

- **STM32MPU wiki user guide: THE MAIN ENTRIES links/keyword (right column)** (among 400 articles)

The wiki is [user manual of the STM32MPU Embedded Software distribution](#)

It focuses on software and on practical getting started information. Now available in <https://wiki.st.com/stm32mpu>

Home page	<a href="#">Main Page</a>
<p><b>Entry point to Reference documents</b>  <b>STM32MP1 getting started AN, Reference Manual, Data brief, Disco/Eval schematics, trainings, link to other release notes (tools, OpenSTLinux distribution, STM32CubeMPU) Training material from division</b></p> <p><i>RM0436 - reference manual - STM32MP157xxx advanced Arm®-based 32-bit MPUs</i>  <i>DS12005 - STM32MP157Cxx datasheet</i>  <i>E0438 - STM32MP15xx device errata</i>  <i>STPMIC1x data sheet</i>  <i>AN5031 – Getting started with STM32MP15 Series hardware development</i>  <i>AN5109 - STM32MP15 Series using low-power modes</i>  <i>AN5122 - STM32MP15 Series DDR Doubledata rate memory routing guidelines</i>  <i>AN5089 - STM32MP15x and STPMU1x HW and SW integration (not yet on wiki)</i>  <i>AN5168 - STM32MP1 series DDRDoubledata rate (memory domain) configuration</i>  <i>UM2534 - STM32MP157x-DKx discovery board user manual</i></p> <p><b>License information</b></p>	<p><a href="#">STM32MP15 ecosystem release note - v1.0.0</a>  <a href="#">STM32MP15 ecosystem errata sheet - v1.0.0</a>  <a href="#">STM32MP15 ecosystem release note</a></p> <p><a href="#">STM32MP15 resources - v1.0.0</a>  <a href="#">STM32MP15 resources</a></p> <p><a href="#">OpenSTLinux licenses</a></p>
Cortex-A7 "world" "STM32MP15 OpenSTLinux" detailed (layers) <a href="#">release note</a>	<a href="#">STM32MP15 OpenSTLinux release note - v1.0.0</a> <a href="#">STM32MP15 OpenSTLinux release note</a>
Cortex-M4 "world" in "STM32Cube MPU Package" (M4 side) detailed <a href="#">release note</a>	<a href="#">STM32CubeMP1 Package release note - v1.0.0</a> <a href="#">STM32CubeMP1 Package release note</a>
"STM32MP15 tools" detailed <a href="#">release note</a> CubeProgrammer CubeMx SystemWorkbench IDE and M4 coproc eclipse plug-in	<a href="#">STM32CubeProgrammer release note</a> <a href="#">STM32CubeMX release note</a> <a href="#">STM32-CoPro-MPU plugin release note</a> <a href="#">KeyGen release note</a> <a href="#">Signing tool release note</a>
<b>Linux PC installation</b> (PC or VM setup to be able to build distribution package)	<a href="#">PC prerequisites</a>
<b>Software delivery content</b> Access to 3 software package main articles	<a href="#">Getting started with ST boards</a> <a href="#">STM32MPU Embedded Software distribution</a>
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<p><i>The hw board user guides,</i></p> <p><i>where to get the software starter images,</i></p> <p><i>how to use the board, flash with CubeProgrammer, how to open terminal window connected to st-link. (use links "<a href="#">Fast links to essential commands</a>" at the very bottom of the following pages)</i></p>	<p><a href="#">STM32MP157X-DKX - hardware description</a>  <a href="#">STM32MP157C-EV1 - hardware description</a></p> <p><a href="#">STM32MP1 Starter Package - images</a></p> <p><a href="#">STM32MP15 Discovery kits - Starter Package</a>  <a href="#">STM32MP15 Evaluation boards - Starter Package</a></p>
<p><b>The developer software package main page (in bold),</b>  Sub pages on how to build components</p>	<p><a href="#">STM32MP1 Developer Package</a>  <a href="#">STM32MP1 Developer Package - SDK</a>  <a href="#">STM32MP1 Developer Package - Linux kernel</a>  <a href="#">STM32MP1 Developer Package - U-Boot</a>  <a href="#">STM32MP1 Developer Package - TF-A</a>  <a href="#">STM32MP1 Developer Package - OP-TEE</a>  <a href="#">STM32MP1 Developer Package - debug symbol files</a>  <a href="#">Install the SDK</a>  <a href="#">File:Linux.README.HOW TO.txt</a>  <a href="#">File:U-Boot.README.HOW TO.txt</a>  <a href="#">File:TF-A.README.HOW TO.txt</a>  <a href="#">File:OP-TEE.README.HOW TO.txt</a></p>
<p><b>The distribution software package</b>  How to build the distribution package</p>	<p><a href="#">STM32MP1 Distribution Package</a>  <a href="#">STM32MP1 Distribution Package - OpenSTLinux distribution</a></p>
<p><b>Get the STM32Cube firmware software package</b>  How to use the firmware examples, build and debug with system workbench IDE, how to build in distribution package</p>	<p><a href="#">STM32MP1 Developer Package - STM32Cube MPU Package</a>  <a href="#">STM32CubeMP1 Package</a></p>

