

Category:How to run use cases

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

Pages in category "How to run use cases"

The following 29 pages are in this category, out of 29 total.

H

- [How to accelerate JPEG compression and decompression](#)
- [How to activate HSI and CSI oscillators calibration](#)
- [How to boot the kernel via TFTP from U-Boot](#)
- [How to calibrate the touchscreen](#)
- [How to configure the Weston keyboard layout](#)
- [How to configure Weston screen resolution](#)
- [How to display an image using Weston](#)
- [How to display on HDMI](#)
- [How to enable Jailhouse](#)
- [How to enable the microphone of a USB camera](#)
- [How to get video details](#)
- [How to launch glmark2 benchmark](#)
- [How to launch Khronos OpenGL ES conformance tests](#)
- [How to make a camera preview](#)
- [How to make a screen capture in Weston](#)
- [How to make a video capture of Weston desktop](#)
- [How to modify the panel backlight](#)
- [How to play a video](#)
- [How to play audio](#)
- [How to record audio](#)
- [How to start the coprocessor from the bootloader](#)
- [How to stop and start Weston](#)
- [How to stream camera over network](#)
- [How to support EXT4 through MMC](#)
- [How to support UBIFS through MTD](#)
- [How to test and benchmark OpenGL ES](#)
- [How to transfer a file over network](#)
- [How to transfer a file over serial console](#)
- [How to use USB mass storage in U-Boot](#)