

UM2579

User manual

Migration guide from System Workbench to STM32CubeIDE

Introduction

This document is a brief guide explaining how to import projects from System Workbench for STM32 (SW4STM32) to STM32CubeIDE.





1 Project import

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

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arm

Importing a System Workbench for STM32 (SW4STM32) project into STM32CubeIDE is done as per the steps described below.

- 1. The first step in importing a project used in System Workbench for STM32 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 .cpr oject 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.



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ganize 🔻 New fol					 	(
Favorites	Name	Date modified	Туре	Size		
Desktop	.settings	2/5/2019 4:16 PM	File folder			
bownloads	Jebug	2/5/2019 4:16 PM	File folder			
Recent Places	Libraries	2/5/2019 4:16 PM	File folder			
	📕 src	2/5/2019 4:16 PM	File folder			
Libraries	🎉 Utilities	2/5/2019 4:16 PM	File folder			
Documents						
🎝 Music						
Pictures						
Videos 🗧						
Computer						
Windows (C:)						
windows (c.)						
Network						
Fold	der:				 	
					Select Folder Canc	el

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 System Workbench for STM32 as illustrated in Figure 3. Click on [Finish] to import the project.

Import Projects from File System or Ar	chive	- • •
Import Projects from File System of This wizard analyzes the content of your	r Archive folder or archive file to find projects and import them in the IDE.	
Import source: C:\Users\ \ST	M32CubeIDE\workspace\ProjectToImport	Directory <u>Archive</u>
type filter text		Select All
Folder	Import as	Deselect All
♥ ProjectToImport	Convert 'System Workbench for STM32' project to STM32CubeIDE project	1 of 1 selected
•	III	Hide already open projects
 Close newly imported projects upon Use installed project configurators to: Search for nested projects Detect and configure project natures Working sets 		
Add project to working sets		
Working sets:		
		Show other specialized import wizards
?	< <u>B</u> ack <u>N</u> ext >	Finish Cancel

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

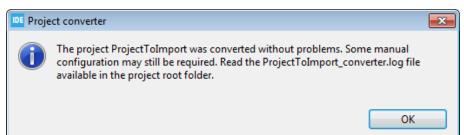
6. A dialog box asking to confirm the project conversion is then displayed as shown in Figure 4. Click [**OK**] to authorize and start the project conversion.

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.

Figure 5. Dialog box: successful import



2 Restrictions

Several restrictions apply to the import of System Workbench for STM32 projects into STM32CubeIDE:

- It is not possible to convert to STM32CubeIDE a mutlicore project created in System Workbench for STM32.
- Any project older than System Workbench for STM32 version 1.13 might face issues at import. The import of such project might be possible, with no guarantee of success anyway.

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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