



Category:How to build software

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A quality version of this page, approved on 17 June 2020, was based off this revision.

This category groups together articles explaining how to build software for the STM32MPU Embedded Software distribution, and the STM32 MPUs microprocessor devices and boards.





Pages in category "How to build software"

The following 6 pages are in this category, out of 6 total.

- [How to build Linux kernel user space tools](#)
- [How to compile the device tree with the Developer Package](#)
- [How to create an SDK for OpenSTLinux distribution](#)
- [How to cross-compile with the Developer Package](#)
- [How to cross-compile with the Distribution Package](#)
- [How to integrate an external software package](#)