STM32Cube Programmer

08/2024

The STM32CubeProgrammer tool and the TFT Display STM32 Adapter programming adapter (2.250.7583) are required to programme the software on the microcontroller in the (non-Graf-Syteco) TFT display.

The STM32CubeProgrammer (STM32CubeProg) is an all-in-one multi-OS software tool for programming STM32 products.

It provides an easy-to-use and efficient environment for reading, writing and checking the device memory both via the debug interface (JTAG and SWD) and via the bootloader interface (UART, USB DFU, I2C, SPI and CAN).

STM32CubeProgrammer also enables the programming and upload of options, the verification of programming content and the automation of programming through scripts.

The latest version of the tool can be downloaded here:
https://www.st.com/en/development-tools/stm32cubeprog.html

After downloading the installation file, the programme can be installed on your computer.
The software is supplied with some important drivers that should also be installed for proper operation.
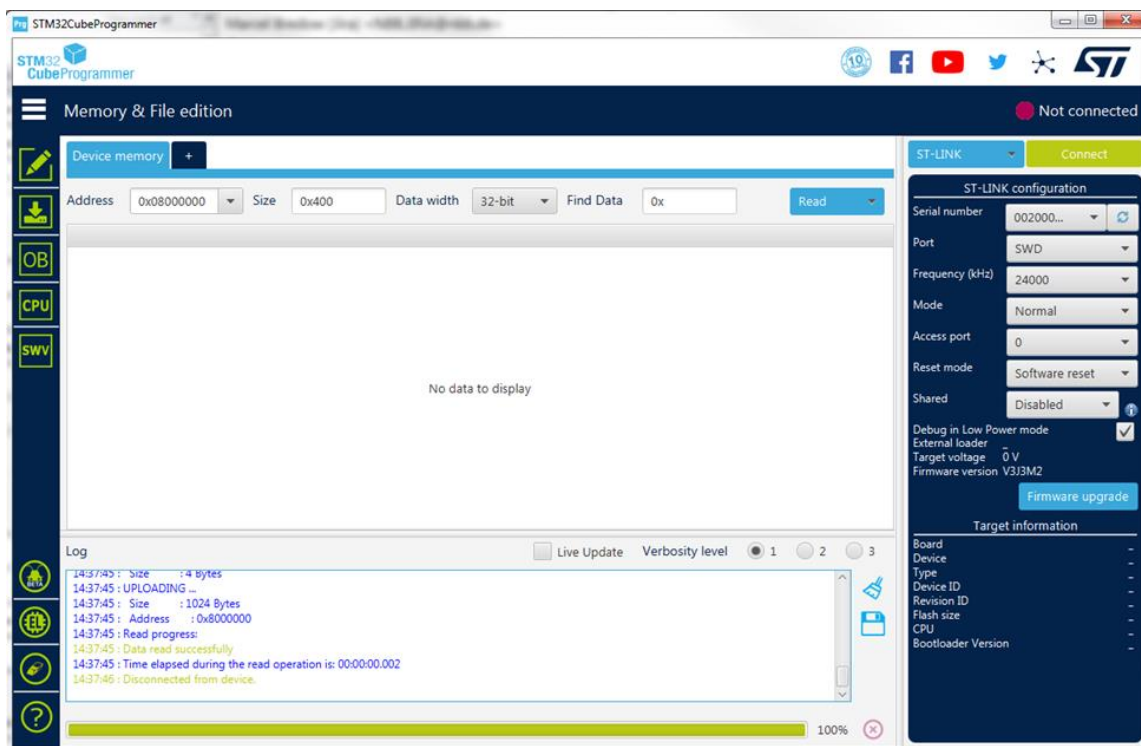After connecting the programming device, Windows should also install some necessary drivers.

Display programming:

