File:OSTL-Sdk-Install.png

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Stable: 10.11.2020 - 09:13 / Revision: 02.09.2020 - 12:24

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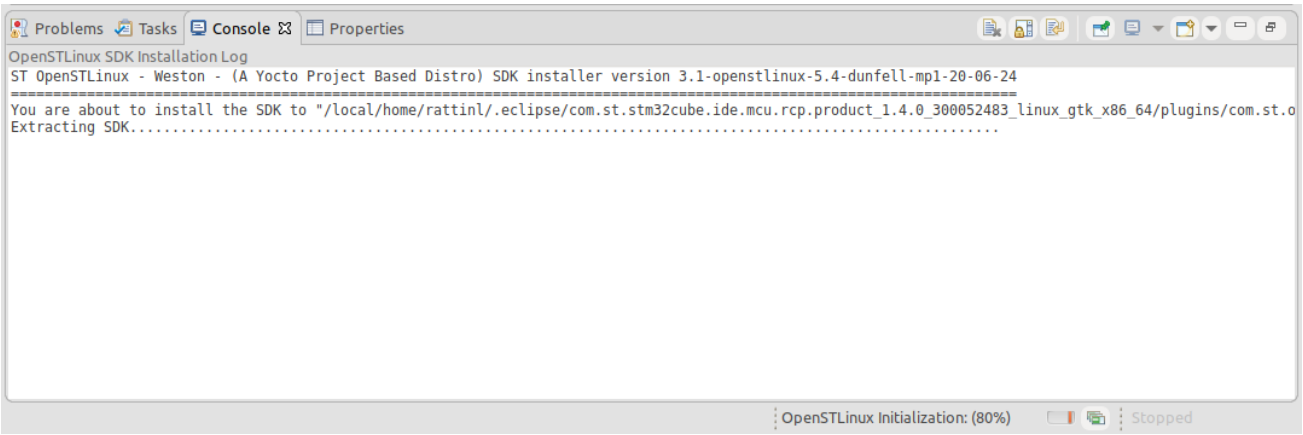

Size of this preview: 799 × 264 pixels. Other resolutions: 320 × 106 pixels | 1,077 × 356 pixels.
Original file (1,077 × 356 pixels, file size: 31 KB, MIME type: image/png)
A quality version of this page, approved on *10 November 2020*, was based off this revision.

OSTL-Sdk-Install

Source not applicable (screen capture)

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File history

Click on a date/time to view the file as it appeared at that time.

	Date/Time	Thumbnail	Dimensions	User	Comment
current	15:20, 25 August 2020		1,077 × 356 (31 KB)	Ljubovic Rattin (talk | contribs)	

- You cannot overwrite this file.

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File usage

The following page links to this file:

- How to install the Yocto Project SDK in STM32CubeIDE

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Metadata

This file contains additional information, probably added from the digital camera or scanner used to create or digitize it. If the file has been modified from its original state, some details may not fully reflect the modified file.

Software used • gnome-screenshot

Stable: 23.11.2021 - 10:23 / Revision: 23.11.2021 - 10:16

A quality version of this page, approved on *23 November 2021*, was based off this revision.

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

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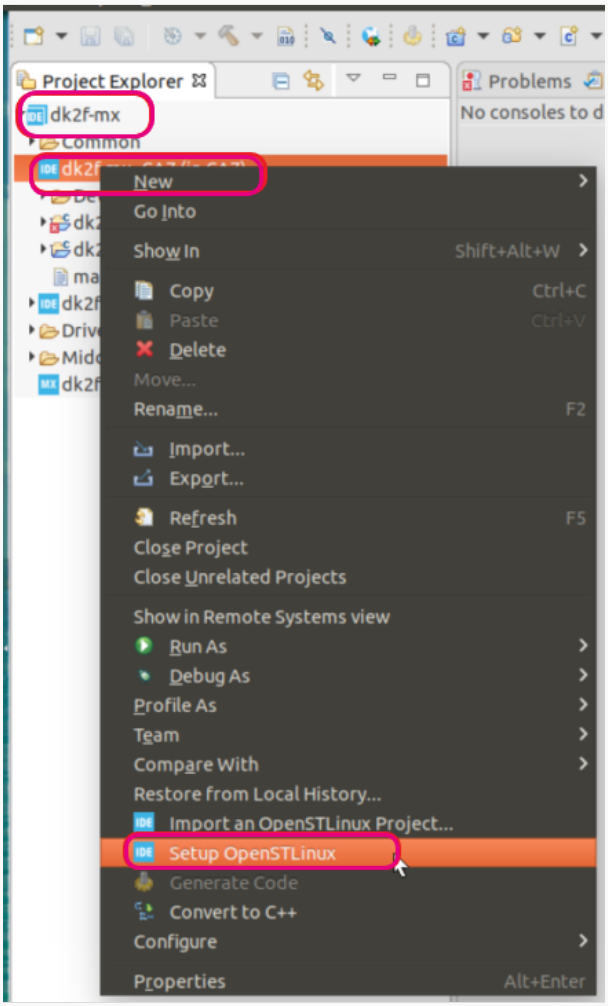
1 Overview

