



Development setup for STM32MPU Embedded Software



Contents

1. Development setup for STM32MPU Embedded Software	3
2. Category:Developer Package	5
3. Category:Distribution Package	5
4. PC prerequisites	6
5. How to get Terminal	6



Development setup for STM32MPU Embedded Software

Stable: 15.04.2020 - 13:24 / Revision: 15.04.2020 - 13:23

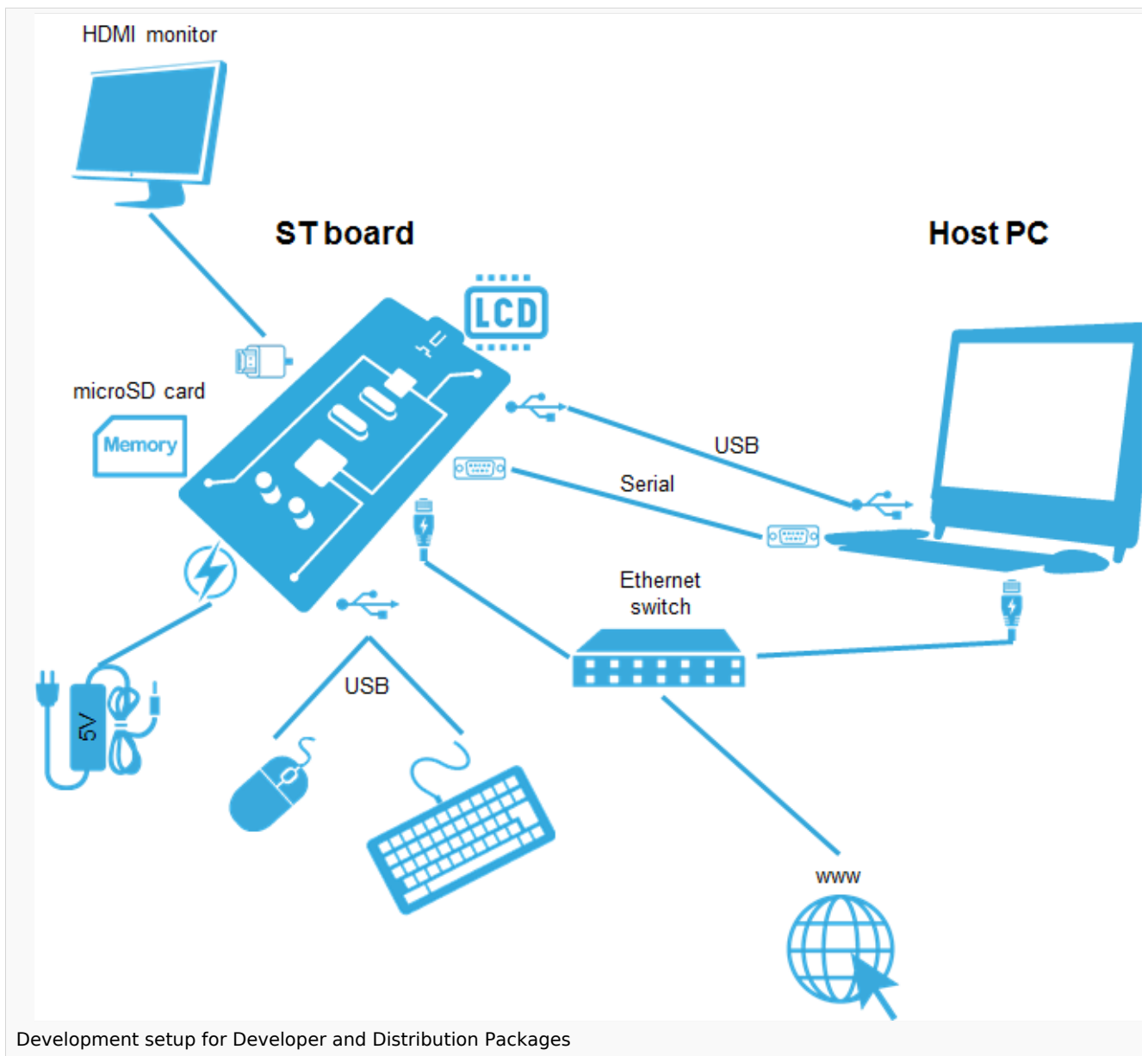
This article presents the recommended material for development on a host PC.



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



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® Alliance standard)

High-Definition Multimedia Interface (HDMI standard)

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

Category:Developer Package

Stable: 17.06.2020 - 15:26 / Revision: 16.01.2020 - 13:43

Invalid target: no reviewed revision corresponds to the given ID.

[Return to Category:Developer Package.](#)

Pages in category "Developer Package"

The following 3 pages are in this category, out of 3 total.

H

- [How to cross-compile with the Developer Package](#)

S

- [STM32MP1 Developer Package](#)
- [STM32MP1 Developer Package for Android](#)

Category:Distribution Package

Stable: 17.06.2020 - 15:26 / Revision: 16.01.2020 - 13:44

Invalid target: no reviewed revision corresponds to the given ID.

[Return to Category:Distribution Package.](#)

Pages in category "Distribution Package"

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



H

- [How to add a customer application](#)
- [How to create your own machine](#)
- [How to cross-compile with the Distribution Package](#)
- [How to customize the Linux kernel](#)

S

- [STM32MP1 Distribution Package](#)
- [STM32MP1 Distribution Package for Android](#)

PC prerequisites

Stable: 29.06.2020 - 09:25 / Revision: 23.06.2020 - 09:27

Invalid target: no reviewed revision corresponds to the given ID.

[Return to PC prerequisites.](#)

How to get Terminal

Stable: 26.09.2019 - 12:46 / Revision: 26.09.2019 - 12:44

Invalid target: no reviewed revision corresponds to the given ID.

[Return to How to get Terminal.](#)