Migration guide from TrueSTUDIO® to STM32CubeIDE

Introduction

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

1 Project import

STM32CubeIDE supports STM32 32-bit products based on the Arm® Cortex® processor.

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

arm

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

1. The first step in importing a project used in TrueSTUDIO® 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.

Figure 2. Project directory
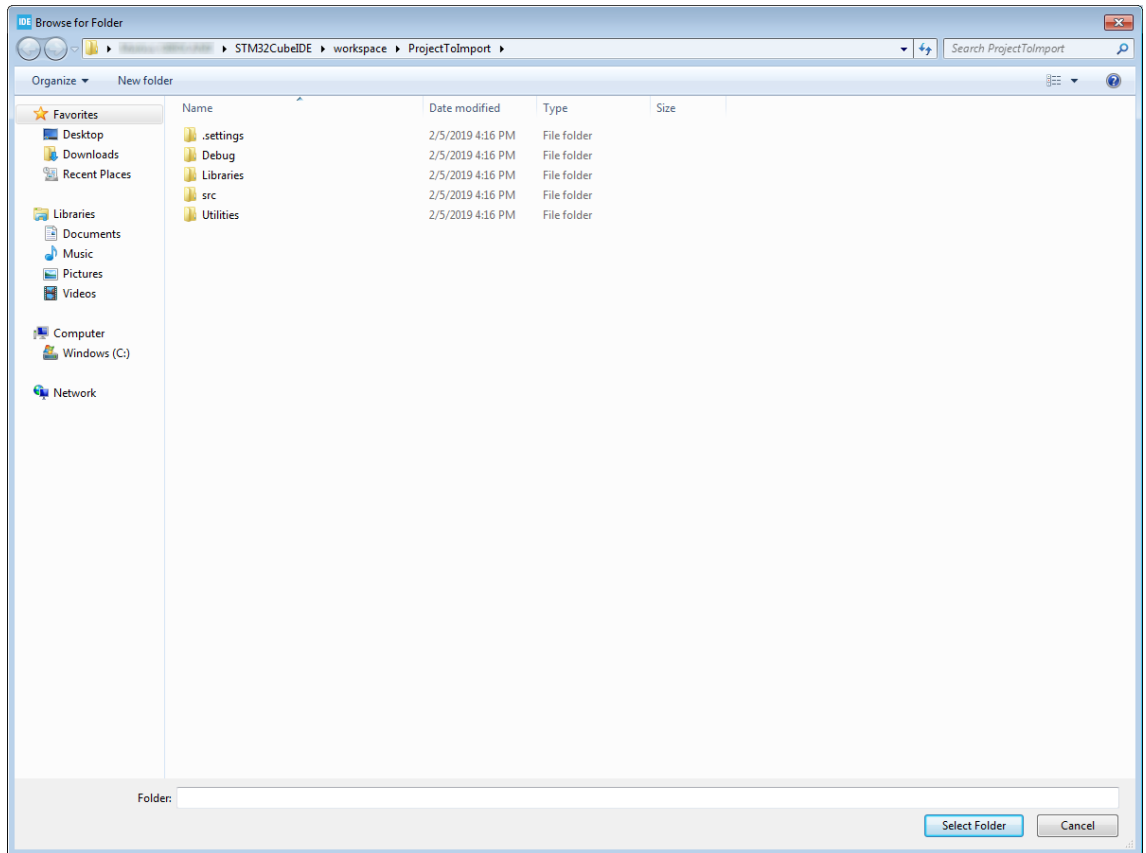
5. The project selected for import is then displayed together with information about its estimated source. In this case, it is converted from TrueSTUDIO® as illustrated in Figure 3. Click on [**Finish**] to import the project.