From STM32CubeIDE release 1.4.0 on **Linux® host ONLY**, STM32CubeIDE supports OpenSTLinux projects and its associated Yocto Project®SDK. Inside STM32CubeIDE, this support means two new Eclipse® plugins (SDK & Sources) to be installed, directly from the embedded CA7 project menu context:

- *Setup OpenSTLinux*
- *Import an OpenSTLinux Project...*



OpenSTLinux Contextual Menu

Two flavors are proposed for installing the Yocto Project®SDK:

- Yocto SDK is already installed on the 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 the host workstation. It can be installed via STM32CubeIDE.

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

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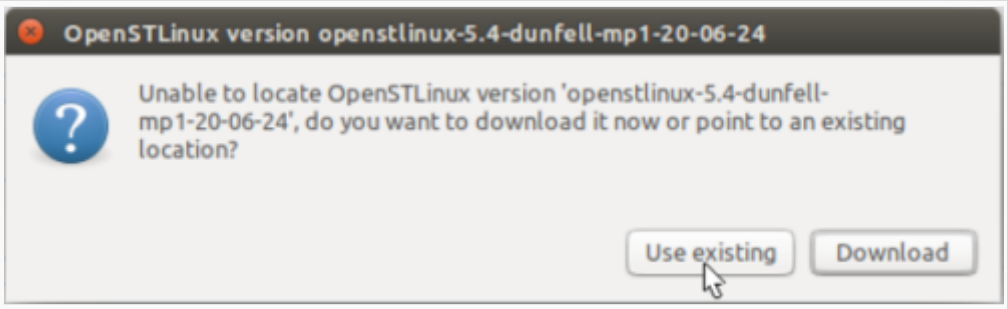

