

## How to import a platform into STM32CubeIDE

### First and Foremost

1. Create a workspace folder, eg c:/Users/<your user name>/STM32CubeIDE/workspace
2. Download the code from the GitHub Site, then place the .zip in the workspace folder.
3. Unzip it in place.
4. Browse down to IP400-main/Node Firmware/Platforms and similarly unzip the platform code of choice. Remember the name and location of the unzipped folder.
5. Start STM32CubeIDE
6. Select the workspace folder, click "Launch"

The project is in two parts, the first part contains the IDE project, which is specific to a particular platform. There are two steps, first to import the project, then to add the source code to it. The reason for the separation is because we are supporting more than one platform, and the code is common to all.

### Import the project into CubeIDE

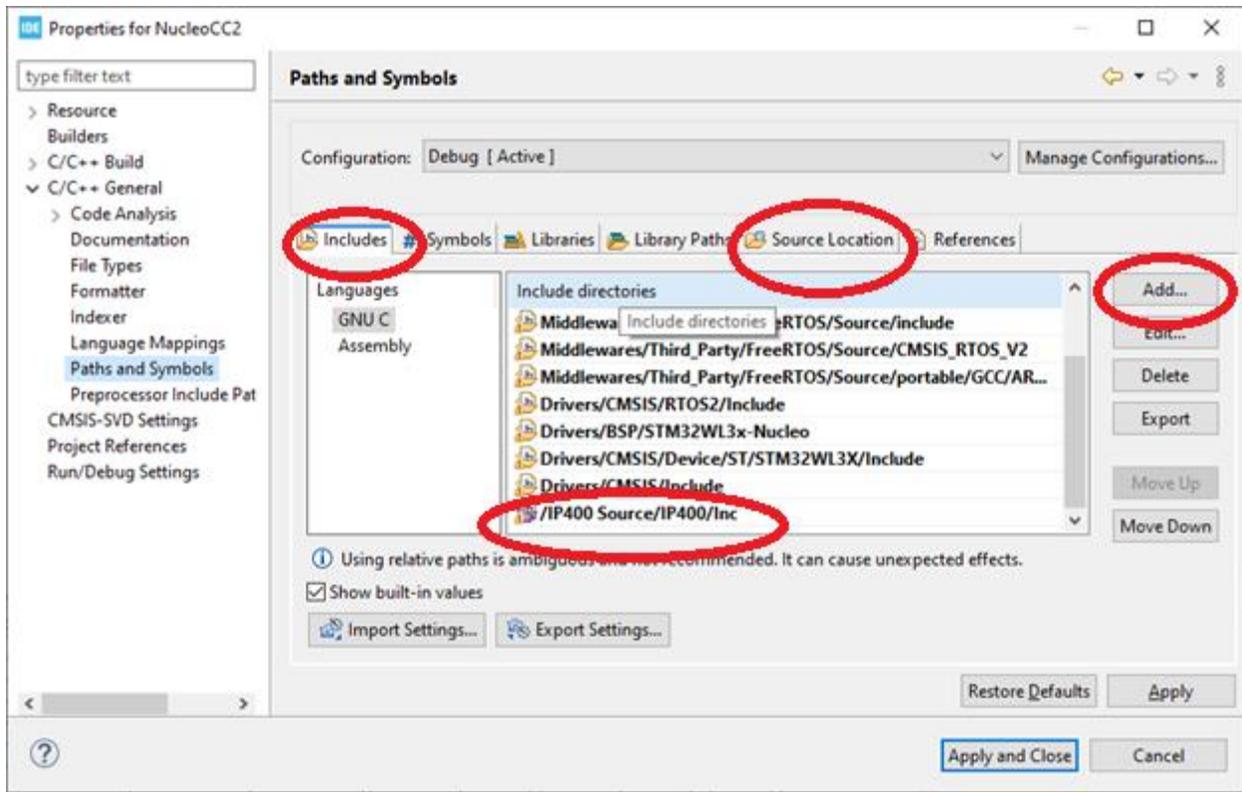
1. Select File / Open Projects From File System from the main menu.
2. click Directory button at top right
3. Browse to IP400-main/Node Firmware/Platforms and select the unzipped platform code that you created in step (4) above.
4. The project name should be showing with a check mark next to it.
5. Click 'Finish'

### Add in the source code

1. Move the mouse to the project name, and right-click on it.
2. Choose 'Import' from the menu.
3. Choose 'File System', then click 'Next', then 'Browse' in the upper right corner.
4. Navigate to the IP400-main/Node Firmware from the initial download, highlight IP400 and click 'Select Folder'.
5. In the left pane, click the check box beside 'IP400'.
6. Below the right pane, click the 'Browse' button.
7. Expand IP400 in the pane and click on 'IP400' directory, then click 'OK'.
8. Verify that you are copying IP400 in the left pane to <Platform>/IP400.
9. Click 'Finish'. Expand the IP400 directory and ensure that you have source and include files.
10. Right click on the project name again, this time choose 'Properties' (at the bottom).
11. In the left pane, expand 'C/C++ General', then choose 'Paths and Symbols'

### Completing the Setup

1. From the dialog box, choose the 'Includes' tab.
2. Click the 'Add button', a new dialog will appear. Click all three checkboxes on the left, then 'Workspace'.
3. Expand the project to the 'IP400/Inc' subdirectory. Click OK.
4. Now click 'Source Location', then 'Add Folder'.
5. Navigate to the 'IP400' directory, then click 'OK'. Click 'Apply and Close'.



### **Initial Build**

1. From the project menu, choose 'C/C++ Index', then 'Rebuild'.
2. From the Project Menu, choose 'Clean...' ensure that the project name is checked, and 'Start a build immediately', and 'Build only the selected projects'. Click the 'Clean' button.
3. The project will build.

For instructions on how to use the ST-Link debugger, refer to the 'Using the STM32CubeIDE' chapter of the Node specific documentation.