**Figure 3. Dialog box: import projects from file system or archive**
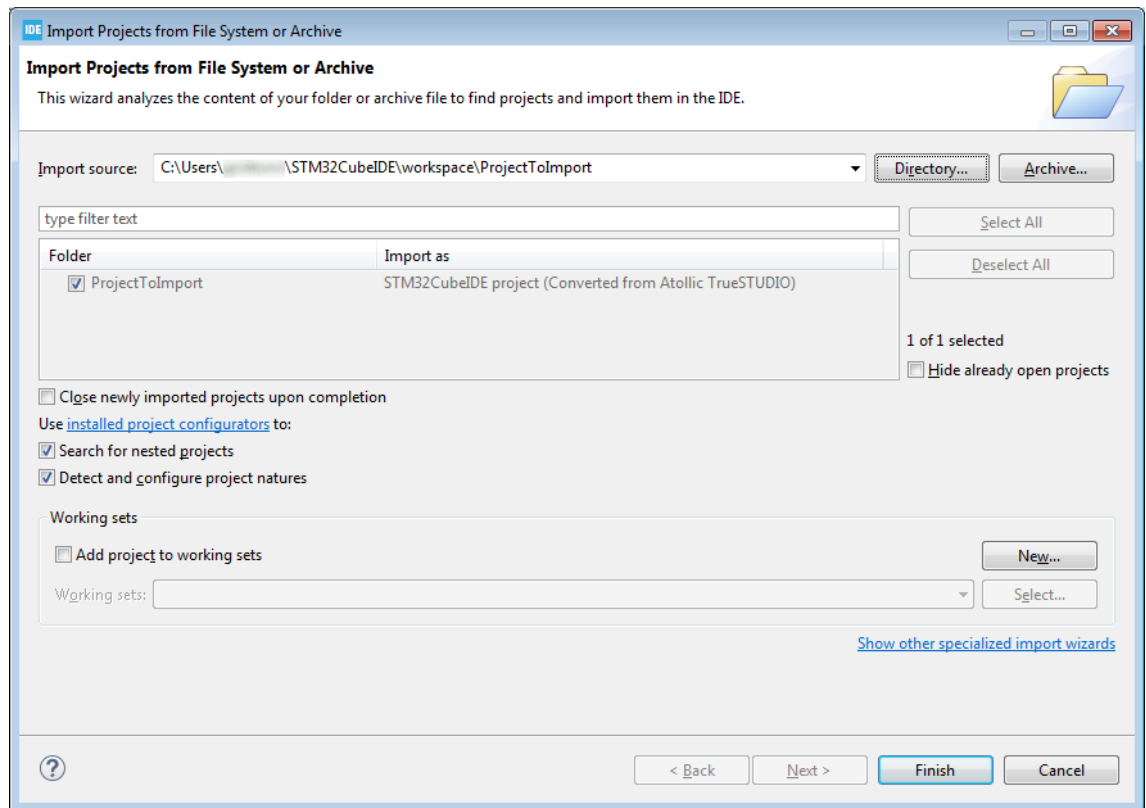
6.   A dialog box asking to confirm the project conversion is then displayed as shown in Figure 4. Click [**OK**] to authorize and start the project conversion.

Figure 4. Dialog box: confirmation of import
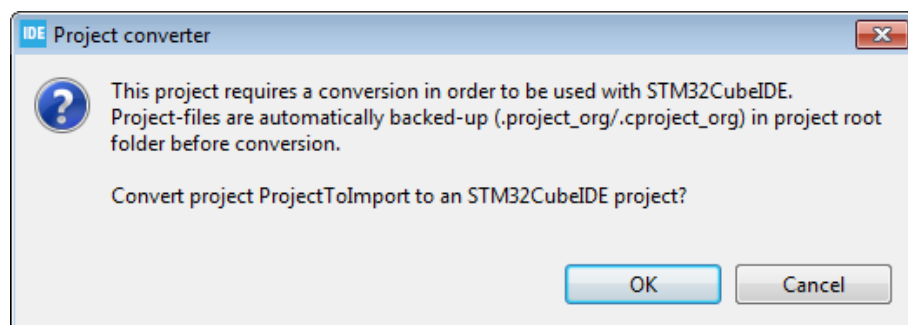
7.   Further on, another dialog box informs that the import was successful and that some manual configuration may be required as shown in Figure 5. Refer to Section 2 Examples of manual steps for the exact meaning of this message.

