



# STM32MP1 Developer Package - SDK



# STM32MP1 Developer Package - SDK

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This article aims to give the following information:

- How to download and install the **latest** SDK for the STM32 microprocessor Series
- Where to find the associated release note
- Where to find the previous releases (archives)



To use efficiently this SDK, please go through the Developer Package article relative to your STM32 microprocessor Series: Category:Developer Package

## Contents

1 STM32MP15-Ecosystem-v1.2.0 release .....	2
2 Archives .....	4
<b>2.1 STM32MP15-Ecosystem-v1.1.0 release .....</b>	<b>4</b>
<b>2.2 STM32MP15-Ecosystem-v1.0.0 release .....</b>	<b>6</b>

## 1 STM32MP15-Ecosystem-v1.2.0 release

- The STM32MP1 SDK is delivered through a tarball file named : **en.SDK-x86\_64-stm32mp1-openstlinux-20-02-19.tar.xz**
- Download and install the STM32MP1 SDK.


The software package is provided AS IS, and by downloading it, you agree to be bound to the terms of the software license agreement (SLA). The detailed content licenses can be found here.



To download a package, it is recommended to be logged in to your "myst" account [1]. If, trying to download, you encounter a "403 error", you could try to empty your browser cache to workaround the problem. We are working on the resolution of this problem. We apologize for this inconvenience

STM32MP1 Developer Package SDK - STM32MP15-Ecosystem-v1.2.0 release	
Do wnl oad	You need to be logged on <i>my.st.com</i> before accessing the following link: <code>en.SDK-x86_64-stm32mp1-openstlinux-20-02-19.tar.xz</code>
	<ul style="list-style-type: none"> <li>• Uncompress the tarball file to get the SDK installation script</li> </ul> <div style="border: 1px dashed gray; padding: 5px; margin: 10px 0;"> <pre>\$ tar xvf en.SDK-x86_64-stm32mp1-openstlinux-20-02-19.tar.xz</pre> </div> <ul style="list-style-type: none"> <li>• If needed, change the permissions on the SDK installation script so that it is executable</li> </ul>




STM32MP1 Developer Package SDK - STM32MP15-Ecosystem-v1.2.0 release	
Installation	<pre>\$ chmod +x stm32mp1-openstlinux-20-02-19/sdk/st-image-weston-openstlinux-weston-stm32mp1-x86_64-toolchain-2.6-openstlinux-20-02-19.sh</pre> <ul style="list-style-type: none"> <li>Run the SDK installation script <ul style="list-style-type: none"> <li>Use the <code>-d &lt;SDK installation directory absolute path&gt;</code> option to specify the absolute path to the directory in which you want to install the SDK (<code>&lt;SDK installation directory&gt;</code>)</li> <li>If you follow the proposition to organize the working directory, it means:</li> </ul> </li> </ul> <pre>\$ ./stm32mp1-openstlinux-20-02-19/sdk/st-image-weston-openstlinux-weston-stm32mp1-x86_64-toolchain-2.6-openstlinux-20-02-19.sh -d &lt;working directory absolute path&gt;/Developer-Package/SDK</pre> <ul style="list-style-type: none"> <li>A successful installation outputs the following log:</li> </ul> <pre>ST OpenSTLinux - Weston - (A Yocto Project Based Distro) SDK installer version 2.6-openstlinux-20-02-19 ===== ===== You are about to install the SDK to "&lt;working directory absolute path&gt;/Developer-Package/SDK". Proceed[Y/n]? Y Extracting SDK.....done .....done Setting it up...done SDK has been successfully set up and is ready to be used. Each time you wish to use the SDK in a new shell session, you need to source the environment setup script e.g. \$ ./&lt;working directory absolute path&gt;/Developer-Package/SDK/envir onment-setup-cortexa7t2hf-neon-vfpv4-ostl-linux-gnueabi</pre>
Release note	<p>Details about the content of the SDK are available in the <b>associated</b> <a href="#">STM32MP15 ecosystem release note</a>.</p> <p> If you are interested in older releases, please have a look into the section <a href="#">Archives</a>.</p>

- The SDK is in the `<SDK installation directory>`:

```
<SDK installation directory>
for OpenSTLinux distribution: details in Standard SDK directory structure article
├── environment-setup-cortexa7t2hf-neon-vfpv4-ostl-linux-gnueabi  SDK
├── site-config-cortexa7t2hf-neon-vfpv4-ostl-linux-gnueabi      Environment setup
├── sysroots
├── cortexa7t2hf-neon-vfpv4-ostl-linux-gnueabi                  Target sysroot
(libraries, headers, and symbols)
```