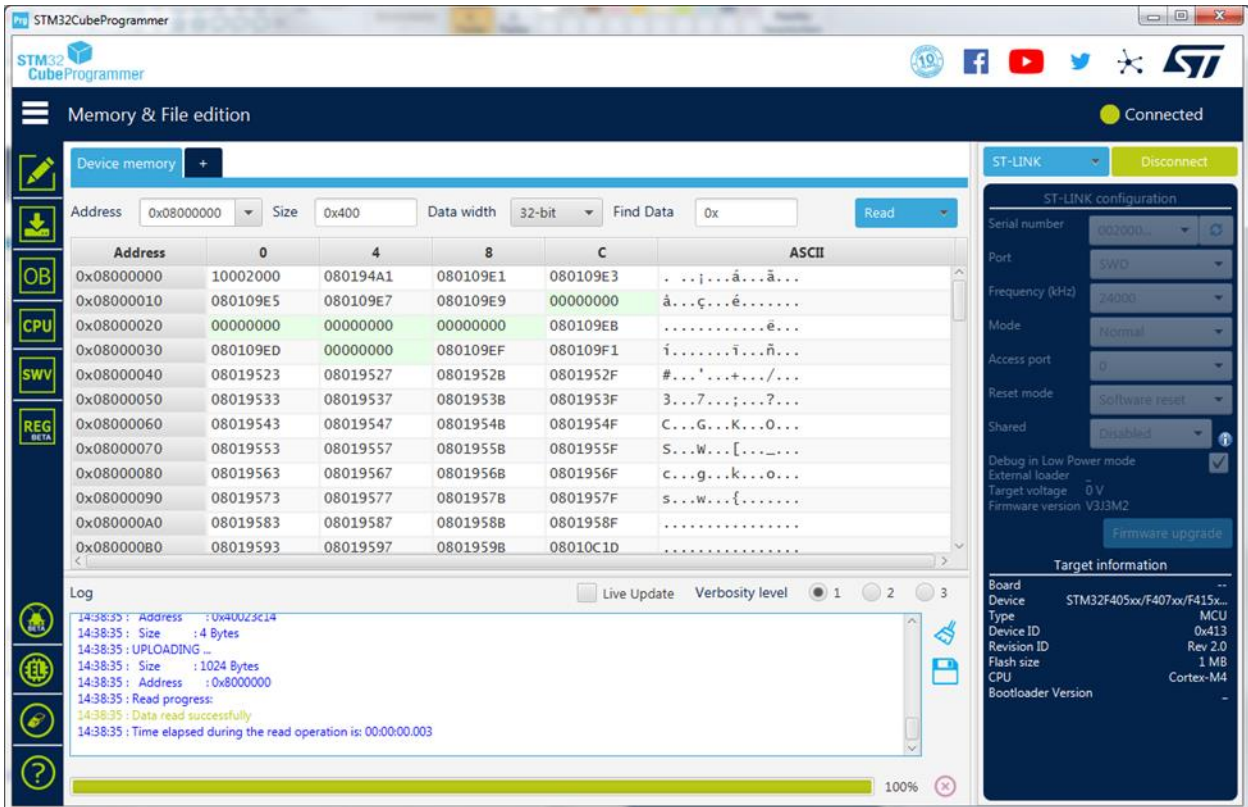Insert the battery into the transmitter and switch it on.
Start the STM32CubeProgrammer tools on your computer and connect the TFT Display STM32 Adapter (2.250.7583) to the computer.

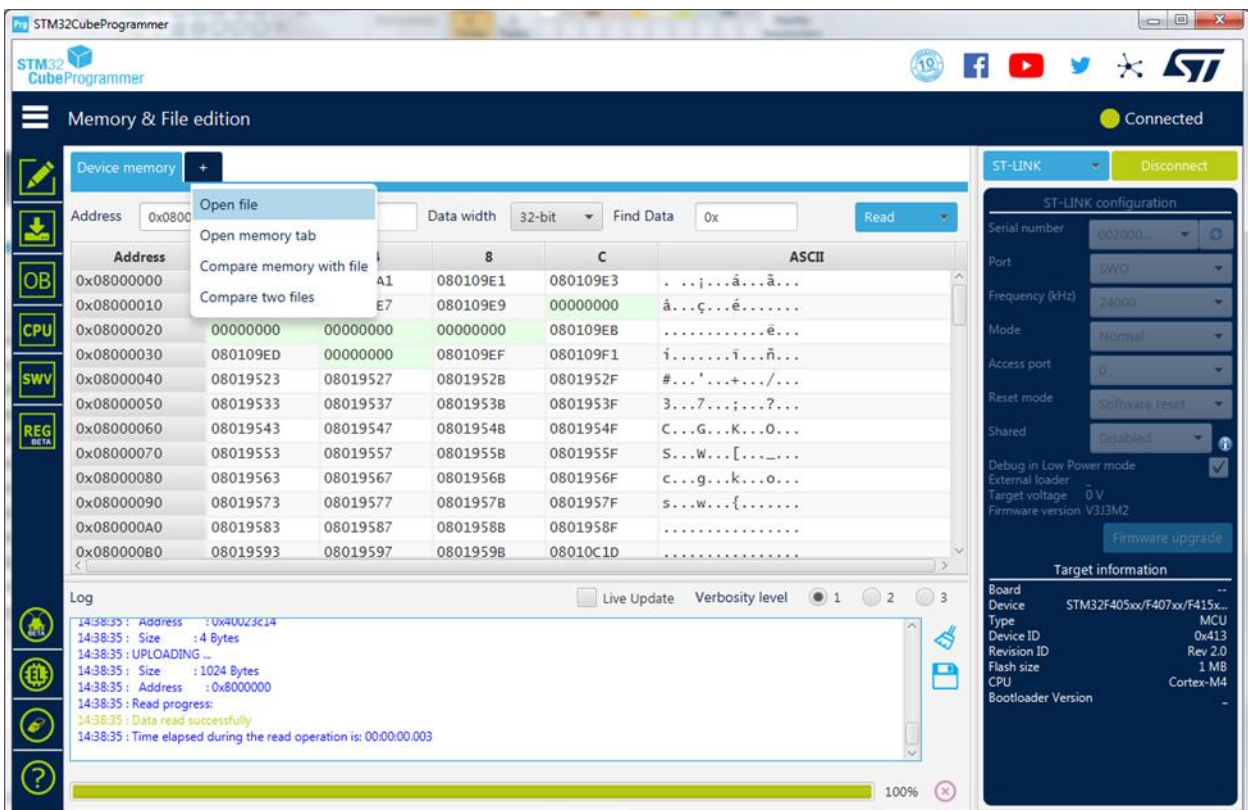**The user interface should look like this:**

