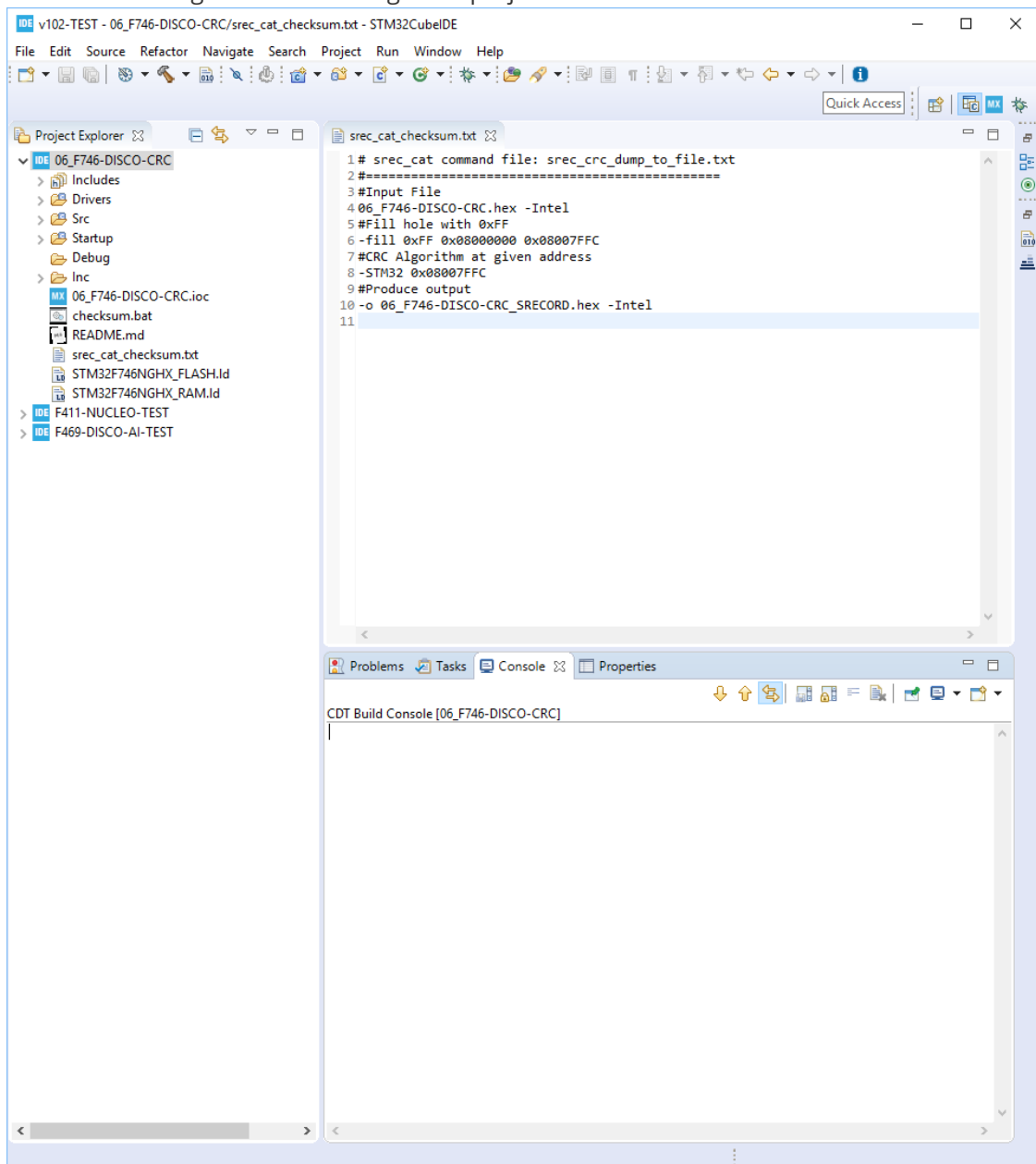


# Using Environment Variable in STM32CubeIDE for CRC Generation (by using SREC\_CAT)

Tested the following two options:

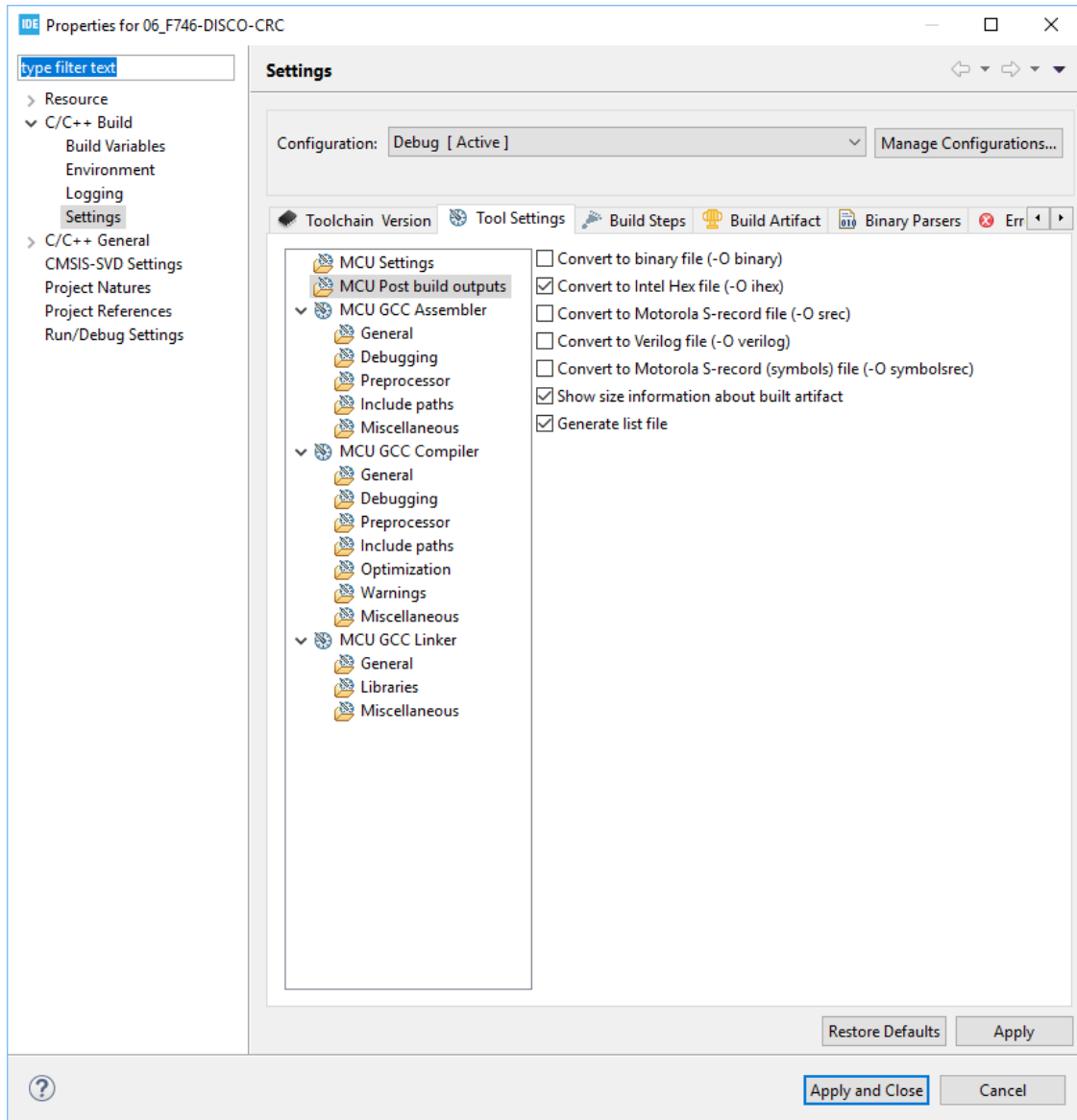
1. Using Environment Variable
2. Using Build Variable

- Here is what we get before running Build project:



NOTE: This picture shows the content of srec\_cat\_checksum.txt which is used by srec\_cat for CRC generation.

