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## 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.

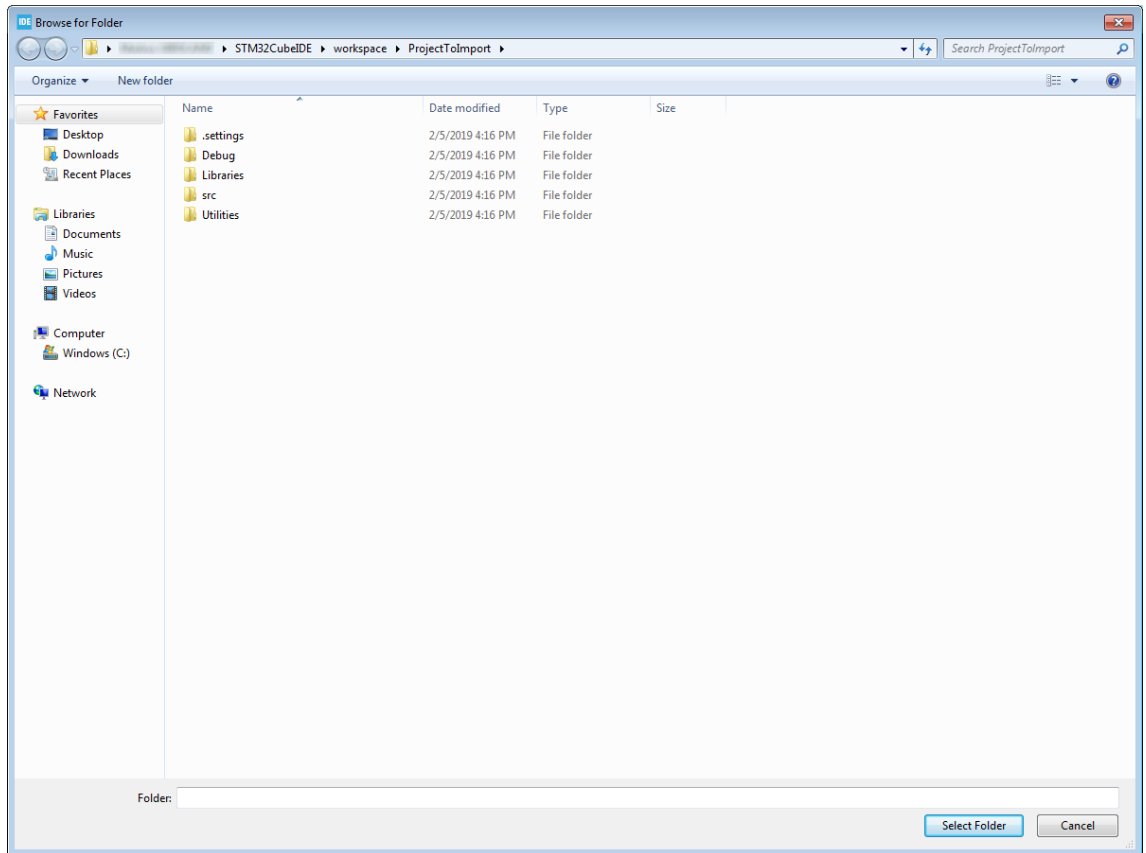
1. The first step in importing a project used in System Workbench for STM32 is to make a copy of the project and place that copy inside the workspace currently being used in STM32CubeIDE. This guarantees that the original project is kept intact. After the import, as an additional safety measure, the old `.project` and `.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