Connect the ST Link programming interface to the transmitter board at connector X5 (PocketEvo), X11 (HyPro+) or X51 (Nano-media, Nano-magna).

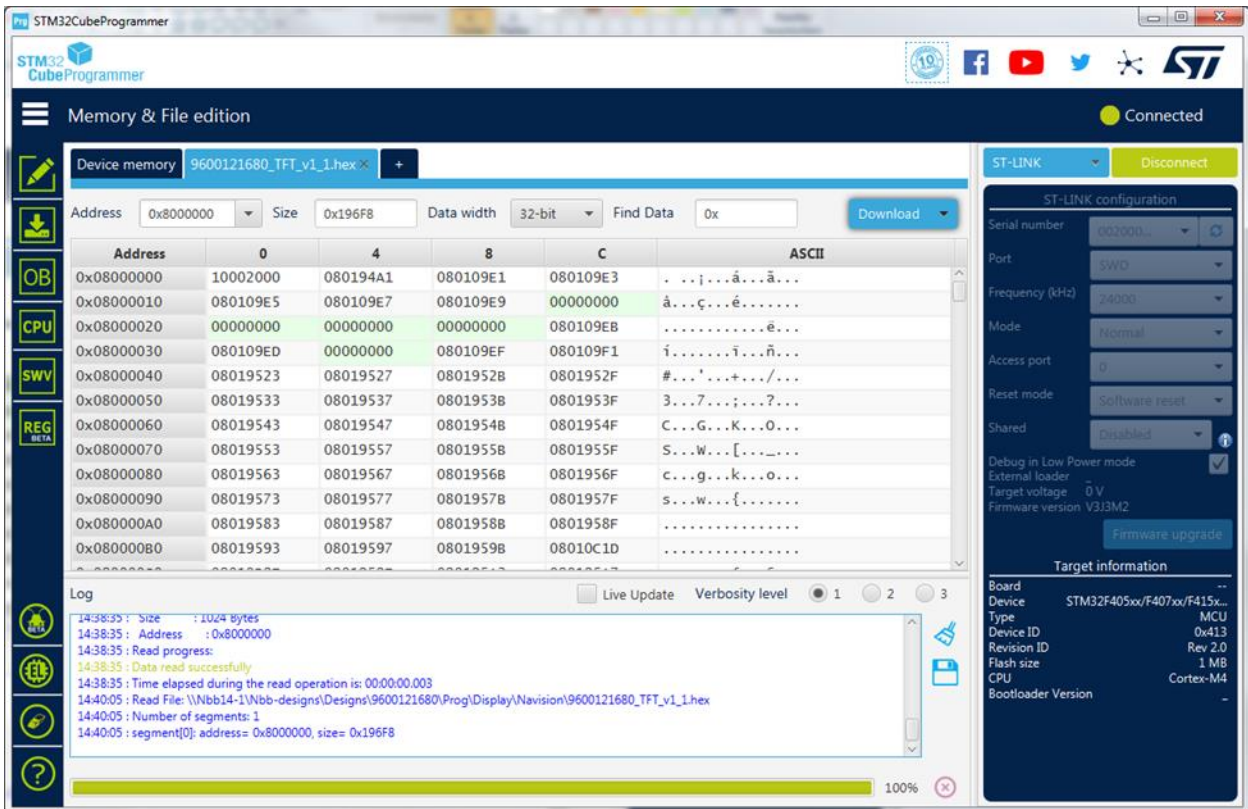**Press the green "Connect" button in the STM32CubeProgrammer:**

A successful connection should be indicated by the "Connected" label.

Open a suitable file for programming:

Press the "Download" button to programme the software on the TFT display:

After successfully programming the TFT display, disconnect the software and the programming adapter and restart the transmitter.