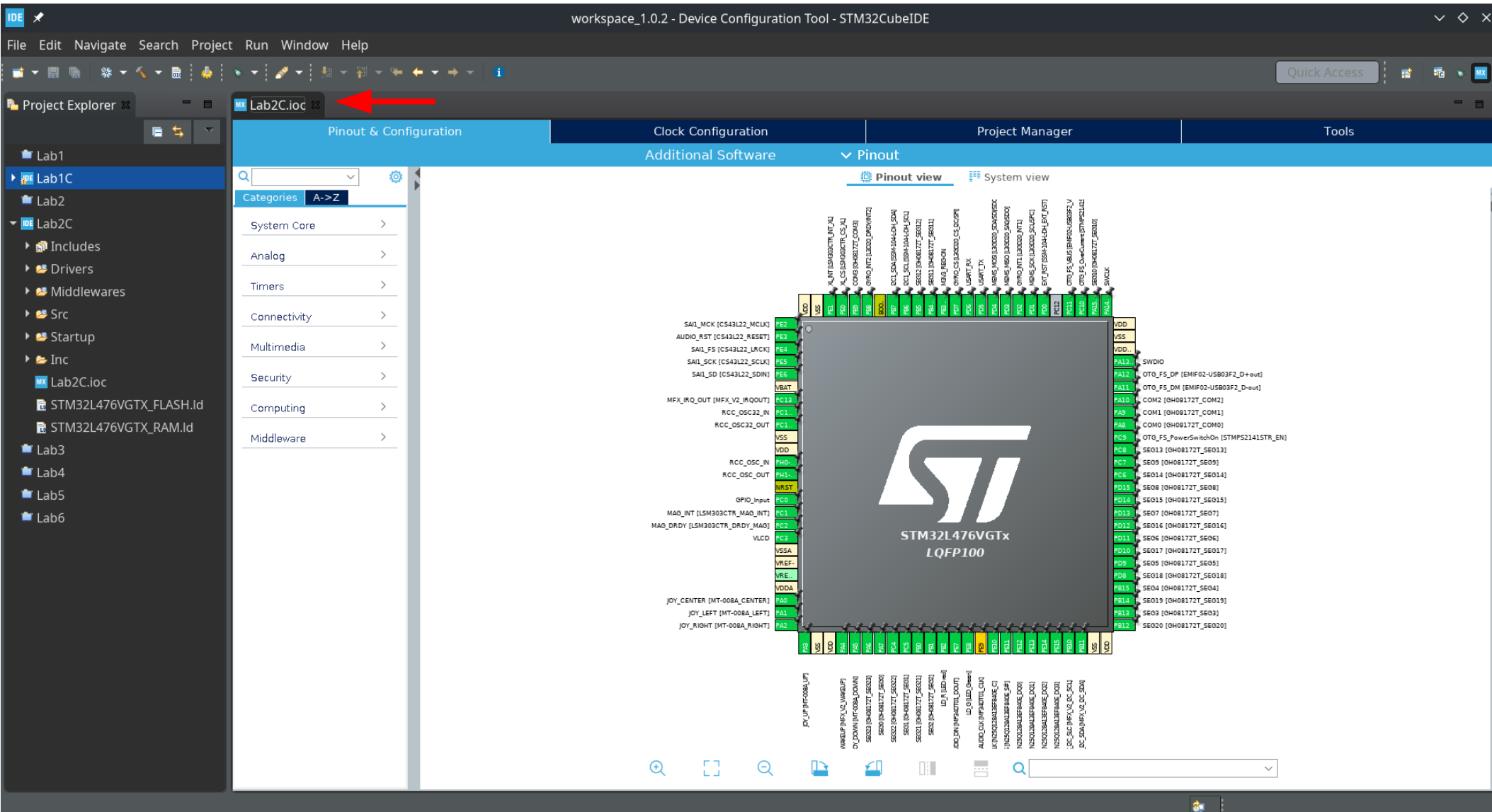
# Creating a New Project on STM32CubeIDE

- 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.

