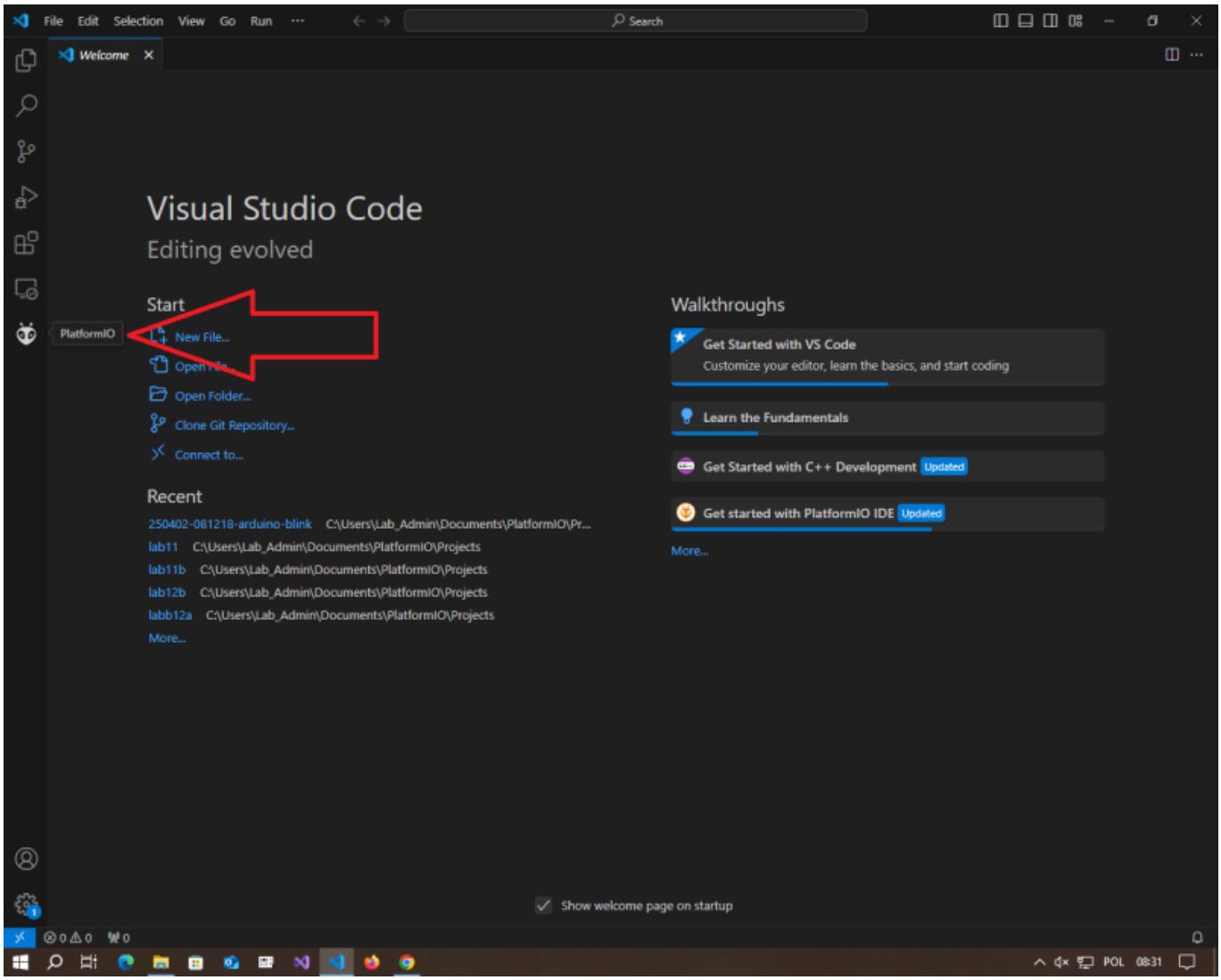
# Table of Contents

**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

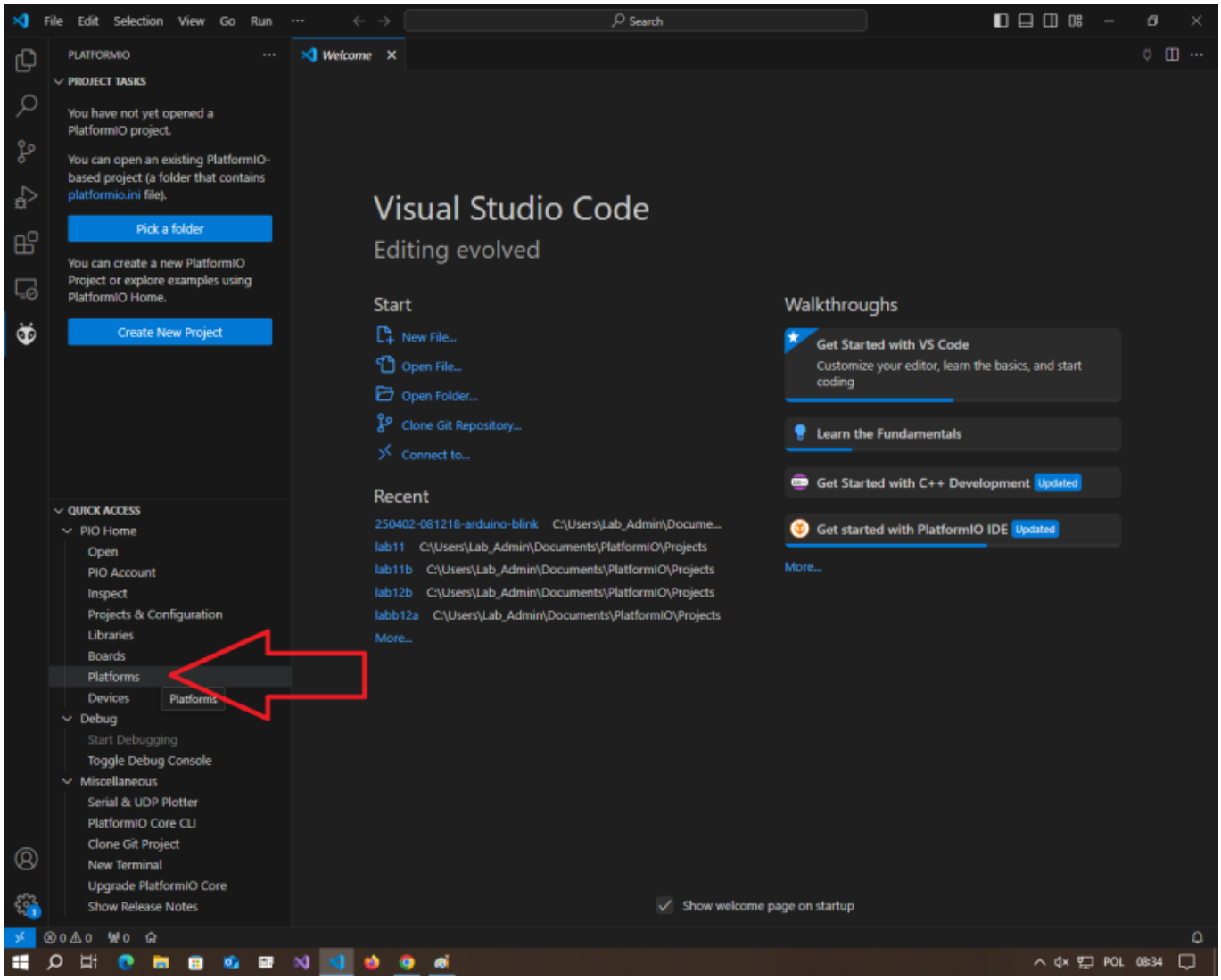
# 1. STM32 Introduction

Our lab will be performed in a Visual Studio Code environment. The best way to create a new project is to import a ready example. This can be done with the following steps.