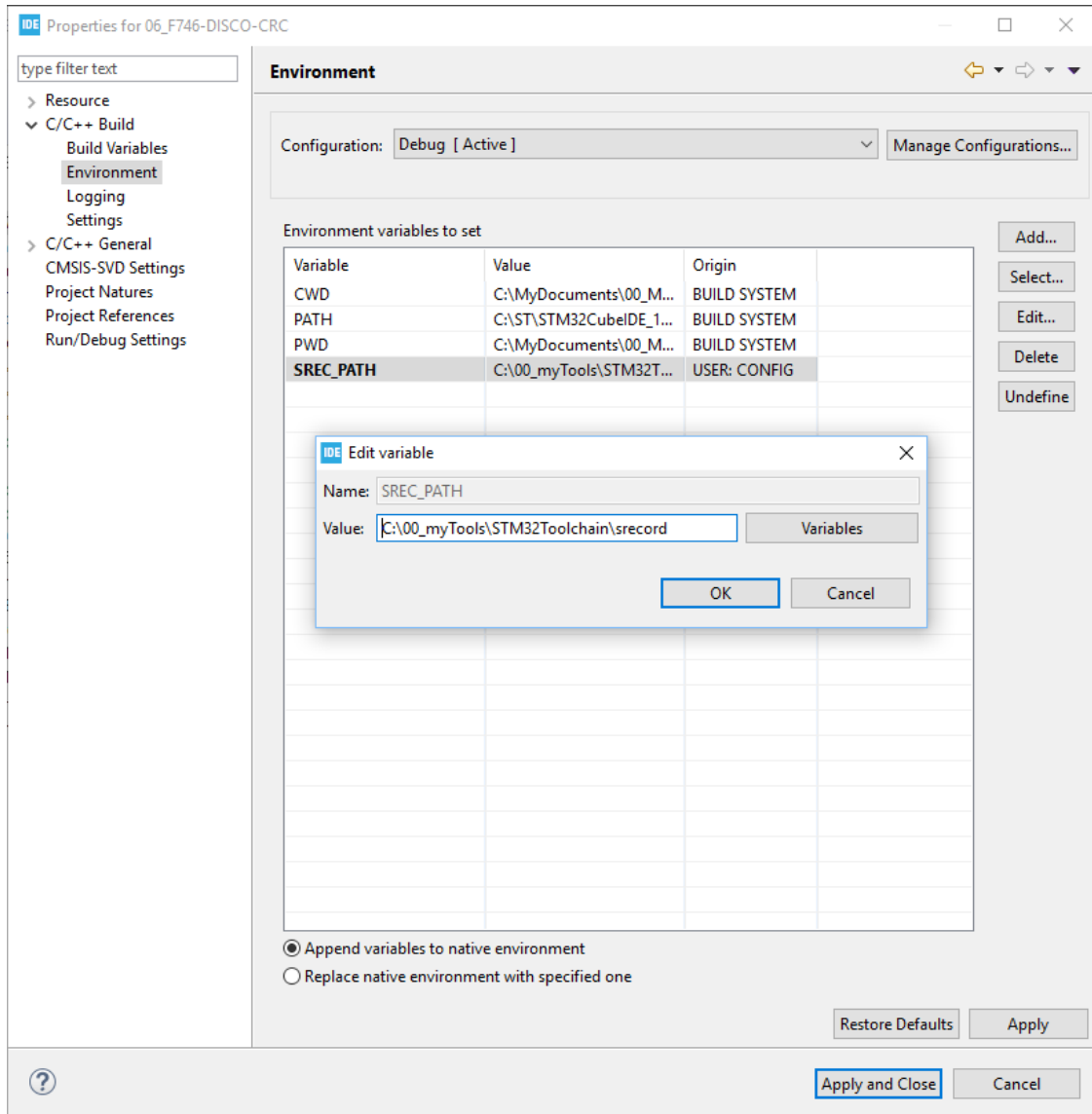
- Generate Hex file:



## Using Environment Variable

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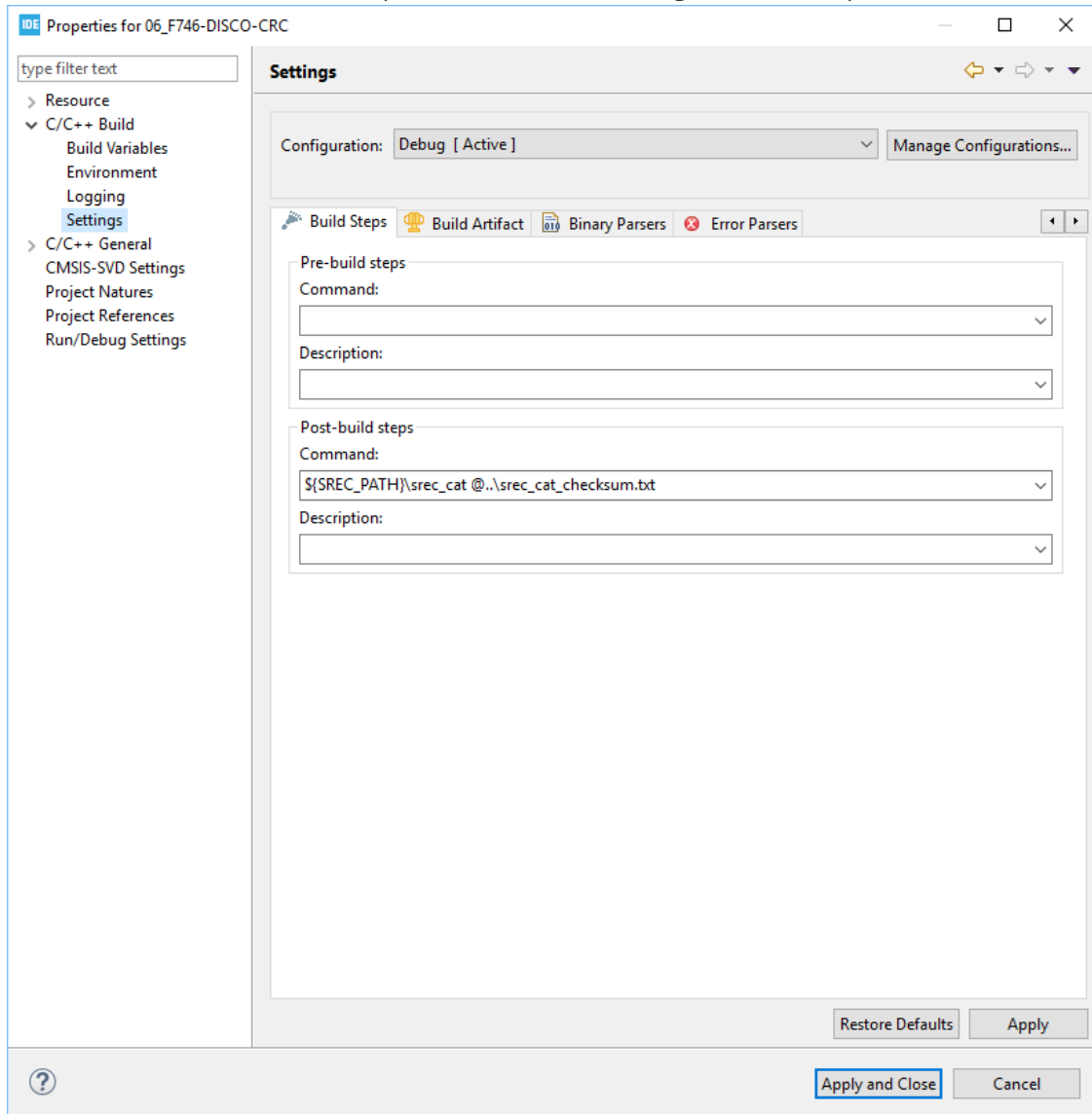
## 1. Set Environment Variable in C/C++ Build --> Environment:



NOTE:

- Name = SREC\_PATH
  - Value = C:\00\_myTools\STM32Toolchain\srecord

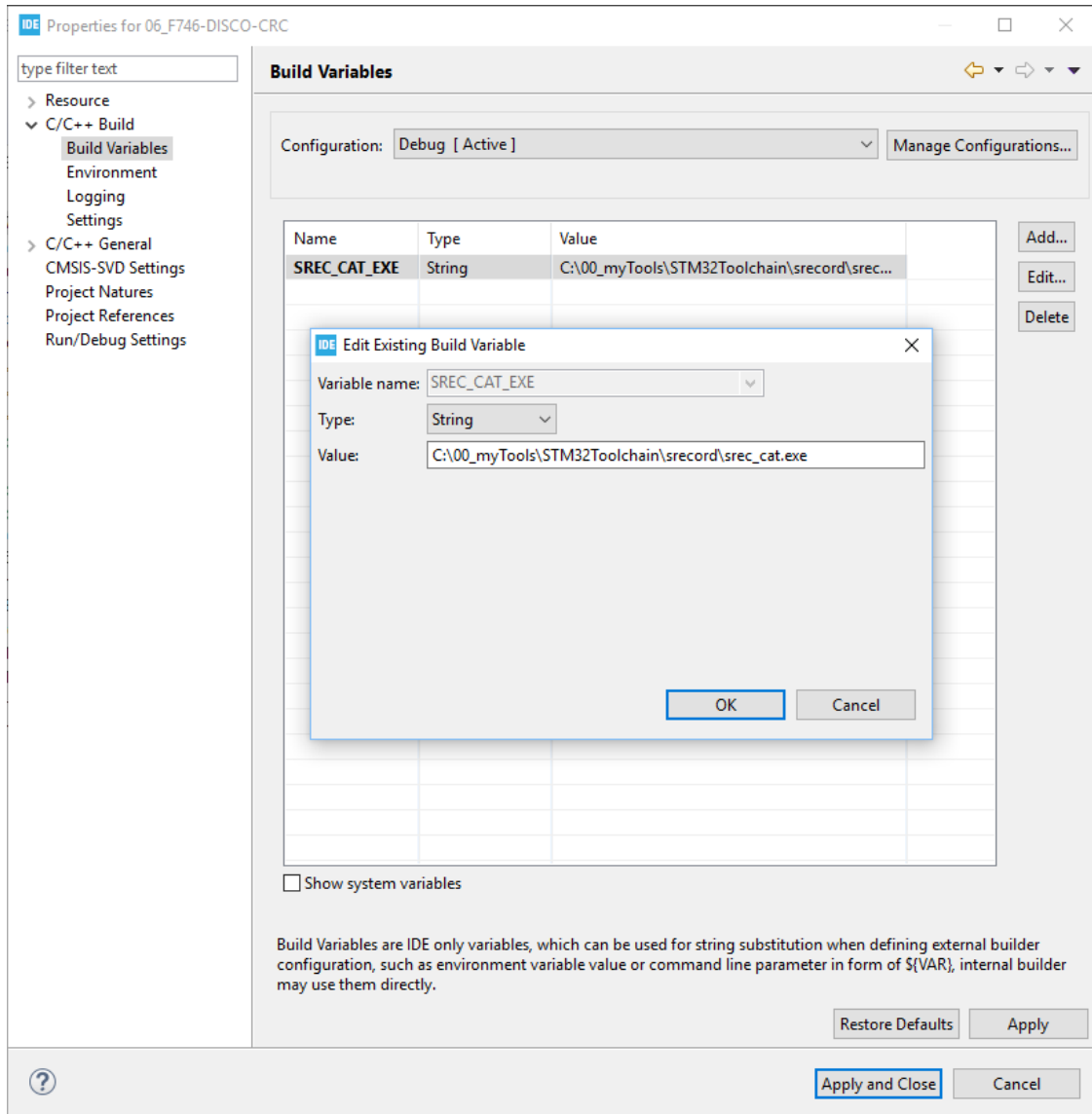
## 2. Set Command for Post-build steps (C/C++ Build --> Settings --> Build Steps):



