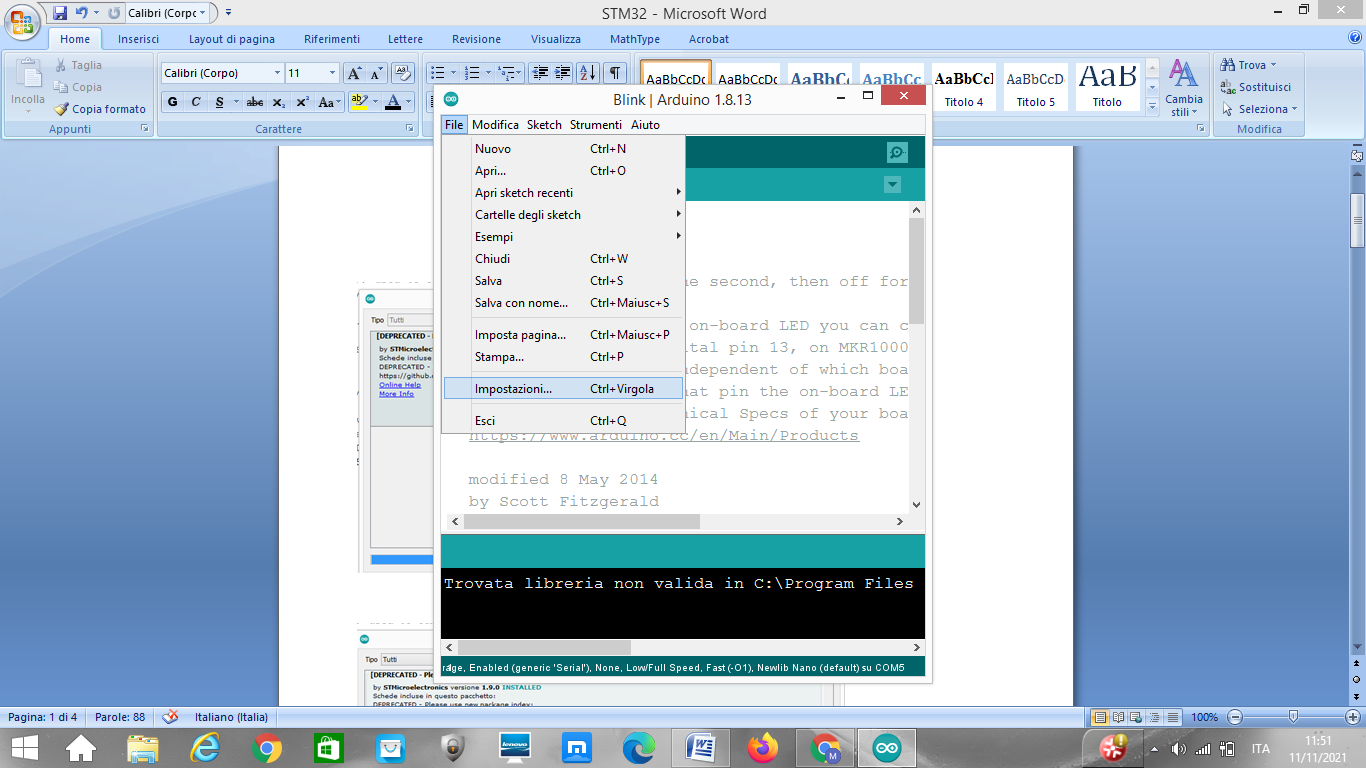
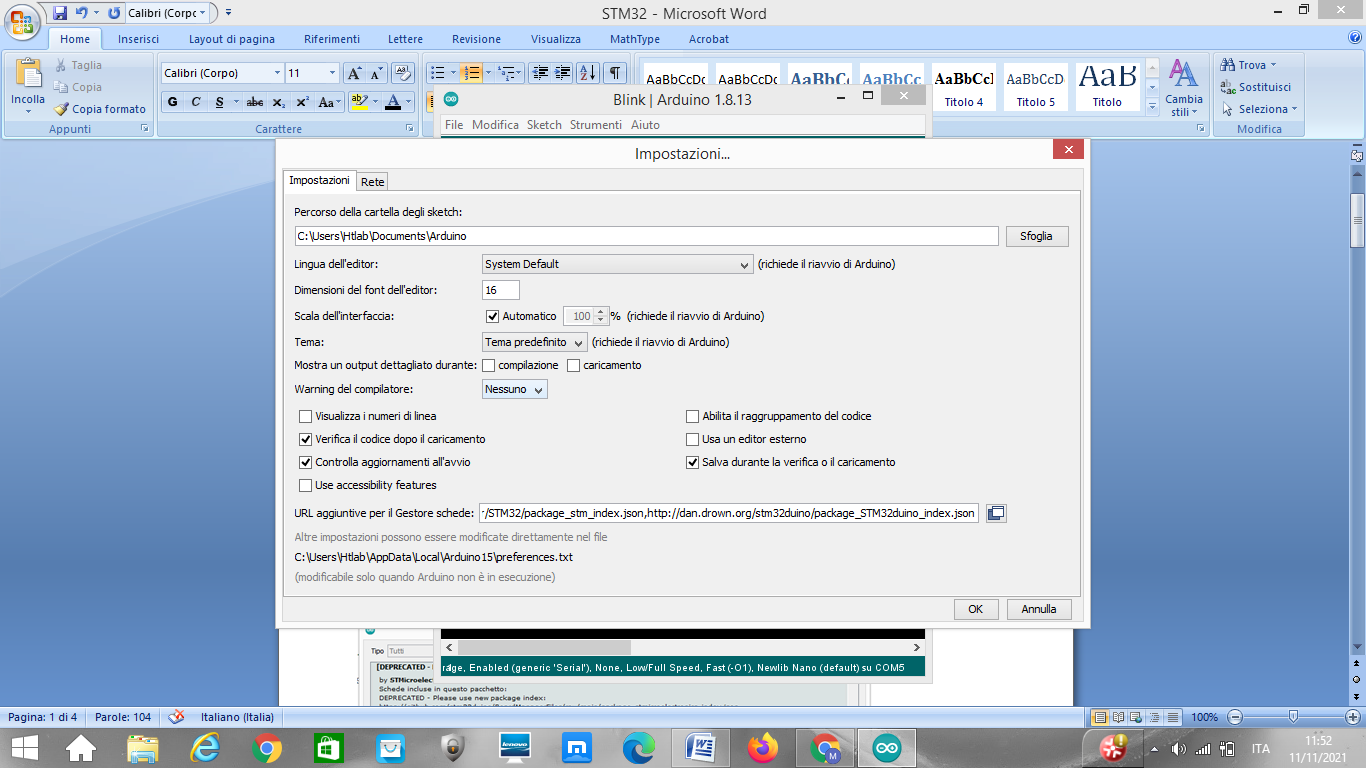
STM32