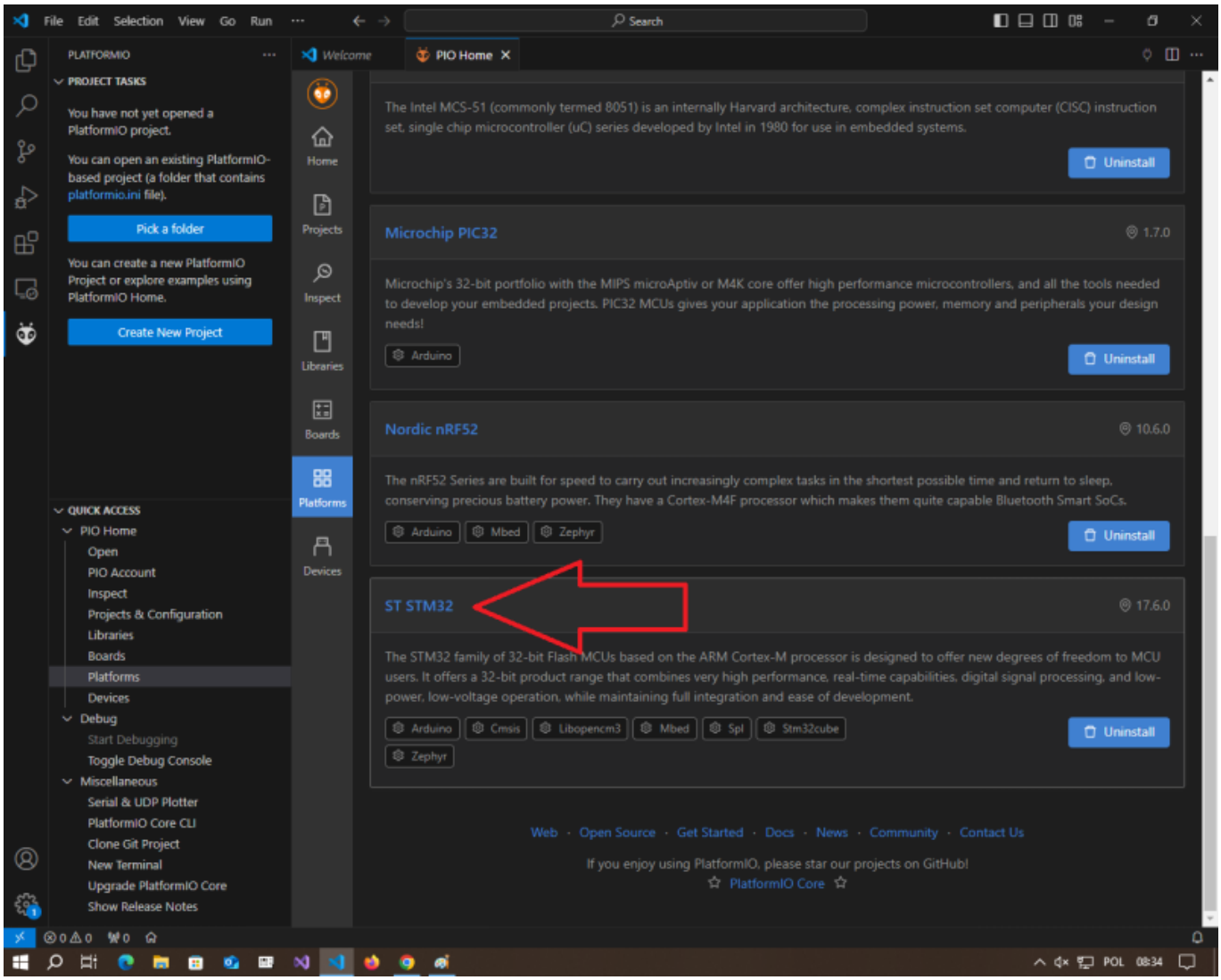
## 1.1. Opening PlatformIO



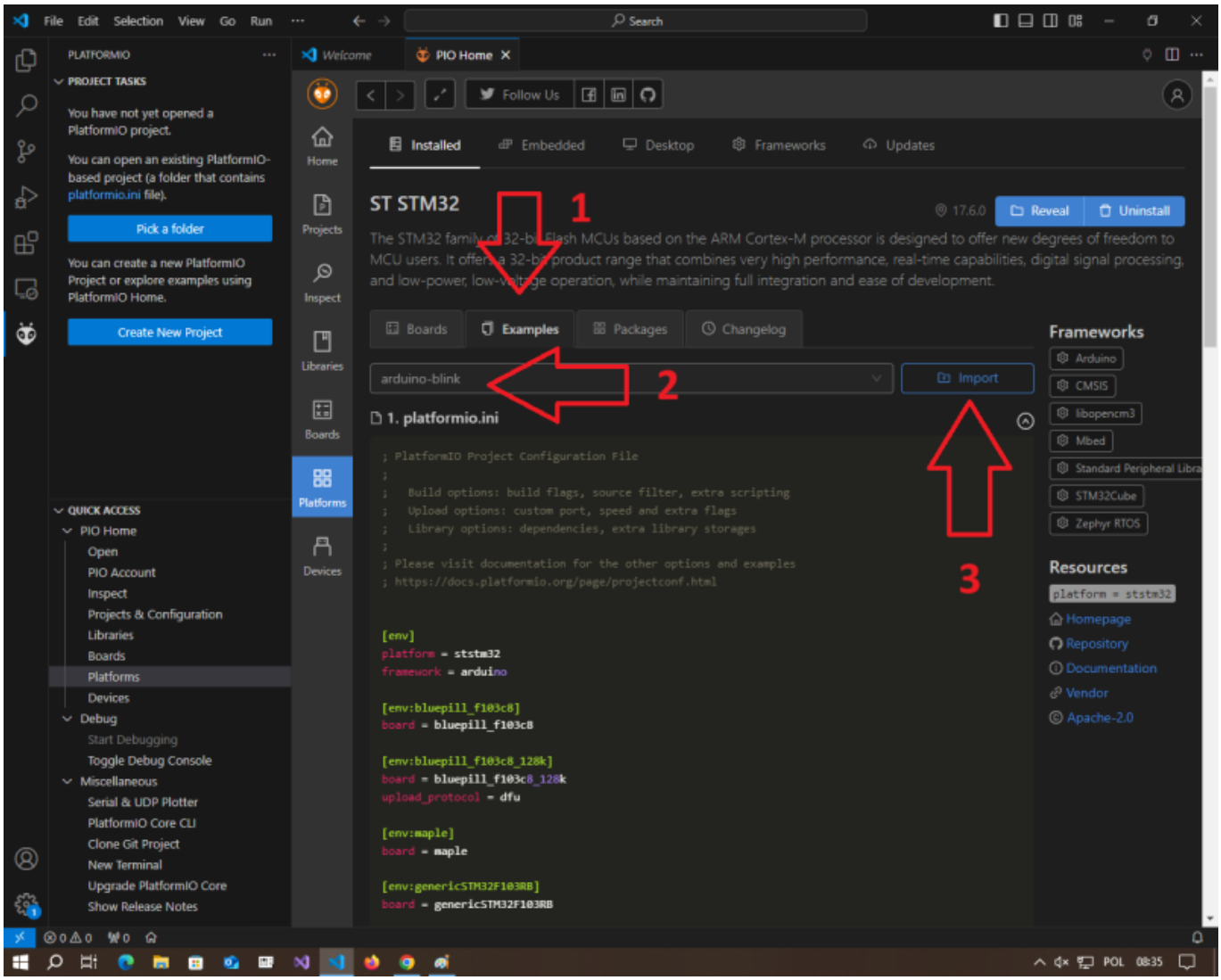