NOTE: Command = `${SREC_PATH}\srec_cat.exe @..\srec_cat_checksum.txt`



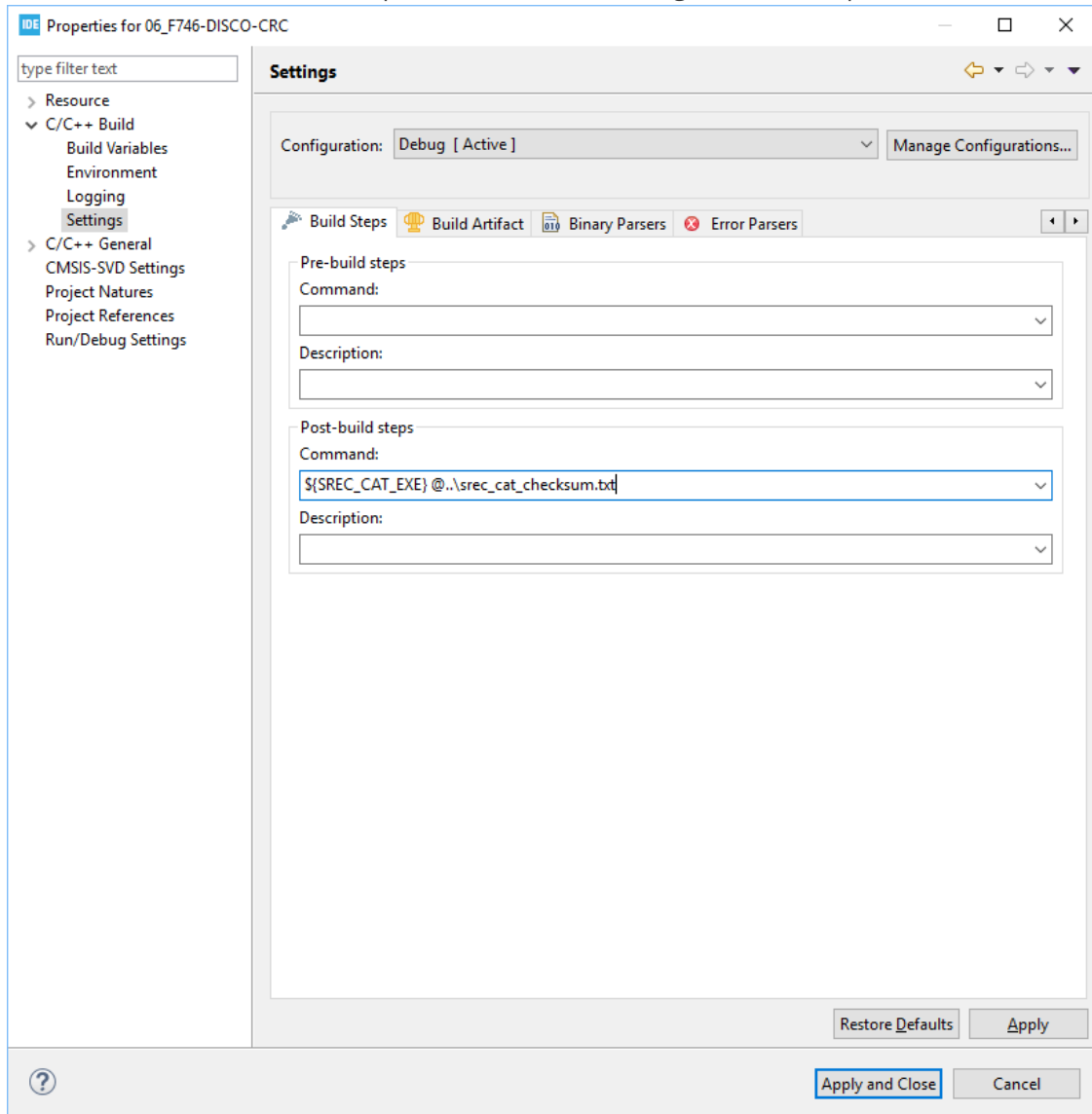
## 1. Set Build Variable in C/C++ Build --> Environment:



### NOTE:

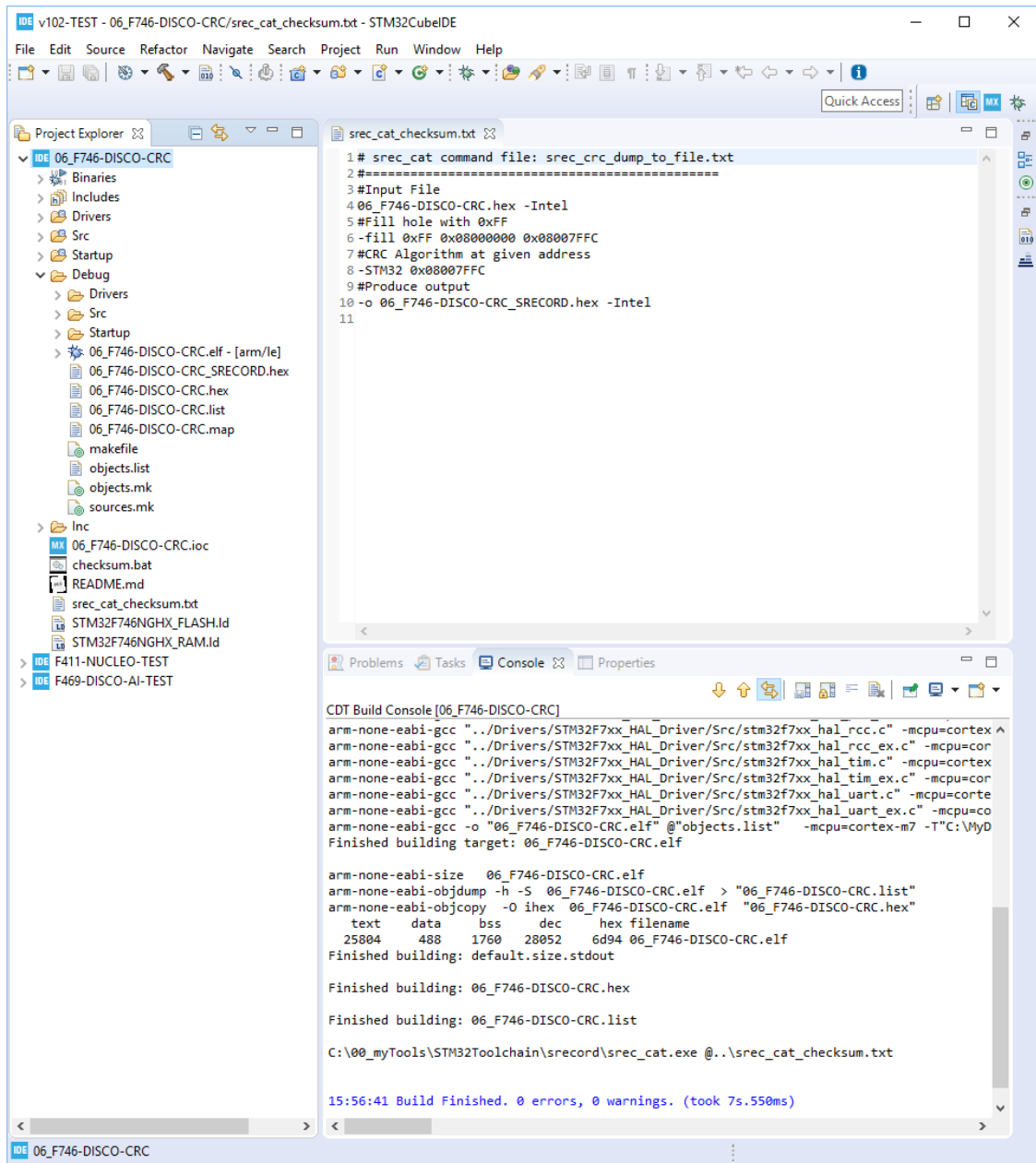
- o Name = SREC\_CAT\_EXE
- o Value = C:\00\_myTools\STM32Toolchain\srecord\srec\_cat.exe

## 2. Set Command for Post-build steps (C/C++ Build --> Settings --> Build Steps):



NOTE: Command = `${SREC_CAT_EXE} @..\srec_cat_checksum.txt`

## 3. Here is the result after running Build:



## NOTE

1. Build console shows srec\_cat.exe runs correctly.
2. 06\_F746-DISCO-CRC\_SRECORD.hex is generated by srec\_cat.exe under Debug folder.