

# APPENDIX

## PROJECT CREATION CHECKLIST

### Native C Project

For programs that run on the PC, start the STM32 Workbench, select a

workspace if needed, and then complete the following steps:

- . In the main window, select File ► New ► C/C++ Project.
  - . In the C/C++ Project window, select C Managed Build and click Next.
  - . In the C Project window:
    - . Fill in the name (no spaces or funny characters).
    - . In the Project Type column, select Executable ► Empty Project.
    - . In the Toolchains column, select the one for your native system.
- For

example, if you are on Windows with Visual C++, you would choose

Visual C++. If you're on Linux, you would select the Linux C compiler,

GNU gcc.

- . Click Next.

- . In the Configurations window:
  - . Uncheck Release.
  - . Debug should remain checked.
  - . Click Finish.
  - . In the main window:
  - . In the Project Explorer (left column), select the project.
- Select File ► New ► Source File.
- . In the Source File window:
  - . In the Source File field, enter the name of your program file (ends with .c).
  - . Click Finish.
  - . Back in the main window (with the file shown in the editing pane):
  - . Enter the program.
  - . Select File ► Save All.
  - . Select Project ► Build Project.
  - . Select Run ► Run Configuration.
  - . In the Create, Manage, and Run Configurations window:
  - . In the left column, select C/C++ Application.
  - . Click New.
  - . Under C/C++ Application, click Browse.

- . In the File dialog:
- . Go to your workspace and open the project folder.
- . In the project folder, open the Debug directory.
- . Select the executable for your program.
- . Click OK.
- . Back in the Create, Manage, and Run Configurations window:
- . Click Apply.
- . Click Close.

You can now run and debug your program.