Programmare con l’ide di Arduino

Per programmare la scheda STM32 con l’ide di Arduino, bisogna eseguire i seguenti settaggi:

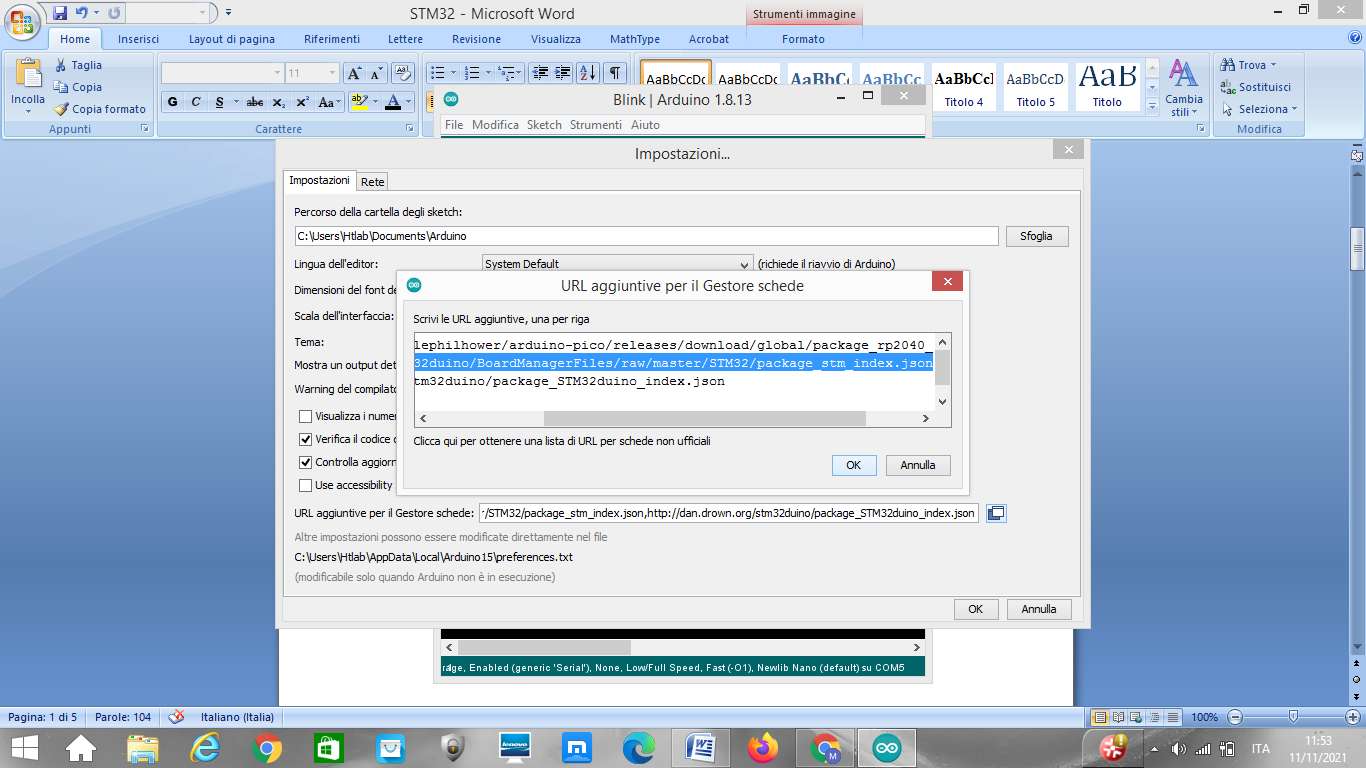
1. Da impostazioni



