

# Using STM32 discovery kits with open source tools

STLINK development team

## Contents

1	Overview	3
2	Installing a GNU toolchain	4
3	Installing STLINK	5
4	Building and running a program	6
5	References	7

# 1 Overview

This guide details the use of STMicroelectronics STM32 discovery kits in an opensource environment.

## 2 Installing a GNU toolchain

Any toolchain supporting the cortex m3 should do. You can find the necessary to install such a toolchain here:

---

<https://github.com/esden/summon-arm-toolchain>

---

Details for the installation are provided in the topmost README file. This documentation assumes the toolchains is installed in a \$TOOLCHAIN\_PATH.

### 3 Installing STLINK

STLINK is an opensource software to program and debug the discovery kits. Those kits have an onboard chip that translates USB commands sent by the host PC into JTAG commands. This chip is called STLINK, which is confusing since the software has the same name. It comes into 2 versions (STLINK v1 and v2). From a software point of view, those version differ only in the transport layer used to communicate (v1 uses SCSI passthru commands, while v2 uses raw USB).

The STLINK software source code is retrieved using:

---

```
git clone https://github.com/texane/stlink stlink.git
```

---

The GDB server is called st-util and is built using:

---

```
$> cd stlink.git; make ;
```

---

## 4 Building and running a program

A simple LED blinking example is provided in the example directory. It is built using:

---

```
cd stlink.git/example ;  
PATH=$TOOLCHAIN_PATH/bin:$PATH make ;
```

---

A GDB server must start to interact with the STM32. Depending on the discovery kit you are using, you must run one of the 2 commands:

---

```
# STM32VL discovery kit  
$> sudo ./st-util /dev/sg2  
  
# STM32L discovery kit  
$> sudo ./st-util
```

---

Then, GDB can be used to interact with the kit:

---

```
$> $TOOLCHAIN_PATH/bin/arm-none-eabi-gdb
```

---

From GDB, connect to the server using:

---

```
$> target extended localhost:4242
```

---

To load the program, use:

---

```
$> load blink.elf
```

---

Then, you can run the program using:

---

```
$> run
```

---

## 5 References

- <http://www.st.com/internet/mcu/product/248823.jsp>  
documentation related to the STM32L mcu
- <http://www.st.com/internet/evalboard/product/250990.jsp>  
documentation related to the STM32L discovery kit