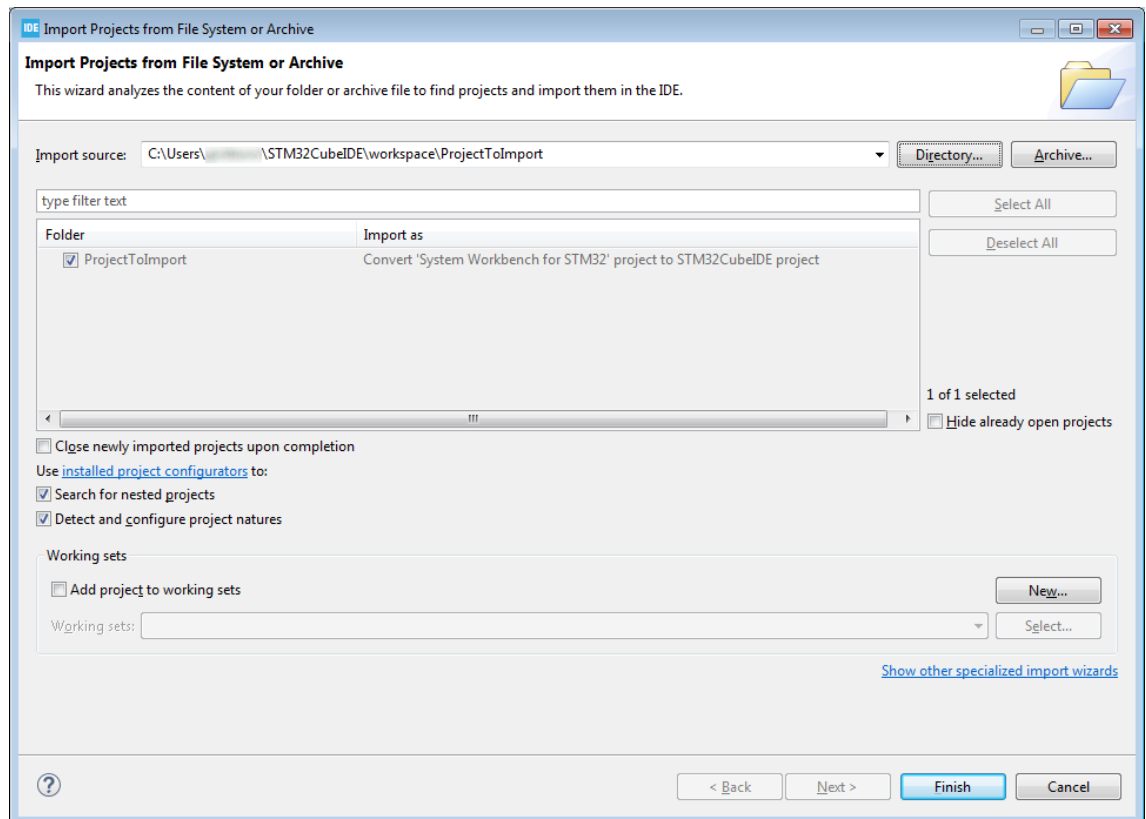
4. This opens the *Import Projects from File System or Archive* dialog box. Select **[Directory...]** and navigate to the location of the project, which in this case must be the current workspace, and select it. An example is shown in Figure 2.

Figure 2. Project directory



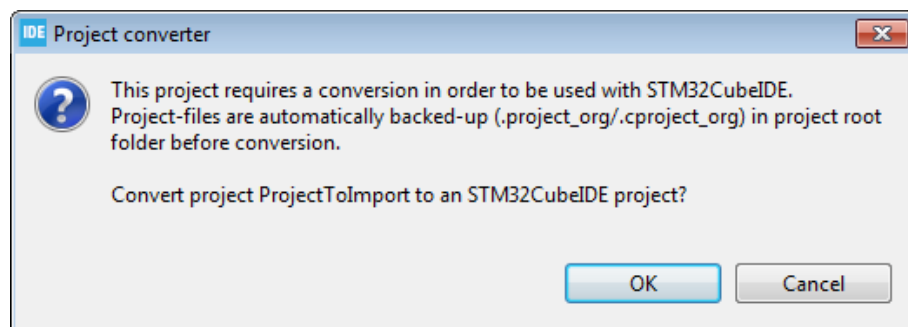
5. The project selected for import is then displayed together with information about its estimated source. In this case, it is converted from System Workbench for STM32 as illustrated in [Figure 3](#). Click on **[Finish]** to import the project.

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



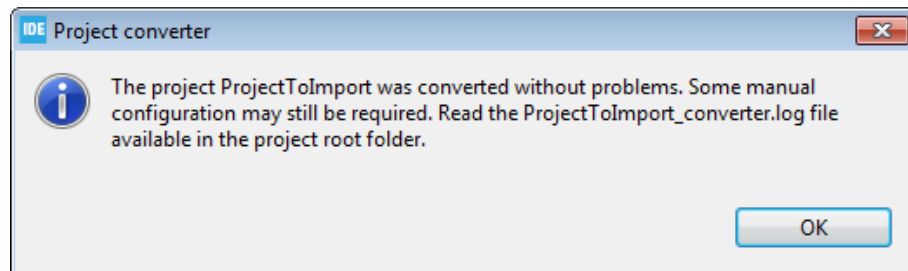
6. A dialog box asking to confirm the project conversion is then displayed as shown in Figure 4. Click [OK] to authorize and start the project conversion.

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.

Figure 5. Dialog box: successful import



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## 2 Restrictions

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Several restrictions apply to the import of System Workbench for STM32 projects into [STM32CubeIDE](#):

- It is not possible to convert to [STM32CubeIDE](#) a multicore 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.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.

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