OpenSTLinux SDK Installation Menu

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

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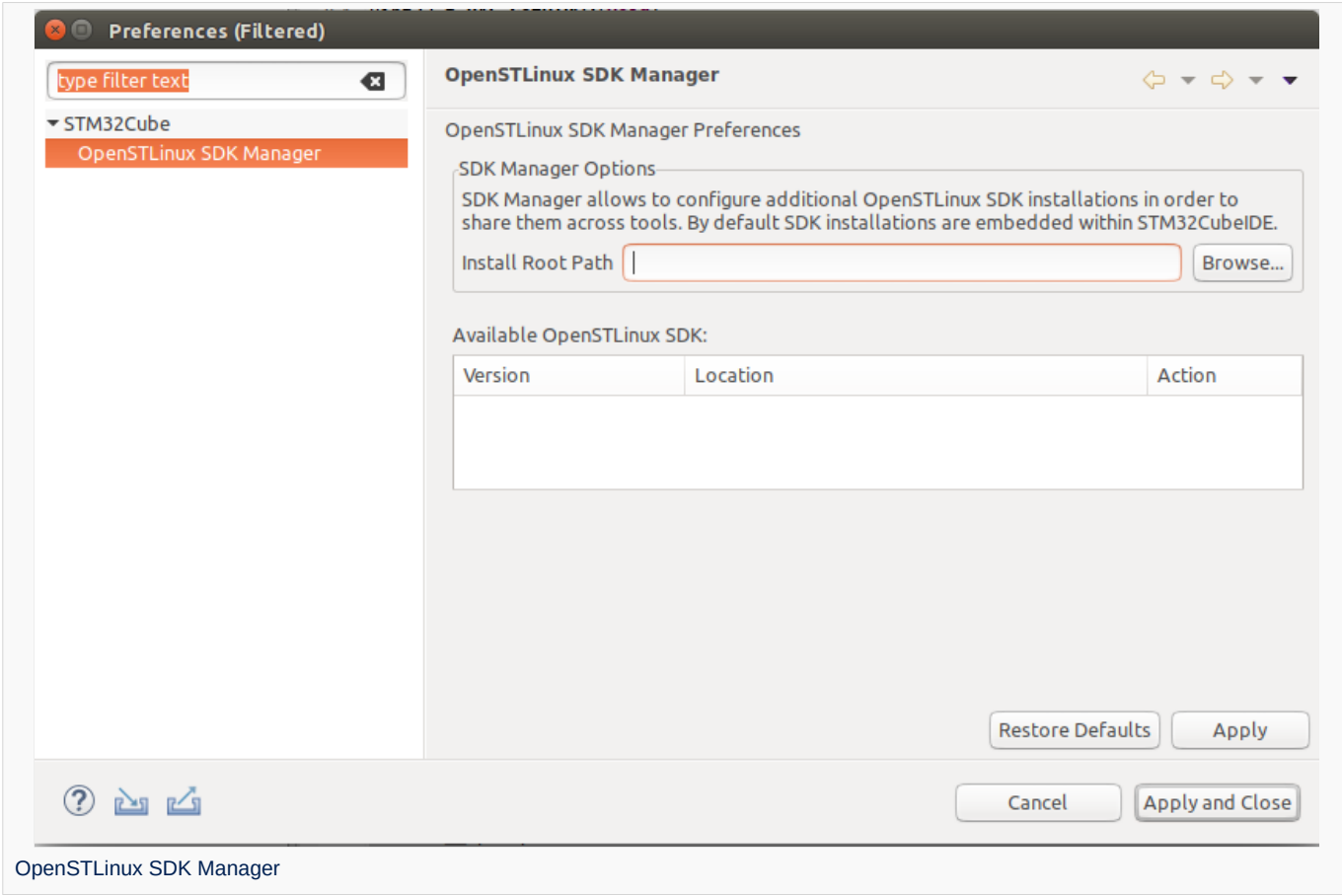
2 Using already installed Yocto Project®SDK

You must provide the Yocto Project®SDK *Install Root Path* in the STM32Cube Preferences. Typically if using the default Developper pakage directory tree under : <working root directory >/Developer-Package/SDK.



OpenSTLinux SDK Manager

3 Installing Yocto Project®SDK via STM32CubeIDE

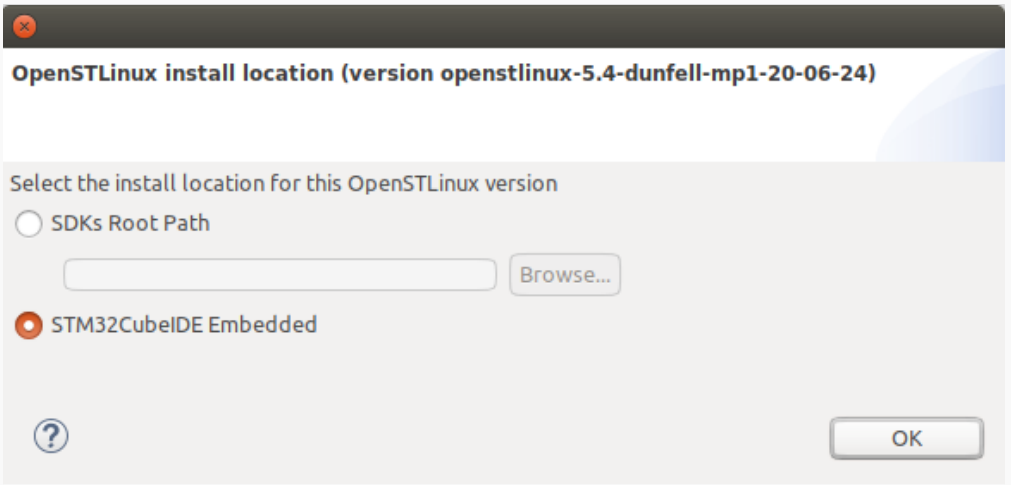
This corresponds to the *Download* choice where **OpenSTLinux SDK** plugin is installed. Note that missing OpenSTLinux required packages leads to unpredictable Yocto Project®SDK usage.