## 1.2. Choosing the hardware platform



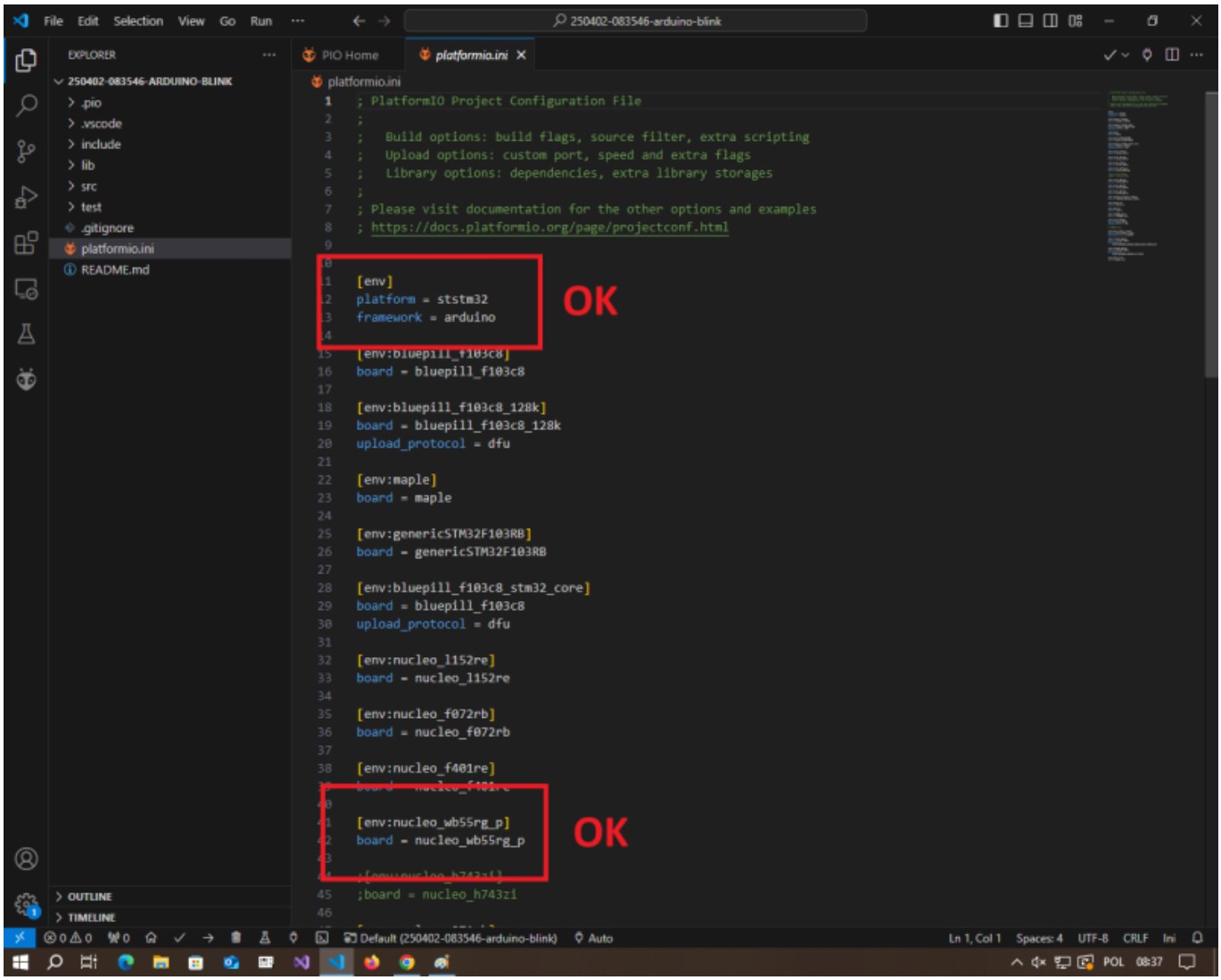

