



## How to install Yocto SDK in STM32CubeIDE



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A quality version of this page, approved on *9 November 2020*, was based off this revision.

This article explains the way STM32CubeIDE is managing Yocto SDK provided by OpenSTLinux.



## 1 Overview

Two flavors are proposed for installing Yocto SDK:

- Yocto SDK is already installed on host workstation, typically after a download of the STM32MP1 OpenSTLinux Developer Package. In that case, only a setup is needed for STM32CubeIDE to use it.
- Yocto SDK is not present on host workstation, it can be installed via STM32CubeIDE.

The choice is proposed after the **Setup OpenSTLinux** menu, selecting *Use existing*.

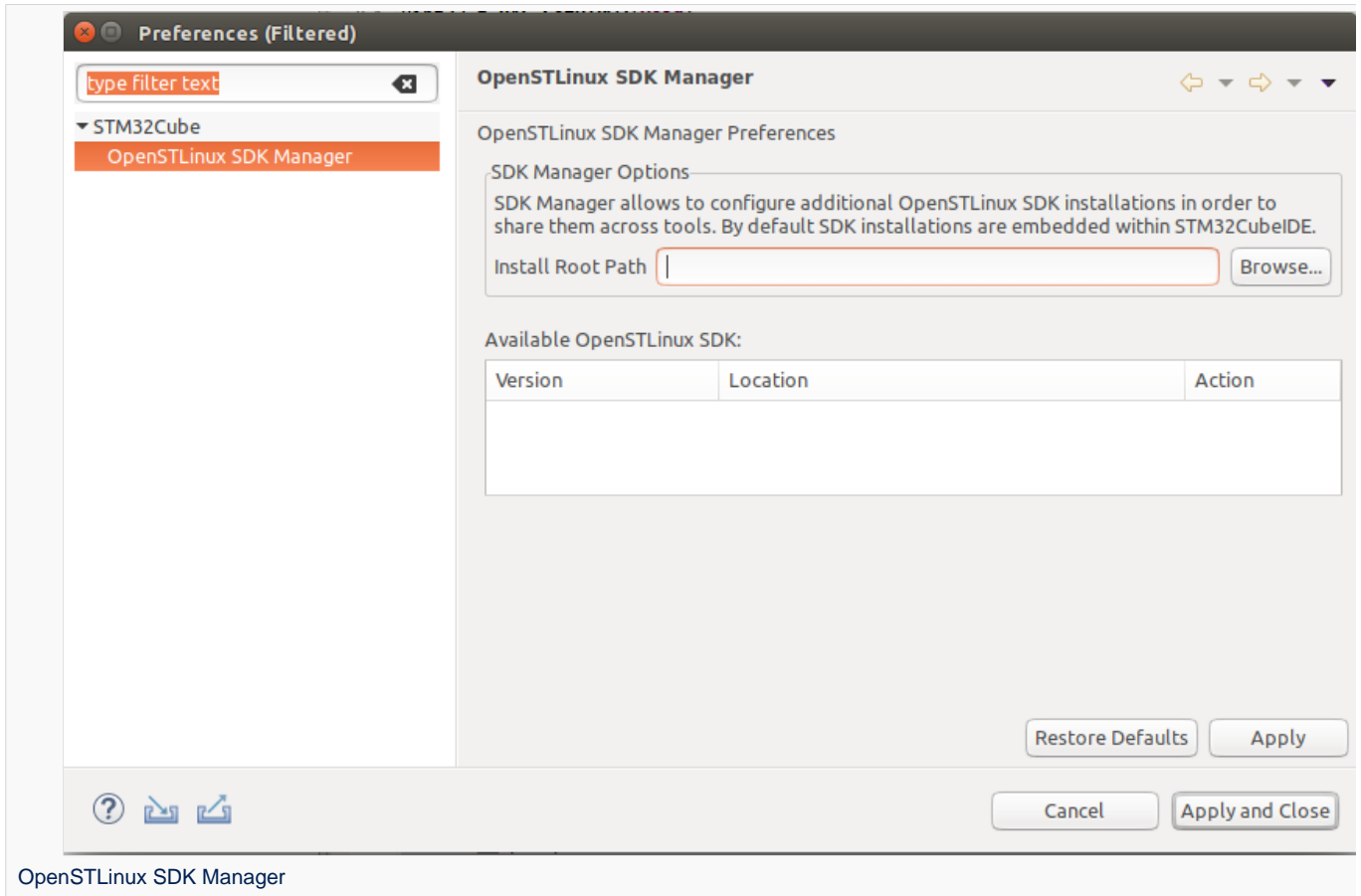


Note that setup OpenSTLinux phase includes also download and installation of **OpenSTLinux Sources** plugin.



## 2 Using already installed Yocto SDK

You have then to give the Yocto SDK *Install Root Path* in the STM32Cube Preferences.