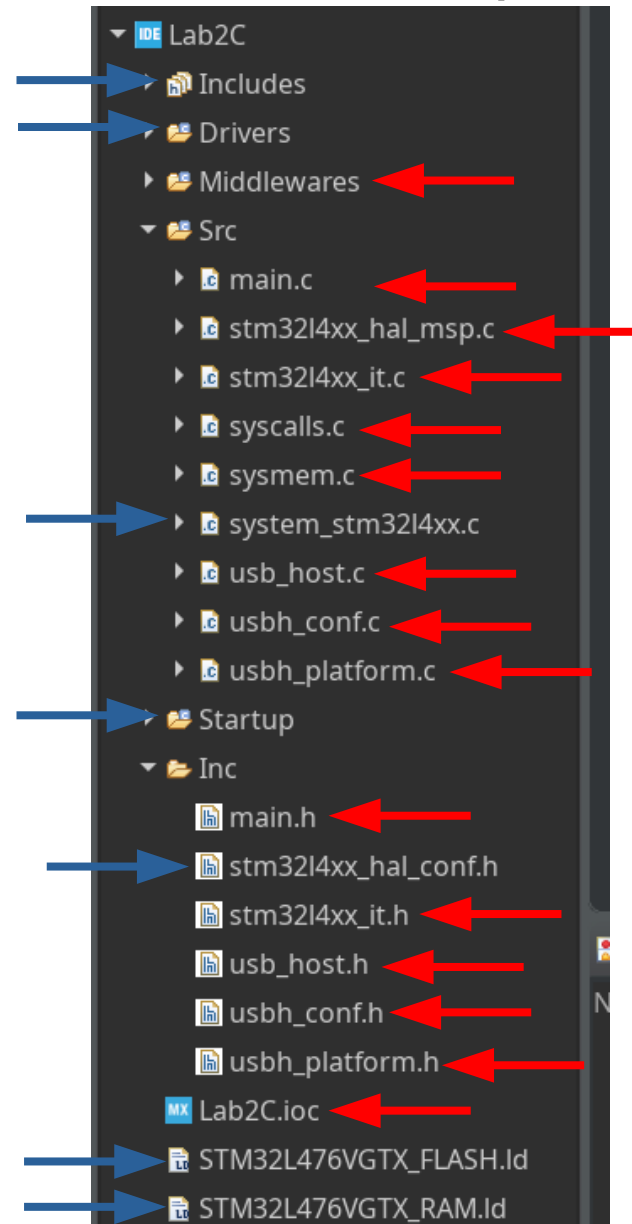




# Creating a New C Project on STM32CubeIDE

- Delete the files indicated in the picture below:

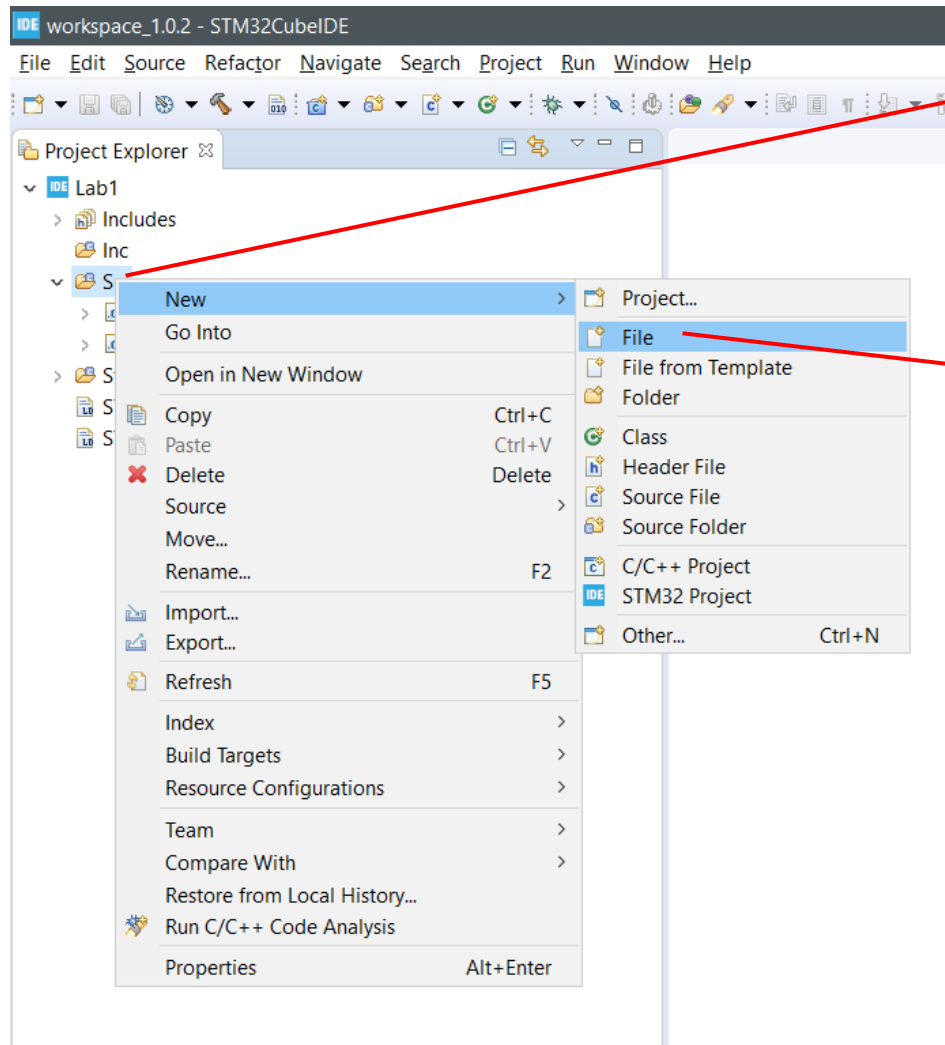
**DON'T DELETE**  
the files with a **BLUE**  
arrow!