# 1.3. Selecting the STM32 platform



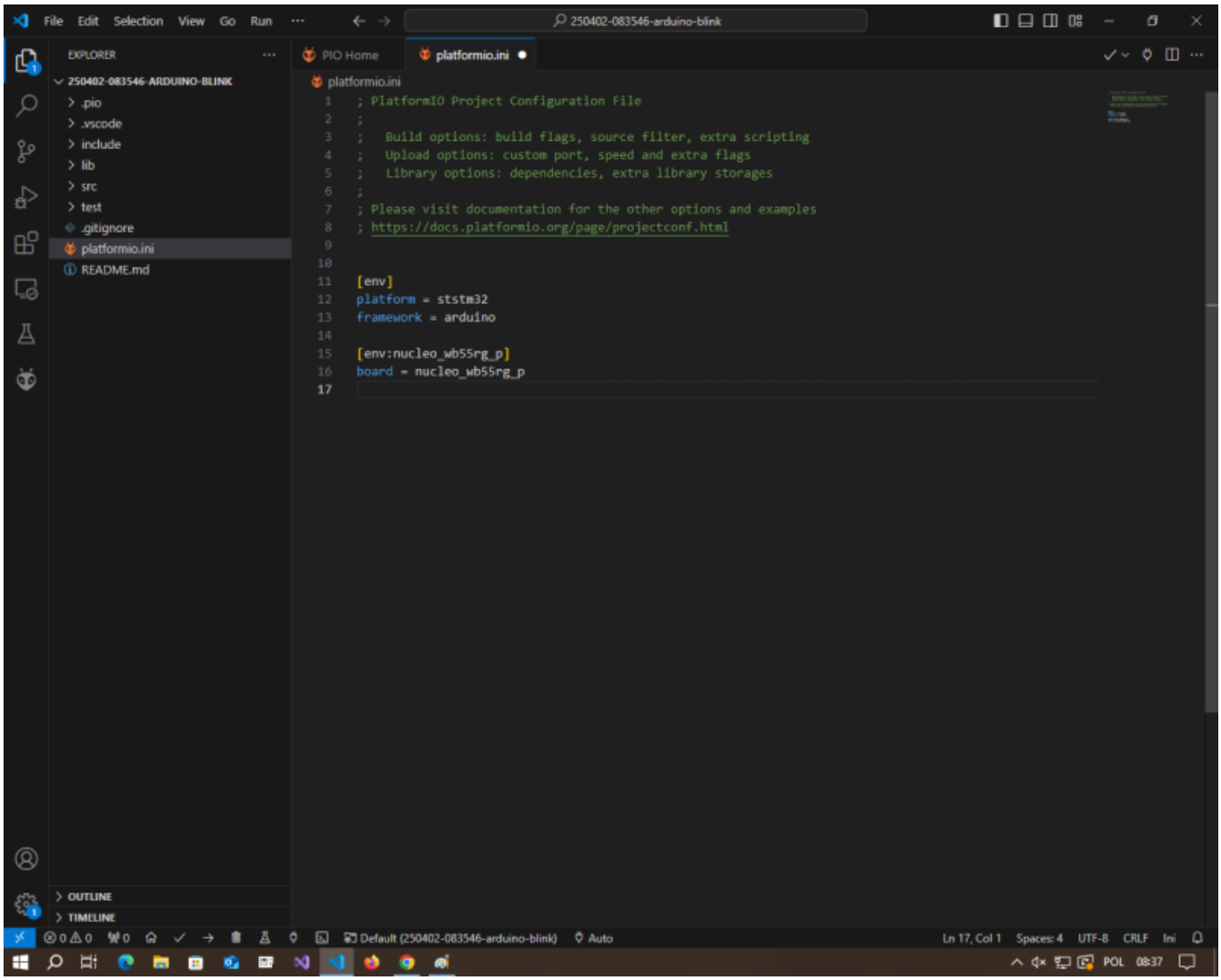

# 1.4. Selecting the example