Warning

OpenSTLinux development requires specific packages on the host workstation. See PC_prerequisites.

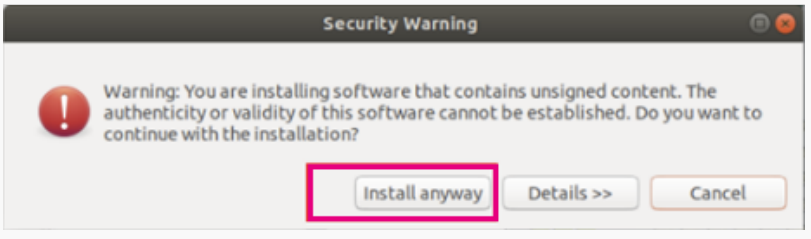
It is then possible to install the Yocto Project®SDK as:

- ***external***, on the 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**



OpenSTLinux SDK Install Location

After accepting unsigned content installation warning, the Yocto Project®SDK installation script is launched and appears in an STM32CubeIDE console.



Installation Security Warning

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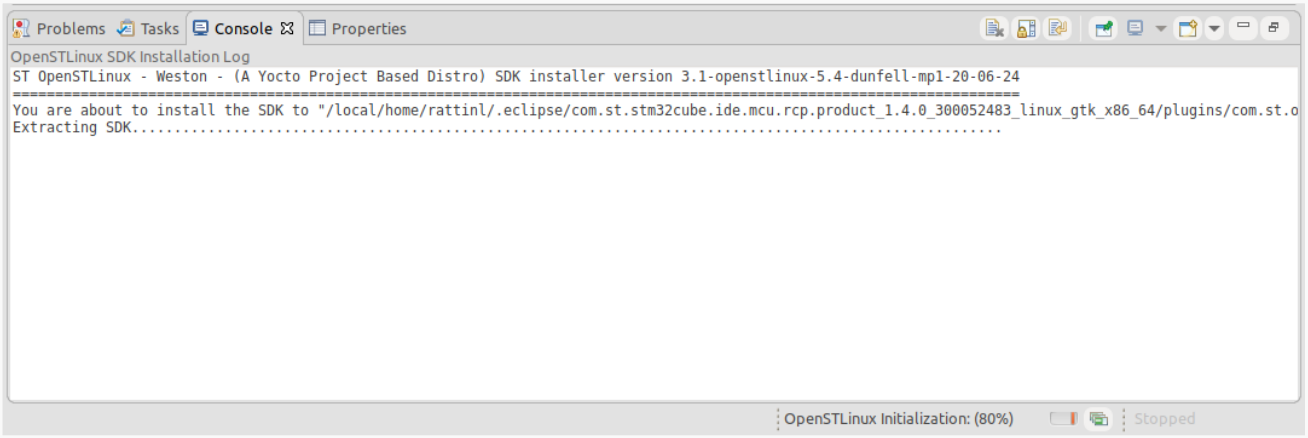
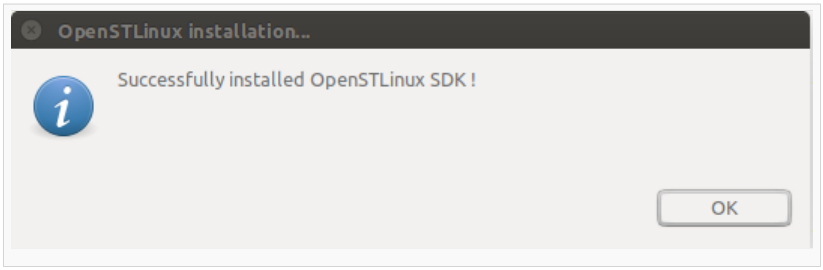


OSTL SDK Install Script



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