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.

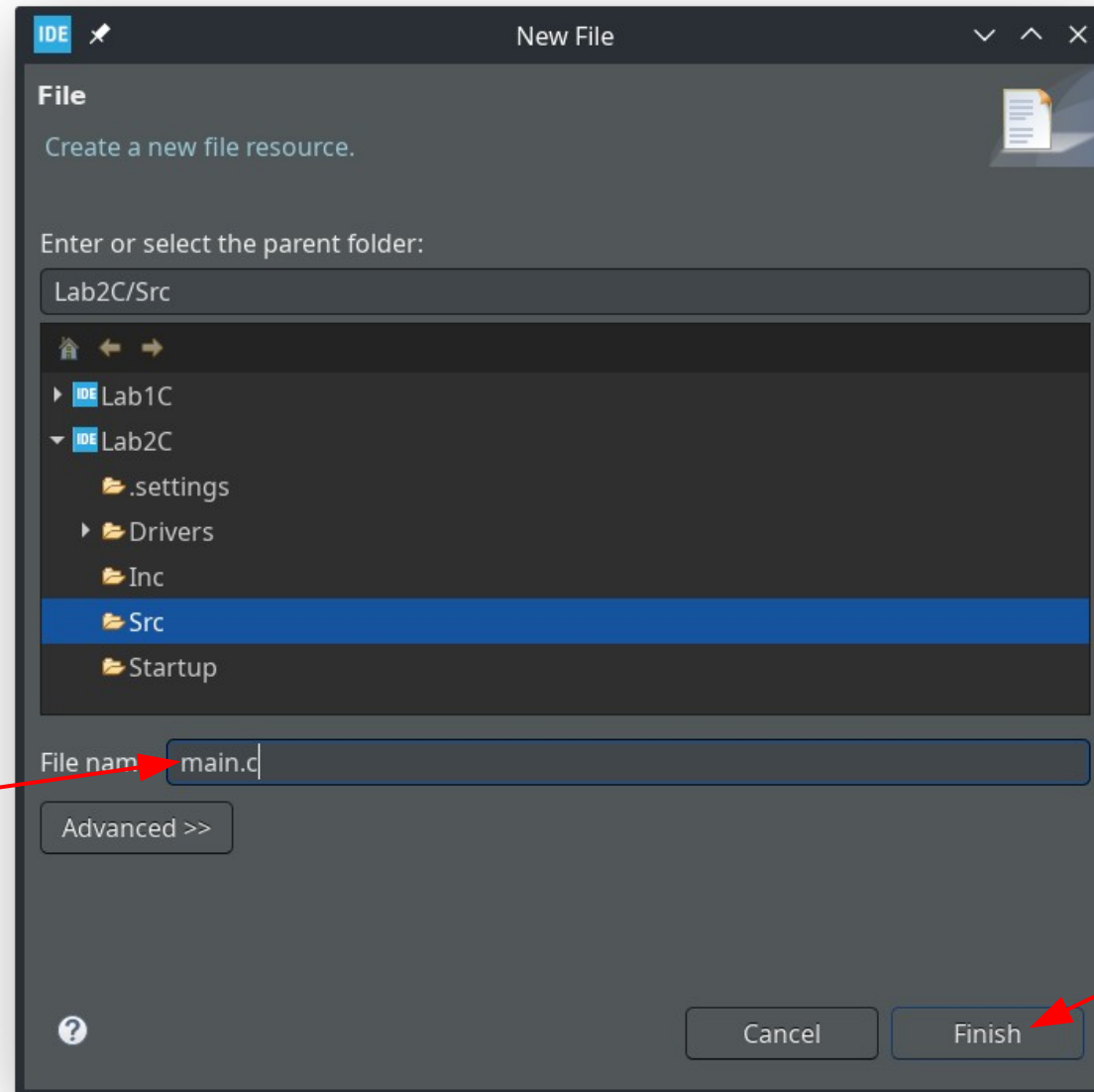


Right-click the **Src** folder

Select **New --> File** in the menu

# 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.**