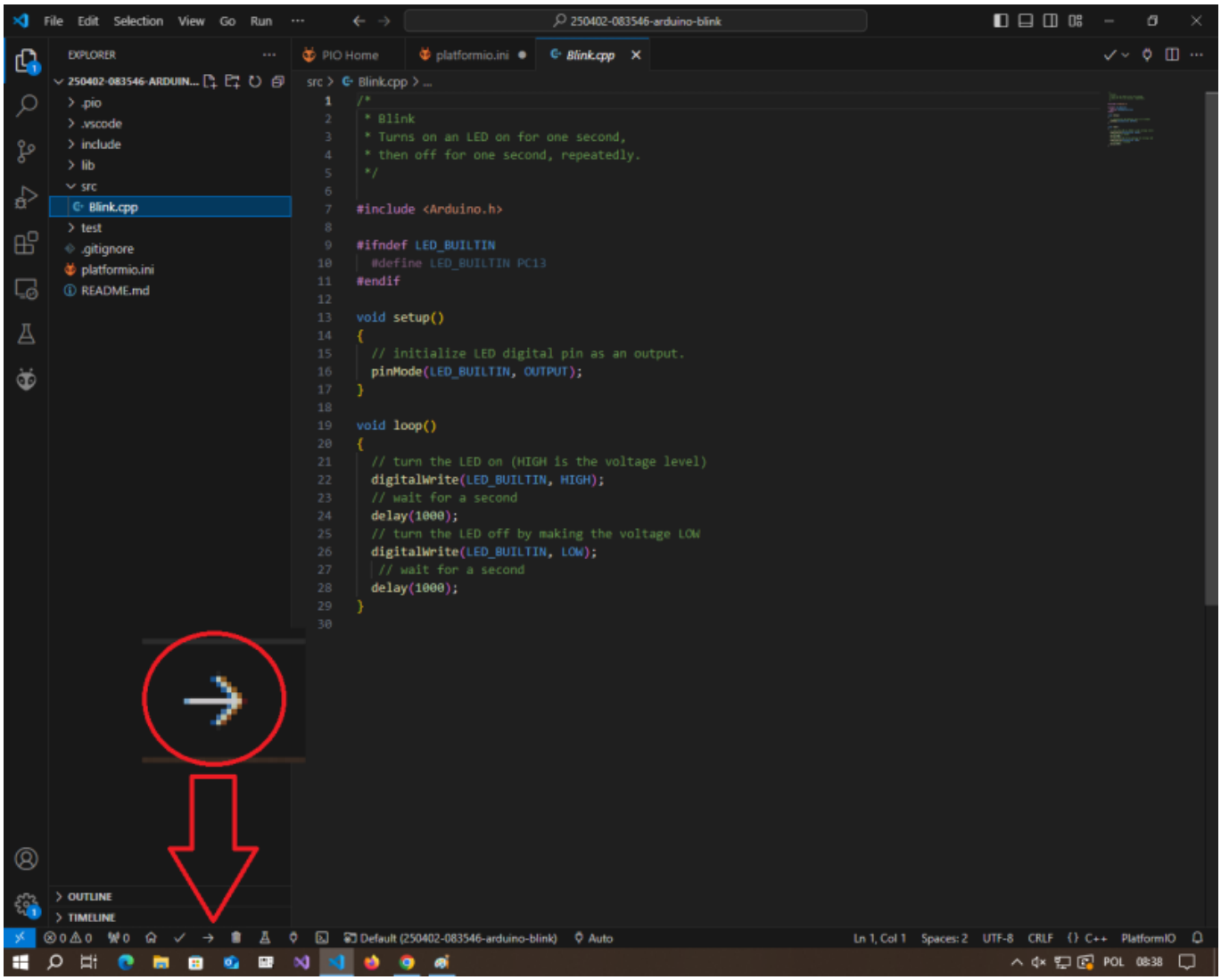

# 1.5. Adjusting the platformio.ini file




# 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:stm32-intro?rev=1743581293**

Last update: **2025/04/02 10:08**