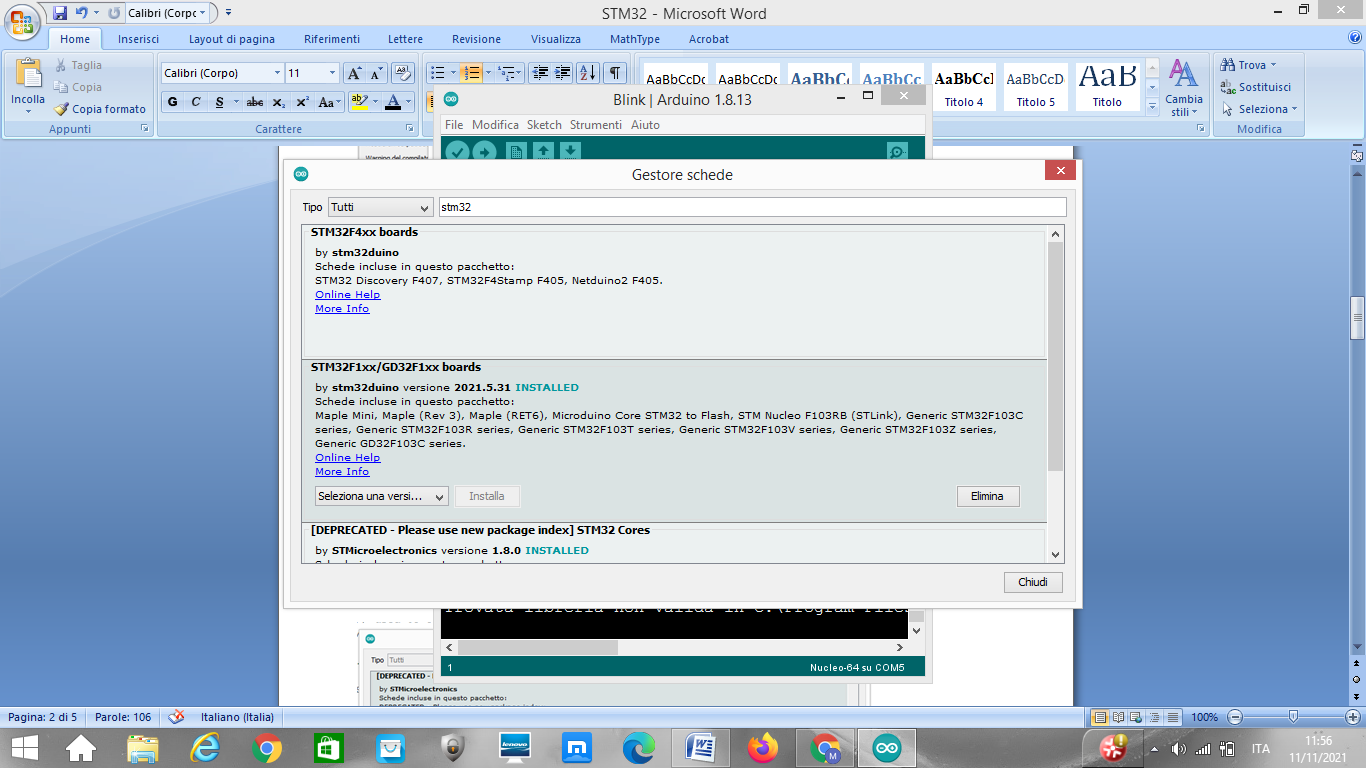


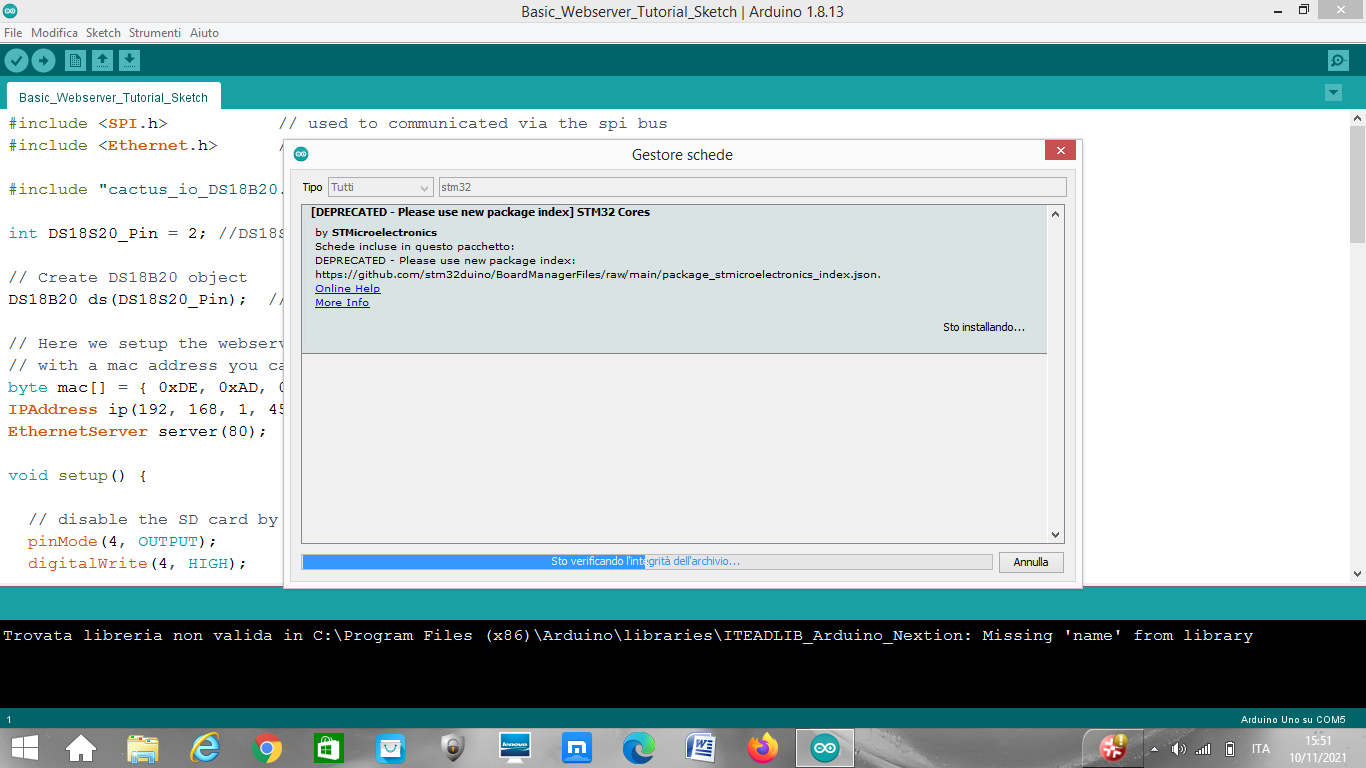
1. Immettere i seguenti link: https://github.com/stm32duino/BoardManagerFiles/raw/master/STM32/package\_stm\_index.json