## Package Installation

<b>The directory structure template</b> (When you start to install the developer and distribution package on your Linux host)	<a href="#">Example of directory structure for Packages</a> <a href="#">OpenSTLinux directory structure</a> <a href="#">Example of directory structure for tools</a>
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## OpenSTLinux software (To understand further the software architecture)

<b>List of the frameworks and APIs</b> Boot chain component Device tree config <b>Linux kernel components</b>  Linux API component link  <b>Example Analog ADC</b>  ST driver with source location  Linux driver API <b>Example Low speed interface I2C</b>  ST driver with source location Linux I2C driver API	<a href="#">Embedded software components</a> <a href="#">Platform boot</a> <a href="#">Platform configuration</a> <a href="#">Linux Operating System</a>  <a href="https://www.kernel.org/doc/html/latest/">https://www.kernel.org/doc/html/latest/</a> <a href="https://www.kernel.org/doc/html/latest/driver-api/index.html">https://www.kernel.org/doc/html/latest/driver-api/index.html</a>  <a href="#">Linux Operating System</a> <a href="#">Analog</a> <a href="#">IIO</a> <a href="#">ADC Linux driver</a> <a href="#">IIO overview</a> <a href="https://www.kernel.org/doc/html/latest/driver-api/iio/index.html">https://www.kernel.org/doc/html/latest/driver-api/iio/index.html</a>  <a href="#">Low speed interface</a> <a href="#">I2C driver</a> <a href="https://www.kernel.org/doc/html/latest/driver-api/i2c.html">https://www.kernel.org/doc/html/latest/driver-api/i2c.html</a>
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## How to run OpenSTLinux Use Cases

How to play a vide stream, use camera, display picture,.... Some examples wit associated framework overview play video gststreamer camera v4l2 display picture Weston-wayland  GTK demo (starter package demo)	<a href="#">How to run use cases</a> <a href="#">How to play a video</a> <a href="#">Gst-play</a> <a href="#">Gstreamer overview</a> <a href="#">How to make a camera preview</a> <a href="#">V4L2 camera overview</a> <a href="#">How to display an image using Weston</a> <a href="#">Wayland Weston overview</a>  <a href="#">GTK demo launcher</a>
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## How to Tools & Debug

<b>Flashing</b>  <b>Hyperterminal</b> Connection with st-link (virtual comport)  <b>OpenEmbedded Commands</b> Bitbake commands  <b>How to get the trace from linux software components</b> How to get trace in each framework (example DRM KMS) look for "How to trace and debug the framework"  Linux kernel driver traces  <b>Debug tools main useful articles</b>   <b>Perf monitoring</b>	<a href="#">STM32CubeProgrammer</a> <a href="#">How to populate a microSD card with a script</a>  <a href="#">ST-LINK</a> <a href="#">Serial/TTY overview</a> <a href="#">How to use TTY with User Terminal</a> <a href="#">Trace and debug scenario - UART issue</a>  <a href="#">OpenEmbedded</a> <a href="#">Bitbake cheat sheet</a> <a href="#">OpenEmbedded – devtool</a>  <a href="#">Linux tracing, monitoring and debugging</a> <a href="#">DRM KMS overview</a>  <a href="#">How to use the kernel dynamic debug</a> <a href="#">How to find Linux kernel driver associated to a device</a>  <a href="#">Trace and debug tools</a> <a href="#">STM32MP1 Platform trace and debug environment overview</a> <a href="#">Debugging tools</a> <a href="#">GDB</a> <a href="#">GDB commands</a> <a href="#">Gdbgui</a> <a href="#">Debugging the Linux kernel using the GDB</a> <a href="#">U-Boot-How to debug</a> <a href="#">TF-A-How to debug</a> <a href="#">OP-TEE-How to debug</a> <a href="#">STM32-CoPro-MPU plugin for SW4STM32</a>  <a href="#">Netdata</a>
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