STM32MP1 Developer Package SDK - STM32MP15-Ecosystem-v1.1.0 release	
tall ati on	<pre>\$ ./stm32mp1-openstlinux-4.19-thud-mp1-19-10-09/sdk/st-image-weston- openstlinux-weston-stm32mp1-x86_64-toolchain-2.6-openstlinux-4.19- thud-mp1-19-10-09.sh -d &lt;working directory absolute path&gt;/Developer- Package/SDK</pre> <ul style="list-style-type: none"> <li>A successful installation outputs the following log:</li> </ul> <pre>ST OpenSTLinux - Weston - (A Yocto Project Based Distro) SDK installer version 2.6-openstlinux-4.19-thud-mp1-19-10-09 ===== ===== You are about to install the SDK to "&lt;working directory absolute path&gt;/Developer-Package/SDK". Proceed[Y/n]? Y Extracting SDK.....done .....done Setting it up...done SDK has been successfully set up and is ready to be used. Each time you wish to use the SDK in a new shell session, you need to source the environment setup script e.g. \$ ./&lt;working directory absolute path&gt;/Developer-Package/SDK/enviro nment-setup-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi</pre>
Re lea se not e	<p>Details about the content of the SDK are available in the <b>associated</b> <a href="#">STM32MP15 ecosystem release note</a>.</p> <p> If you are interested in older releases, please have a look into the section <a href="#">Archives</a>.</p>

- The SDK is in the *<SDK installation directory>*:

```
<SDK installation directory>
for OpenSTLinux distribution: details in Standard SDK directory structure article
├── environment-setup-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi  SDK
├── site-config-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi  Environ
├── sysroots
│   ├── cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi  Target
│   └── sysroot (libraries, headers, and symbols)
│       ├── [...]
│       └── x86_64-openstlinux_weston_sdk-linux  Native
├── sysroot (libraries, headers, and symbols)
│   ├── [...]
│   └── version-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi
```



## 2.2 STM32MP15-Ecosystem-v1.0.0 release

- The STM32MP1 SDK is delivered through a tarball file named : `en.SDK-x86_64-stm32mp1-openstlinux-4.19-thud-mp1-19-02-20.tar.xz`
- Download and install the STM32MP1 SDK.

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STM32MP1 Developer Package SDK - STM32MP15-Ecosystem-v1.0.0 release	
Do wn loa d	<p>You need to be logged on <a href="#">my.st.com</a> before accessing the following link: <code>en.SDK-x86_64-stm32mp1-openstlinux-4.19-thud-mp1-19-02-20.tar.xz</code></p>
Ins tall ati on	<ul style="list-style-type: none"> <li>• Uncompress the tarball file to get the SDK installation script</li> </ul> <pre style="border: 1px dashed black; padding: 5px;">\$ tar xvf en.SDK-x86_64-stm32mp1-openstlinux-4.19-thud-mp1-19-02-20.tar.xz</pre> <ul style="list-style-type: none"> <li>• If needed, change the permissions on the SDK installation script so that it is executable</li> </ul> <pre style="border: 1px dashed black; padding: 5px;">\$ chmod +x stm32mp1-openstlinux-4.19-thud-mp1-19-02-20/sdk/st-image-weston-openstlinux-weston-stm32mp1-x86_64-toolchain-2.6-openstlinux-4.19-thud-mp1-19-02-20.sh</pre> <ul style="list-style-type: none"> <li>• Run the SDK installation script             <ul style="list-style-type: none"> <li>• Use the <code>-d &lt;SDK installation directory absolute path&gt;</code> option to specify the absolute path to the directory in which you want to install the SDK (<code>&lt;SDK installation directory&gt;</code>)</li> <li>• If you follow the <a href="#">proposition to organize the working directory</a>, it means:</li> </ul> </li> </ul> <pre style="border: 1px dashed black; padding: 5px;">\$ ./stm32mp1-openstlinux-4.19-thud-mp1-19-02-20/sdk/st-image-weston-openstlinux-weston-stm32mp1-x86_64-toolchain-2.6-openstlinux-4.19-thud-mp1-19-02-20.sh -d &lt;working directory absolute path&gt;/Developer-Package/SDK</pre> <ul style="list-style-type: none"> <li>• A successful installation outputs the following log:</li> </ul> <pre style="border: 1px dashed black; padding: 5px;">ST OpenSTLinux - Weston - (A Yocto Project Based Distro) SDK installer version 2.4-openstlinux-4.19-thud-mp1-19-02-20 ===== ===== You are about to install the SDK to "&lt;working directory absolute path&gt;/Developer-Package/SDK". Proceed[Y/n]? Y Extracting SDK.....</pre>



STM32MP1 Developer Package SDK - STM32MP15-Ecosystem-v1.0.0 release	
	<pre> .....done Setting it up...done SDK has been successfully set up and is ready to be used. Each time you wish to use the SDK in a new shell session, you need to source the environment setup script e.g. \$ . /&lt;working directory absolute path&gt;/Developer-Package/SDK/enviro nment-setup-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi </pre>
Release note	<p>Details about the content of the SDK are available in the <b>associated</b> <a href="#">STM32MP15 ecosystem release note</a>.</p>

- The SDK is in the *<SDK installation directory>*:

```

<SDK installation directory>                                SDK
for OpenSTLinux distribution: details in Standard SDK directory structure article
├─ environment-setup-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi  Environ
ment setup script for Developer Package
├─ site-config-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi
├─ sysroots
│   └─ cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi                Target
sysroot (libraries, headers, and symbols)
│   └─ [...]
│       └─ x86_64-openstlinux_weston_sdk-linux                                Native
sysroot (libraries, headers, and symbols)
│   └─ [...]
└─ version-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi

```

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