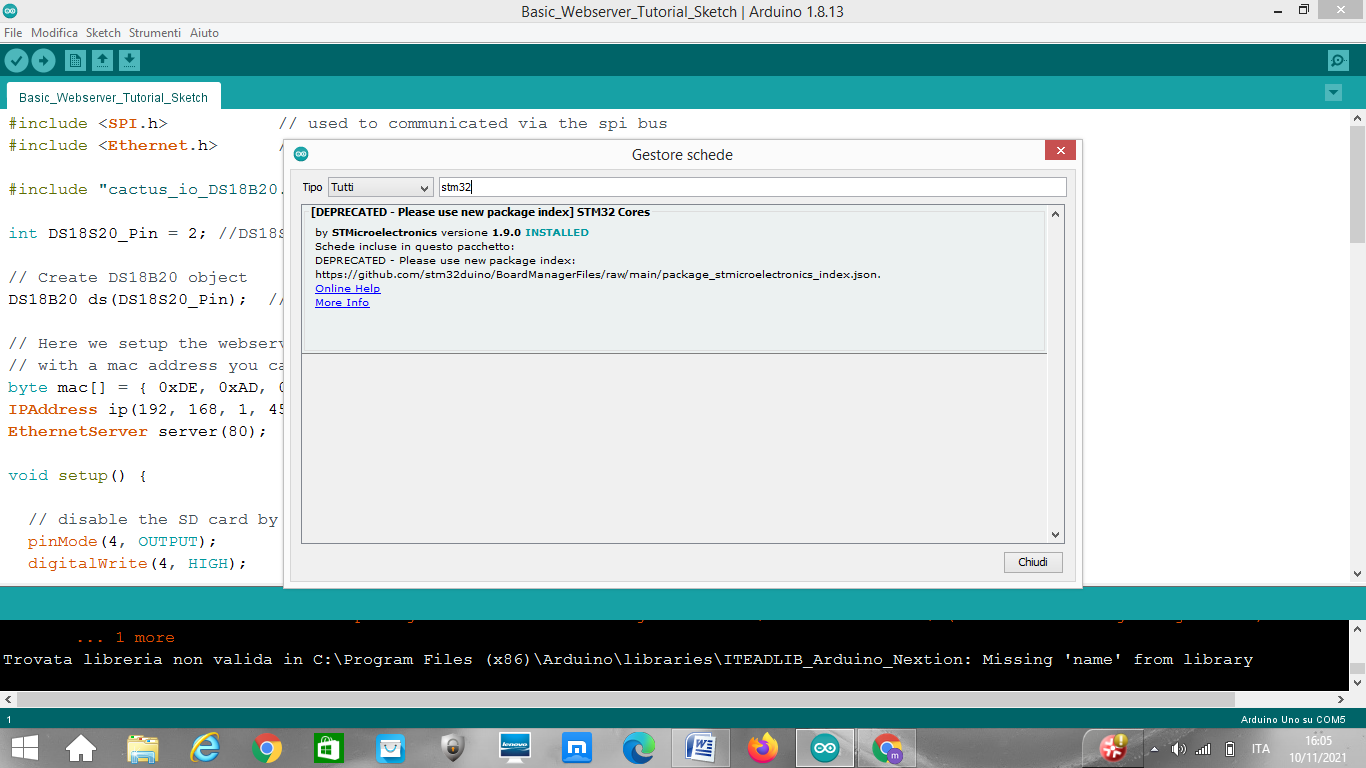
http://dan.drown.org/stm32duino/package\_STM32duino\_index.json