### 3 Installing Yocto SDK via STM32CubeIDE

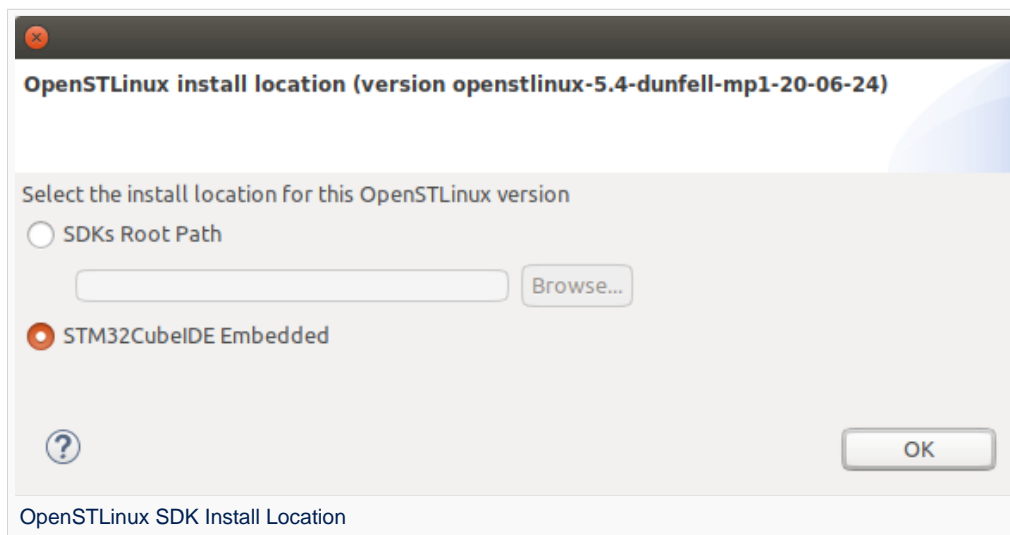
This corresponds to the *Download* choice where **OpenSTLinux SDK** plugin is installed. Note that missing of OpenSTLinux required packages will lead to unpredictable Yocto SDK usage...

#### Warning

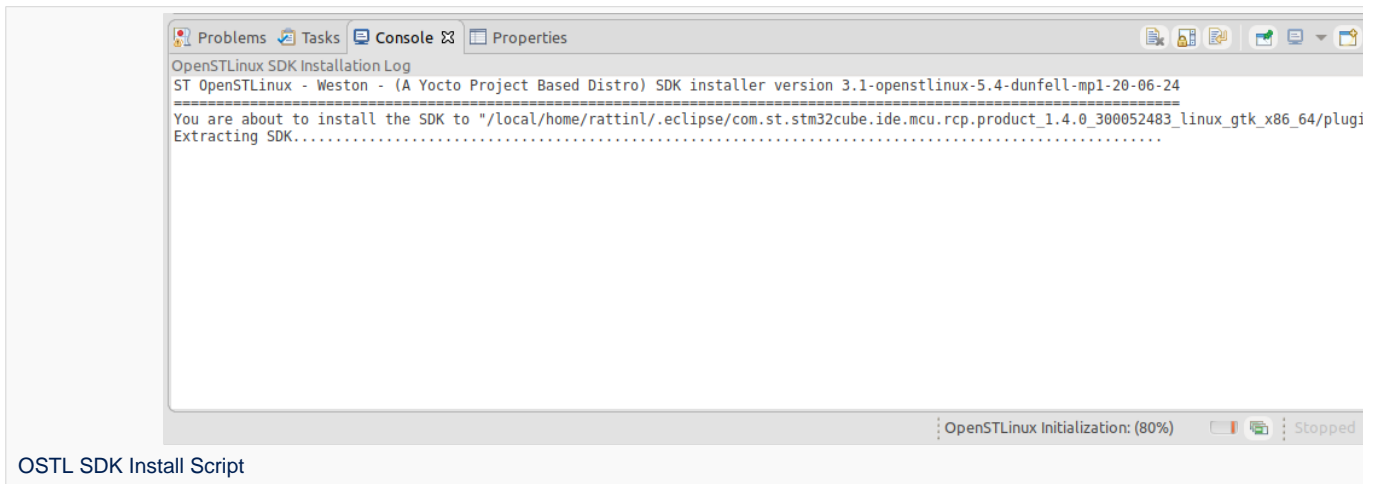
OpenSTLinux development requires specific packages on host workstation. See [PC\\_prerequisites](#).

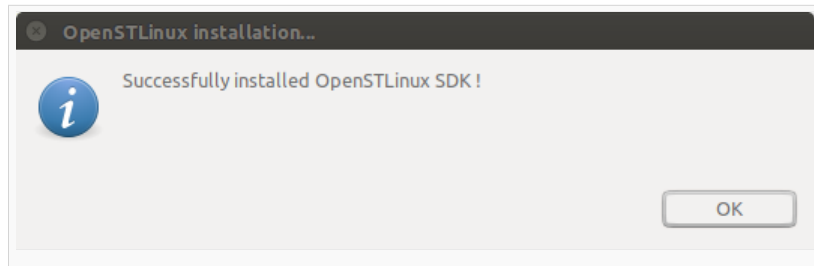
It is then possible to install Yocto SDK as:

- **external**, on host workstation disk, outside STM32CubeIDE scope; Yocto SDK removal is under final user responsibility
- **embedded** inside the STM32CubeIDE; Yocto SDK removal is managed by STM32CubeIDE via plugin **OpenSTLinux SDK**



The Yocto SDK installation script is then launched and appears in a STM32CubeIDE console.





Software development kit (A programming package that enables a programmer to develop applications for a specific platform.)