Figure 5. Dialog box: successful import
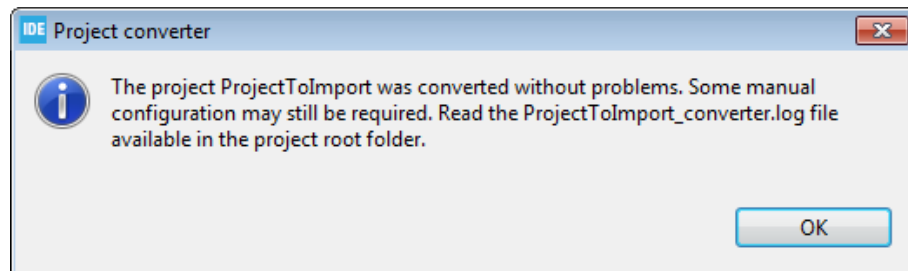
2 Examples of manual steps

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® Cortex®-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.

Figure 6. Dialog box: target selection
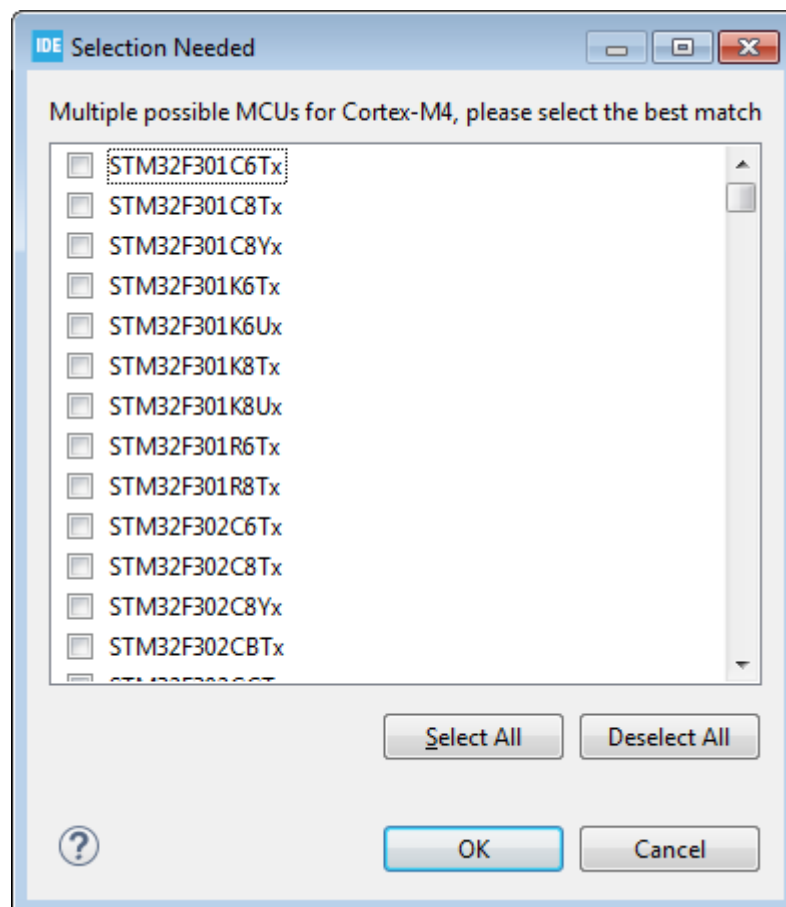
For certain TrueSTUDIO® projects, different tools have different device settings; only the device setting specified for the C compiler is used for all the tools in the converted STM32CubeIDE project for that build configuration.

To be sure that the project import is not left with pending hidden issues, check the `PROJECTNAME_converter.log` 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.

Contents

List of tables

List of figures

IMPORTANT NOTICE – PLEASE READ CAREFULLY