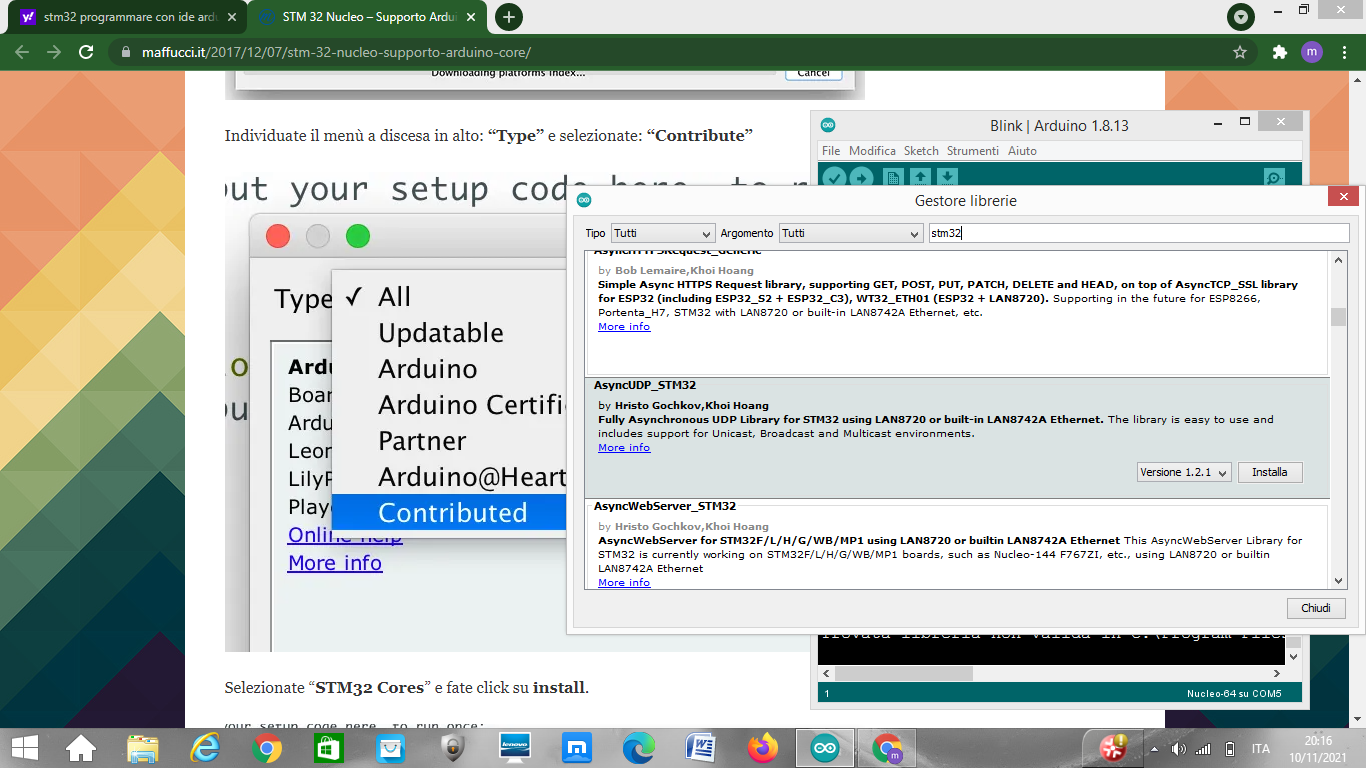


