



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](#)


1 STM32MP15-Ecosystem-v1.1.0 release

- The STM32MP1 SDK is delivered through a tarball file named : `en.SDK-x86_64-stm32mp1-openstlinux-4.19-thud-mp1-19-10-09.tar.xz`
- Download and install the STM32MP1 SDK.

By downloading this software package, you agree to be bound to the terms of the [software license agreement \(SLA\)](#). The detailed content licenses can be found [here](#)

STM32MP1 Developer Package SDK - STM32MP15-Ecosystem-v1.1.0 release	
Download	<p>You need to be logged on my.st.com before accessing the following link: en.SDK-x86_64-stm32mp1-openstlinux-4.19-thud-mp1-19-10-09.tar.xz</p>
	<ul style="list-style-type: none"> • Uncompress the tarball file to get the SDK installation script <pre style="border: 1px dashed black; padding: 5px;">\$ tar xvf en.SDK-x86_64-stm32mp1-ope</pre> <ul style="list-style-type: none"> • If needed, change the permissions on the SDK installation script so that it is executable



STM32MP1 Developer Package SDK - STM32MP15-Ecosystem-v1.1.0 release	
Installation	<pre style="border: 1px dashed black; padding: 5px;">\$ chmod +x 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</pre> <ul style="list-style-type: none"> • Run the SDK installation script <ul style="list-style-type: none"> • Use the <i>-d <SDK installation directory absolute path></i> option to specify the absolute path to the directory in which you want to install the SDK (<i><SDK installation directory></i>) • If you follow the proposition to organize the working directory, it means: <pre style="border: 1px dashed black; padding: 5px;">\$./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 <working directory absolute path>/Developer-Package/SDK</pre> <ul style="list-style-type: none"> • A successful installation outputs the following log: <pre style="border: 1px dashed black; padding: 5px;">ST OpenSTLinux - Weston - (A Yocto P ===== You are about to install the SDK to: Extracting SDK..... Setting it up...done SDK has been successfully set up and Each time you wish to use the SDK in \$. /<working directory absolute pa</pre>
Release note	<p>Details about the content of the SDK are available in the associated STM32MP15 ecosystem release note.</p> <p> If you are interested in older releases, please have a look into the section Archives.</p>

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



```

<SDK installation directory>
âââ environment-setup-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi
âââ site-config-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi
âââ sysroots
â   âââ cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi
â   â   âââ [...]
â   âââ x86_64-openstlinux_weston_sdk-linux
â   âââ [...]
âââ version-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi

```

SDK for Op
Environmen

Target sys

Native sys

2 Archives

2.1 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	
Download	<p>You need to be logged on my.st.com before accessing the following link: en.SDK-x86_64-stm32mp1-openstlinux-4.19-thud-mp1-19-02-20.tar.xz</p> <ul style="list-style-type: none"> • Uncompress the tarball file to get the SDK installation script <div style="border: 1px dashed gray; padding: 5px; margin: 10px 0;"> <pre>\$ tar xvf en.SDK-x86_64-stm32mp1-ope</pre> </div> <ul style="list-style-type: none"> • If needed, change the permissions on the SDK installation script so that it is executable



STM32MP1 Developer Package SDK - STM32MP15-Ecosystem-v1.0.0 release	
Installation	<pre>\$ 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"> Run the SDK installation script <ul style="list-style-type: none"> Use the <code>-d <SDK installation directory absolute path></code> option to specify the absolute path to the directory in which you want to install the SDK (<code><SDK installation directory></code>) If you follow the proposition to organize the working directory, it means: <pre>\$./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 <working directory absolute path>/Developer-Package/SDK</pre> A successful installation outputs the following log: <pre>ST OpenSTLinux - Weston - (A Yocto P ===== You are about to install the SDK to Extracting SDK..... Setting it up...done SDK has been successfully set up and Each time you wish to use the SDK in \$. /<working directory absolute pa</pre>
Release note	Details about the content of the SDK are available in the associated STM32MP15 ecosystem release note .

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

```
<SDK installation directory>
âââ environment-setup-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi
âââ site-config-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi
âââ sysroots
```

SDK for Op Environment



STM32MP1 Developer Package - SDK

```
â  âââ cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi      Target sys
â  â  âââ [...]
â  âââ x86_64-openstlinux_weston_sdk-linux                          Native sys
â  âââ [...]
âââ version-cortexa7t2hf-neon-vfpv4-openstlinux_weston-linux-gnueabi
```