



# Development setup for STM32MPU Embedded Software



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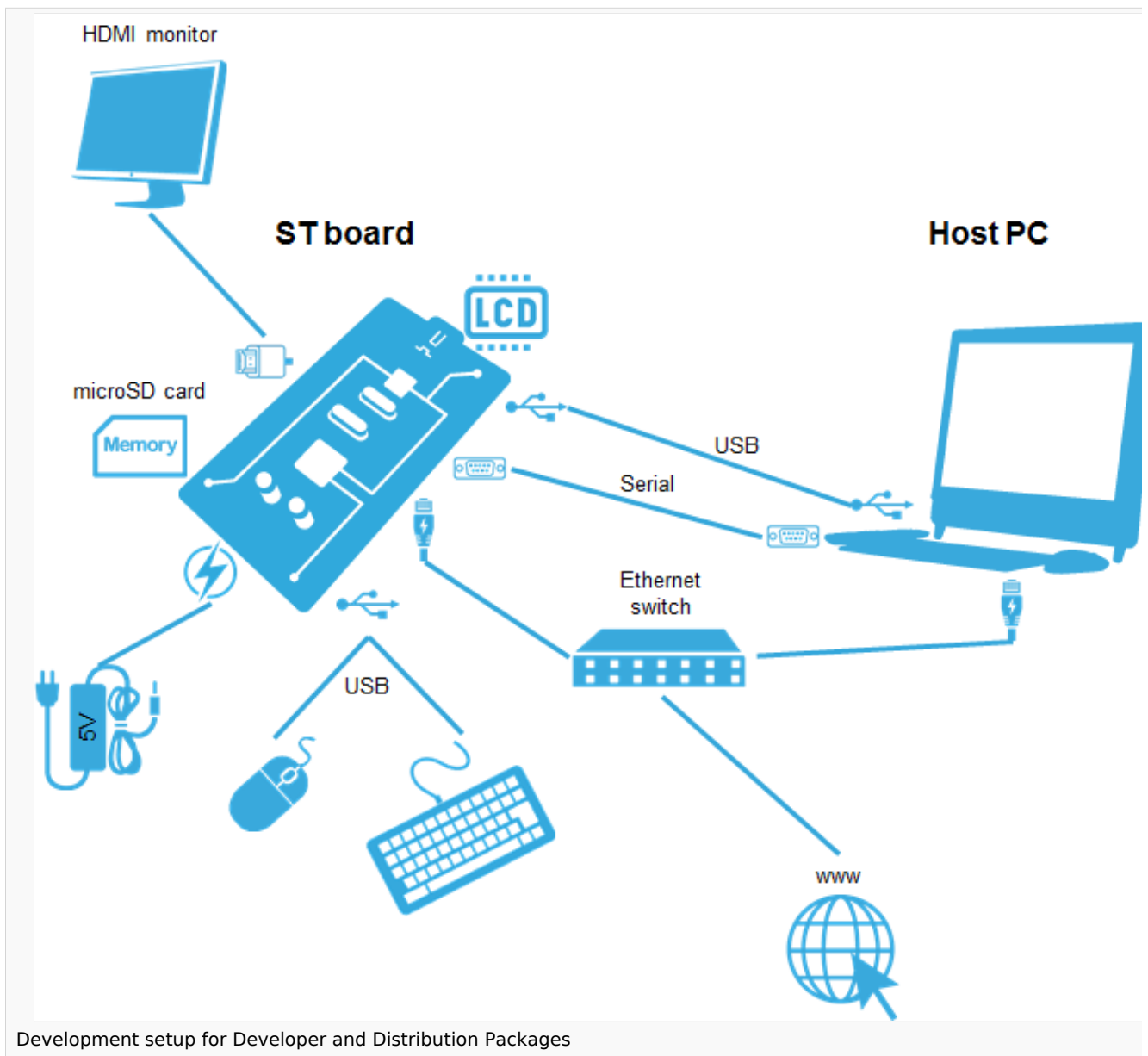
This article presents the recommended material for development on a host PC.



**To use this setup efficiently, we recommended reading the Developer Package or Distribution Package articles relative to your STM32 microprocessors Series: Category:Developer Package or Category:Distribution Package**

The recommended setup for the development PC (host) is specified in the following article: [PC prerequisites](#).

Whatever the development platform (board) and development PC (host) used, the range of possible development setups is illustrated by the picture below.



The following components are **mandatory**:

- Host PC for cross-compilation and cross-debugging, installed as specified above
- Board assembled and configured as specified in the associated Starter Package article
- Mass storage device (for example, microSD card) to load and update the software images (binaries)

The following components are **optional**, but **recommended**:

- A serial link between the host PC (through [Terminal program](#)) and the board for traces (even early boot traces), and access to the board from the remote PC (command lines)
- An Ethernet link between the host PC and the board for cross-development and cross-debugging through a local network. This is an alternative or a complement to the serial (or USB) link
- A display connected to the board, depending on the technologies available on the board: DSI LCD display, HDMI monitor (or TV) and so on
- A mouse and a keyboard connected through USB ports



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**Additional optional** components can be added by means of the connectivity capabilities of the board: cameras, displays, JTAG, sensors, actuators, and much more.

Display Serial Interface (MIPI<sup>®</sup> Alliance standard)

High-Definition Multimedia Interface (HDMI standard)

debug and test protocol, named from the Joint Test Action Group that developed it