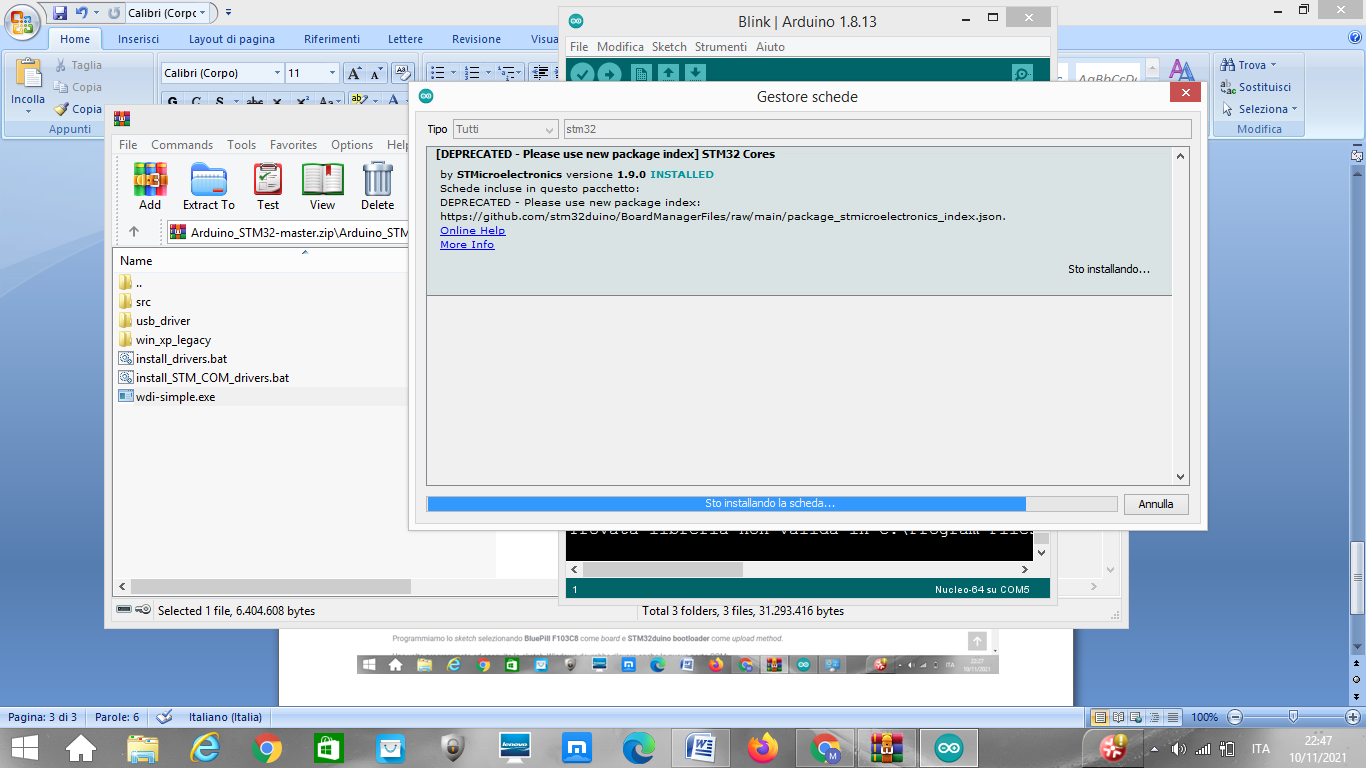
1. Da strumenti e gestione schede:

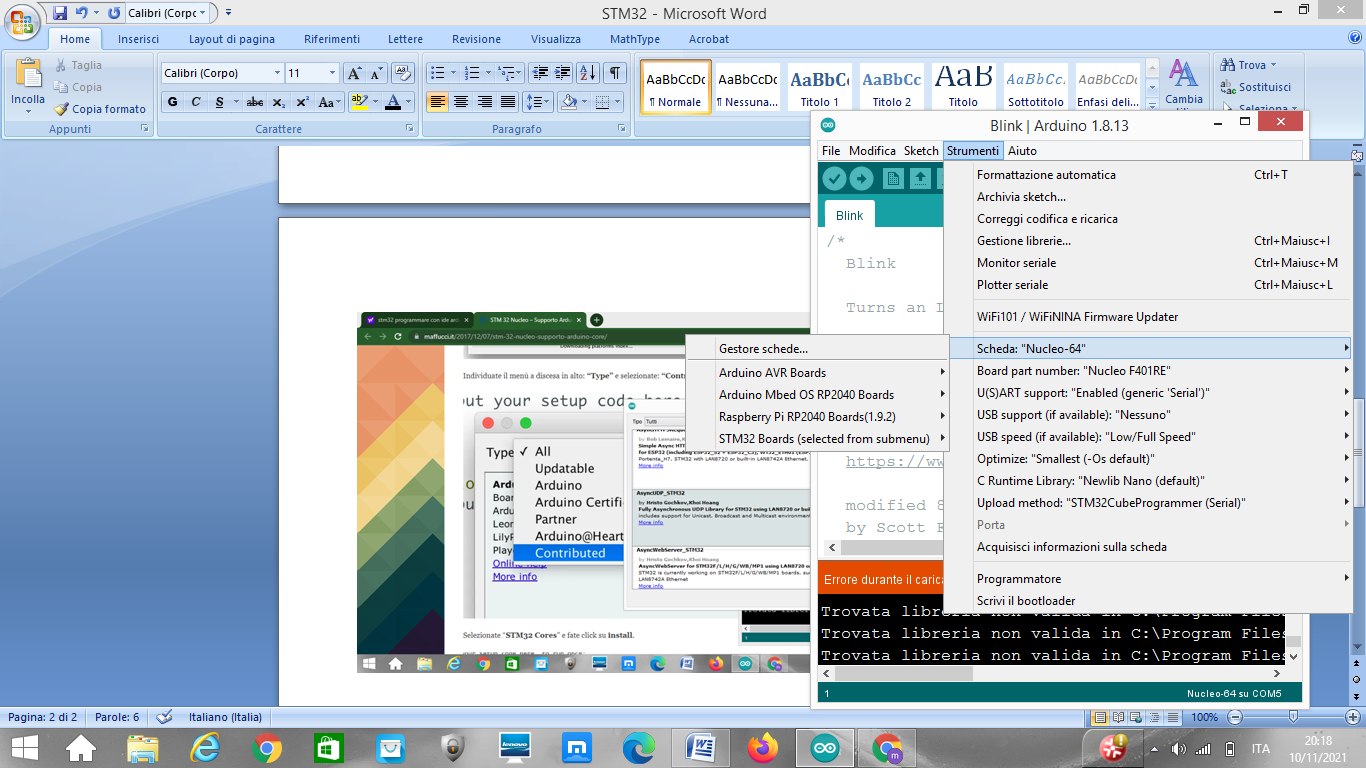


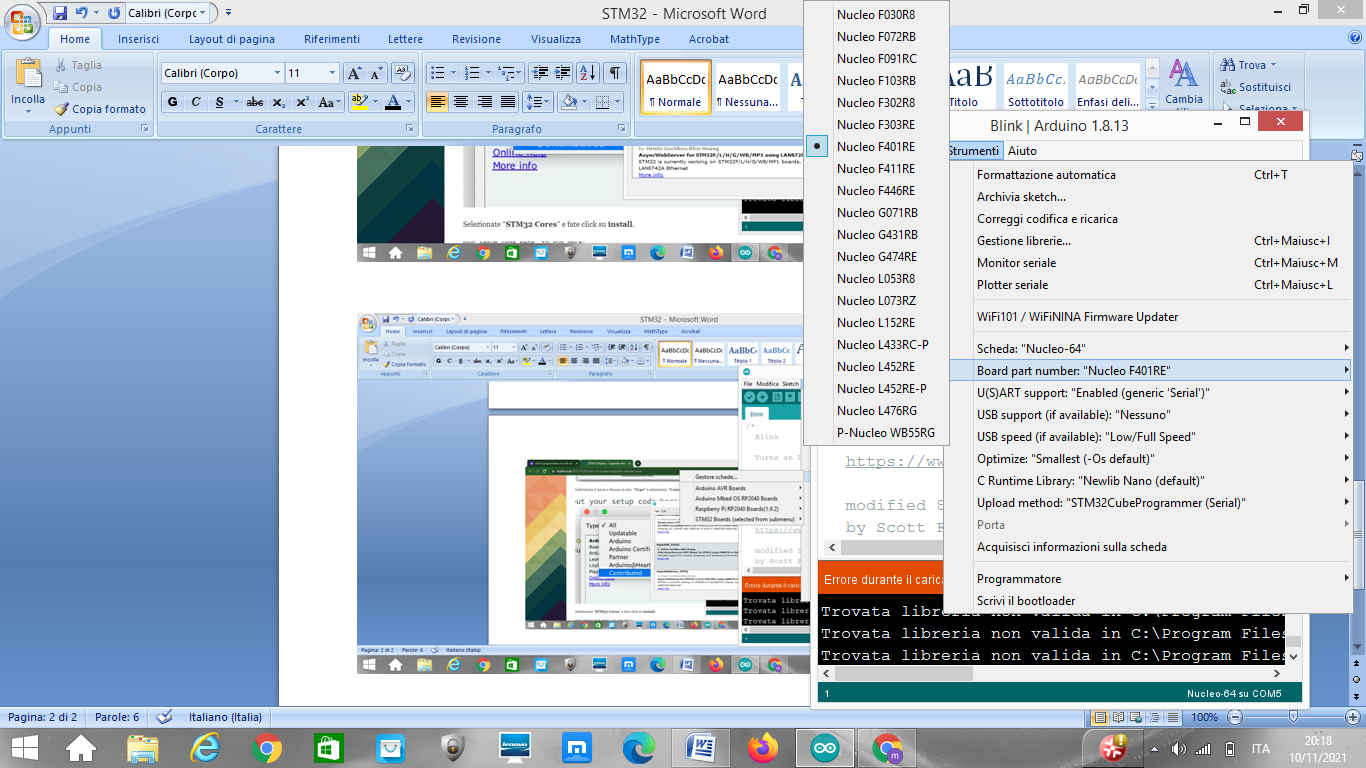












#### Drivers

Colleghiamo la scheda di sviluppo al nostro PC via USB e verifichiamo come viene rilevata.

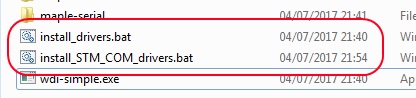
E’ possibile che Windows non sia in grado di riconoscerla e la visualizzi come **Maple 003**, in tal caso è necessario installare i relativi drivers:

stm32-09

Scarichiamo dal [repository Github](https://github.com/rogerclarkmelbourne/Arduino_STM32/tree/master/drivers/win" \t "_blank) di Clark i seguenti files:

* install\_STM\_COM\_drivers.bat
* install\_drivers.bat
* wdi-simple.exe

Eseguiamo i due **.bat**:



ora la scheda dovrebbe essere riconosciuta correttamente:

stm32-11

E’ possibile però che non venga riconosciuta anche la **porta seriale** associata alla scheda.

