

# UM2578

User manual

# Migration guide from TrueSTUDIO<sup>®</sup> to STM32CubeIDE

#### Introduction

This document is a brief guide explaining how to import projects from TrueSTUDIO<sup>®</sup> to STM32CubeIDE.





### 1 Project import

STM32CubeIDE supports STM32 32-bit products based on the Arm<sup>®</sup> Cortex<sup>®</sup> processor.

Note: Arm is a registered trademark of Arm Limited (or its subsidiaries) in the US and/or elsewhere.

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Importing a TrueSTUDIO<sup>®</sup> project into STM32CubeIDE is done as per the steps described below.

- 1. The first step in importing a project used in TrueSTUDIO<sup>®</sup> is to make a copy of the project and place that copy inside the workspace currently being used in STM32CubeIDE. This guarantees that the original project is kept intact. After the import, as an additional safety measure, the old .project and .cproject files are still in the project folder. However, they will be renamed to .project\_org and .cproject\_org during the import process.
- 2. After the first step is successful, start STM32CubeIDE and make sure to specify upon launch the correct workspace, which must contain the copy of the project being imported.
- 3. When the program has started, either click the [Import SW / TS project] button presented in the Information Center (refer to Figure 1) or navigate to the [File]>[Open Projects from File System...] menu command.

#### Figure 1. Import button on the Information Center



4. This opens the *Import Projects from File System or Archive* dialog box. Select [**Directory...**] and navigate to the location of the project, which in this case must be the current workspace, and select it. An example is shown in Figure 2.



🕞 - 📕 🕨 🕬 🕬 🚱	STM32CubeIDE	vorkspace + ProjectToImport +			✓ 4 Search ProjectToImpon	t
ganize 🔻 New fol	lder				8==	- (
Favorites	Name	Date modified	Туре	Size		
🔲 Desktop	🎳 .settings	2/5/2019 4:16 PM	File folder			
🐌 Downloads	퉬 Debug	2/5/2019 4:16 PM	File folder			
Recent Places	🎉 Libraries	2/5/2019 4:16 PM	File folder			
	鷆 src	2/5/2019 4:16 PM	File folder			
Libraries	퉬 Utilities	2/5/2019 4:16 PM	File folder			
Documents						
👌 Music						
Pictures						
🖶 Videos						
Computer						
🌇 Windows (C:)						
Network						
Network						
Fold	der:					

#### Figure 2. Project directory

5. The project selected for import is then displayed together with information about its estimated source. In this case, it is converted from TrueSTUDIO<sup>®</sup> as illustrated in Figure 3. Click on [**Finish**] to import the project.

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DE Import Projects	s from File System or Archive			
Import Projects from File System or Archive				
This wizard analy	zes the content of your folder or archive file to find projects and import the	em in the IDE.		
Import source:	C:\Users\\STM32CubeIDE\workspace\ProjectToImport	▼ Directory Archive		
type filter text		Select All		
Folder	Import as	Deselect All		
ProjectT	oImport STM32CubeIDE project (Converted from			
		1 of 1 selected		
Close newly i	mported projects upon completion			
	<u>ject configurators</u> to:			
Search for ne Detect and co	sted projects onfigure project natures			
Working sets				
Add projec	t to working sets	Ne <u>w</u>		
Working sets:		v S <u>e</u> lect		
		Show other specialized import wizards		
?		< <u>B</u> ack Next > Finish Cancel		

Figure 3. Dialog box: import projects from file system or archive

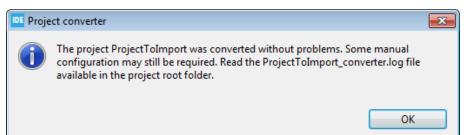
6. A dialog box asking to confirm the project conversion is then displayed as shown in Figure 4. Click **[OK]** to authorize and start the project conversion.

#### Figure 4. Dialog box: confirmation of import

📴 Proje	ect converter
?	This project requires a conversion in order to be used with STM32CubeIDE. Project-files are automatically backed-up (.project_org/.cproject_org) in project root folder before conversion.
	Convert project ProjectToImport to an STM32CubeIDE project?
	OK Cancel

7. Further on, another dialog box informs that the import was successful and that some manual configuration may be required as shown in Figure 5. Refer to Section 2 Examples of manual steps for the exact meaning of this message.

#### Figure 5. Dialog box: successful import



### 2 Examples of manual steps

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One typical point preventing the full completion of automated project import follows the naming of devices that cannot be mapped one-to-one, which leads to the target being ambiguous and manual clarification being needed. In a case where the importer is unable to read the exact target, for example with generic Arm<sup>®</sup> Cortex<sup>®</sup>-M4 projects, a dialog box is displayed, asking the user to select the correct target (refer to Figure 6). If the device is not in the list, select the best match.

E Selection Needed	
Multiple possible MCUs for Cortex-	M4, please select the best match
STM32F301C6Tx STM32F301C8Tx	<u> </u>
STM32F301C8Yx	
STM32F301K6Tx	
STM32F301K6Ux	
STM32F301K8Tx	
STM32F301K8Ux	
STM32F301R6Tx	
STM32F301R8Tx	
STM32F302C6Tx	
STM32F302C8Tx	
STM32F302C8Yx	
STM32F302CBTx	-
	Select All Deselect All
?	OK Cancel

Figure 6. Dialog box: target selection

For certain TrueSTUDIO<sup>®</sup> projects, different tools have different device settings; only the device setting specified for the C compiler is used for all the tools in the converted STM32CubeIDE project for that build configuration. To be sure that the project import is not left with pending hidden issues, check the PROJECTNAME\_converter.l og file in the project root folder. This file logs the issues handled by the converter.

### **Revision history**

#### Table 1. Document revision history

Date	Version	Changes
18-Apr-2019	1	Initial release.

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