Table of Contents

1. STM32 Introduction 2
1.1. Opening PlatformIO 2
1.2. Choosing the hardware platform 2
1.3. Selecting the STM32 platform 3
1.4. Selecting the example 4
1.5. Adjusting the platformio.ini file 5
1.6. Final platformio.ini file should look like this 6
1.7. Compiling and uploading the executable 7

1. STM32 Introduction

Our lab will be performed in a Visual Studio Code environment. The be
is to import a ready example. This can be done with the following step

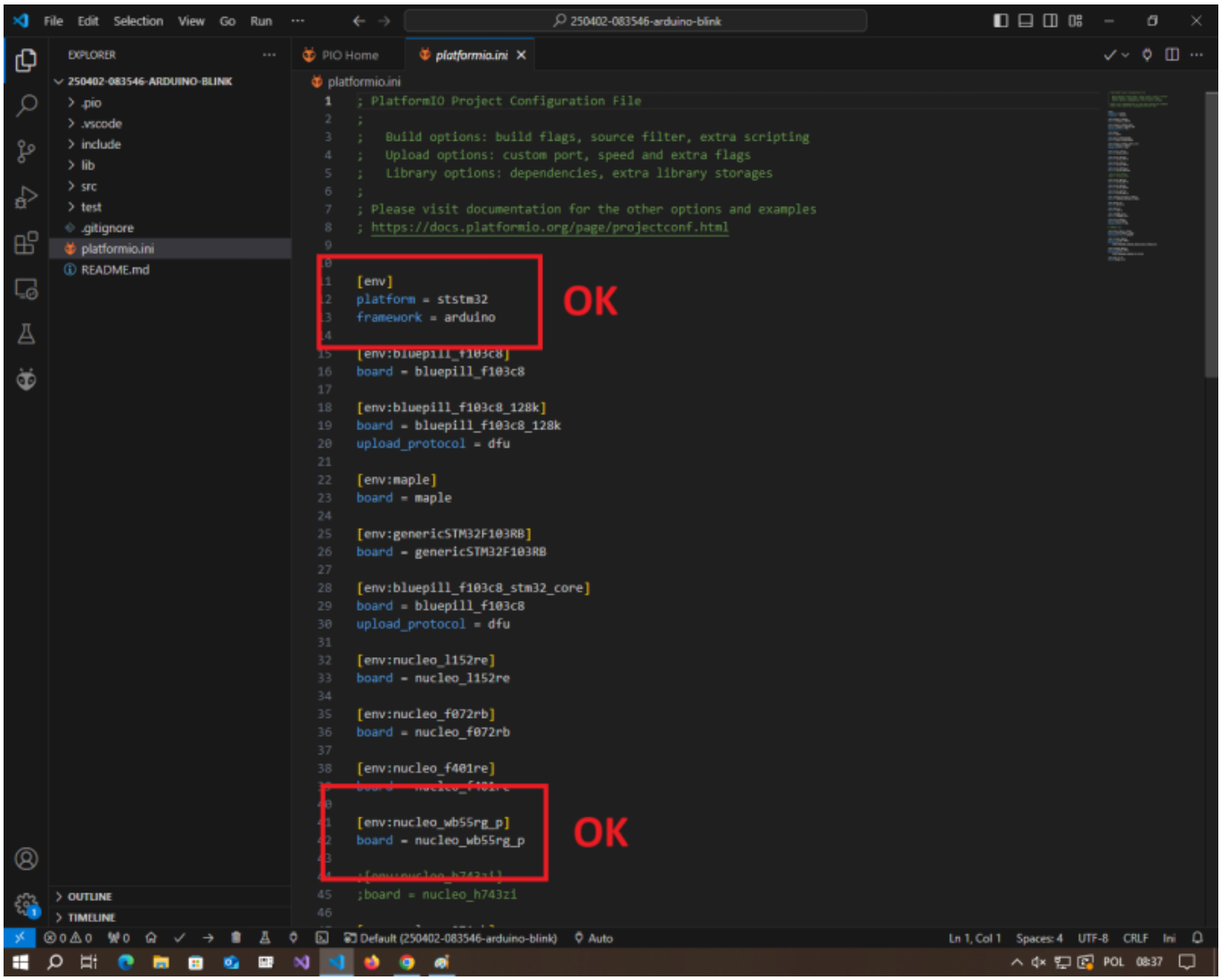
1.1 Opening PlatformIO

1.2 Choosing the hardware platform

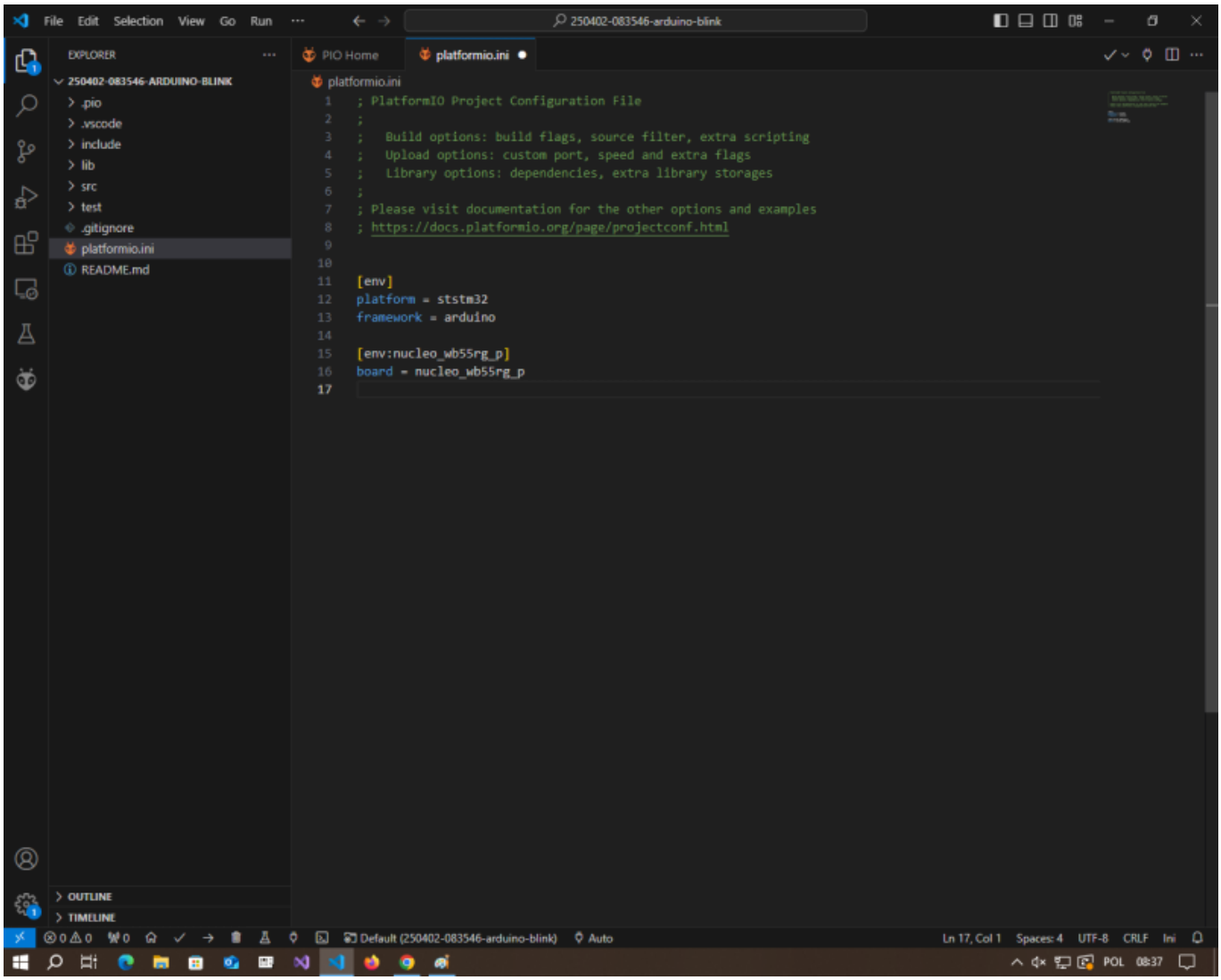
1.3 Selecting the STM32 platform

1.4 Selecting the example

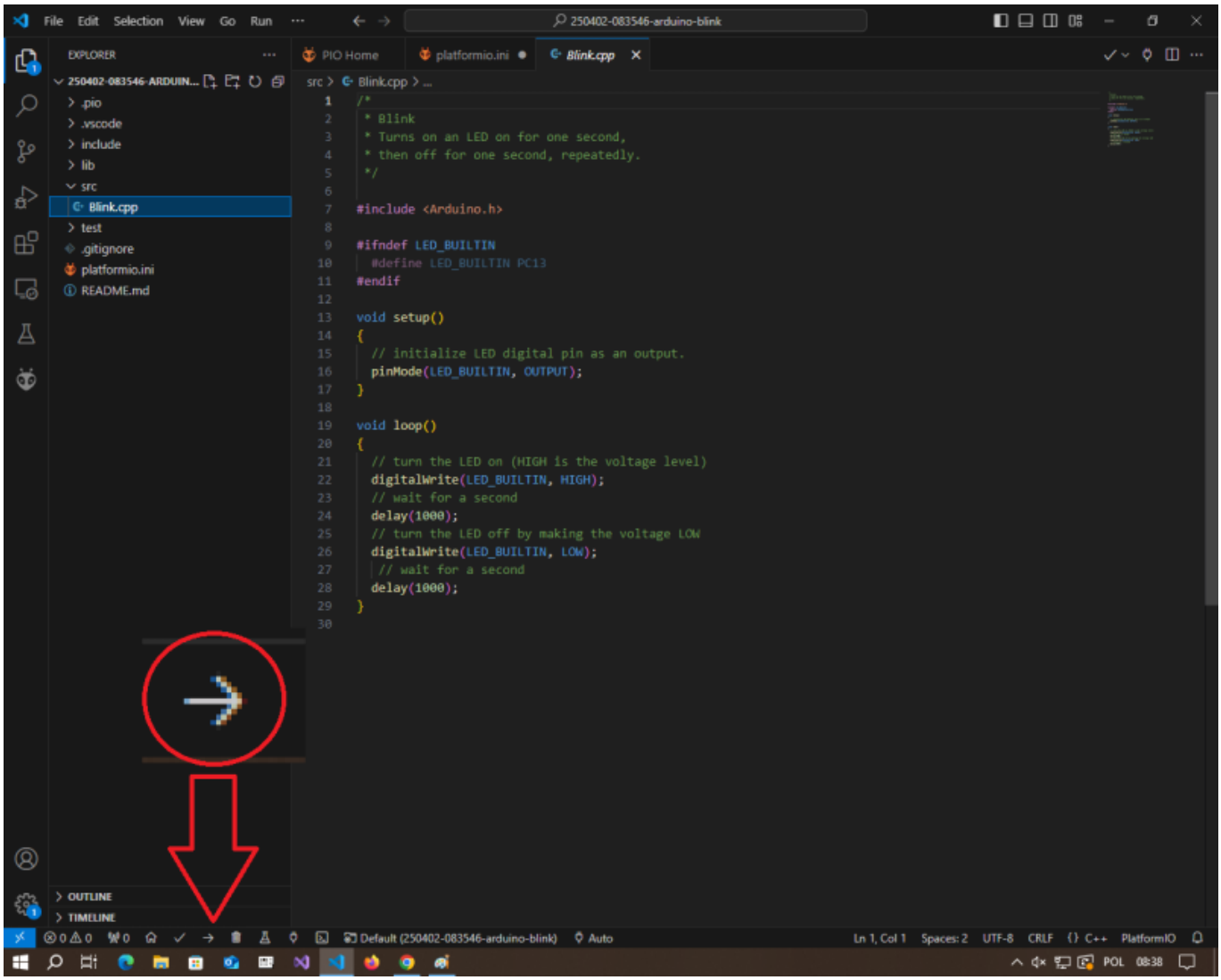
1.5 Adjusting the platformio.ini file



1.6 Final platformio.ini file should look like this



1.7 Compiling and uploading the executable



From:
https://dokuwiki.zmitac.aei.polsl.pl/ - RAU6 Dokuwiki

Permanent link:
https://dokuwiki.zmitac.aei.polsl.pl/en:edu:zmitac:macro:embedeed:lab:st...ev=17...

Last update: 2025/04/02 10:07