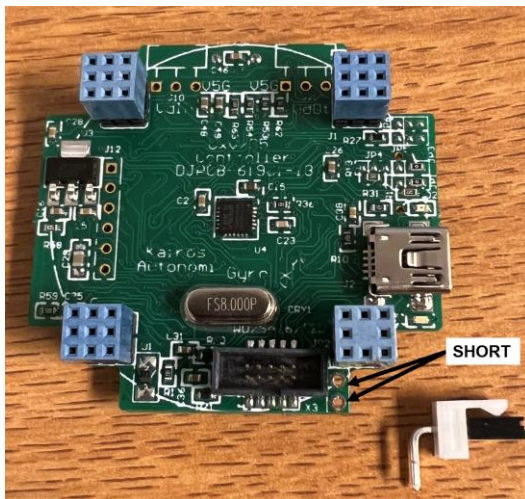


Flight Controller Programming Through USB

Materials Needed:

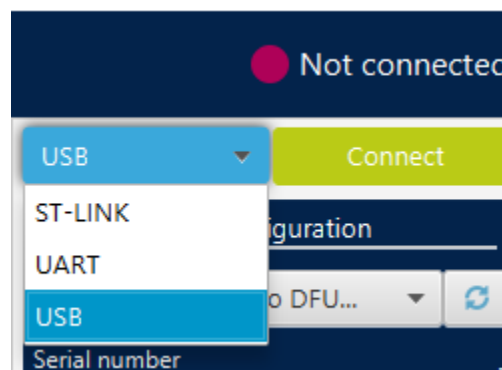
- Flight Controller
- Laptop with STM32 Cube Programmer
- USB A to USB Mini B cable
- Something to short the “Boot” socket (Jumper, Wire, Paperclip, Etc.)



Short a connection between the 2 sockets shown in the picture to the left and ensure a solid connection.

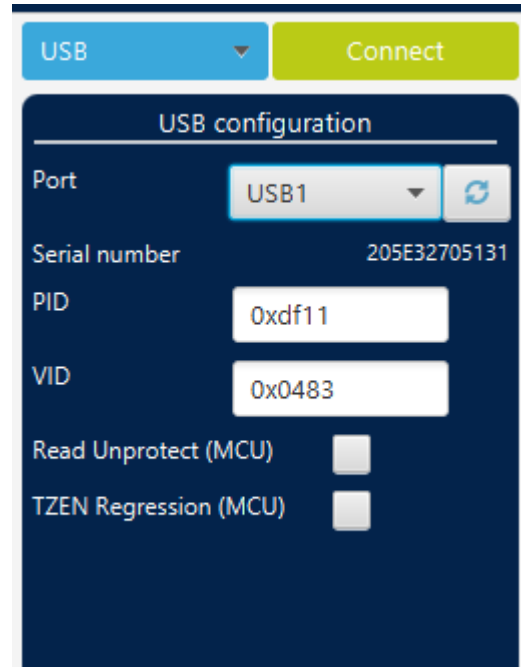
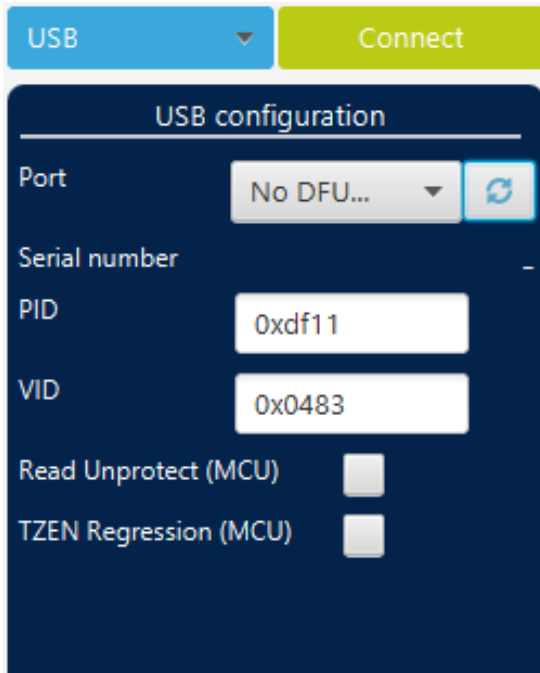
This connection must be shorted while the board is first receiving power either through the USB cable or through a UxV/35 Power Base Board

Open the STM32 Cube Programmer software and using the drop-down menu in the top right, ensure that the connection method is USB

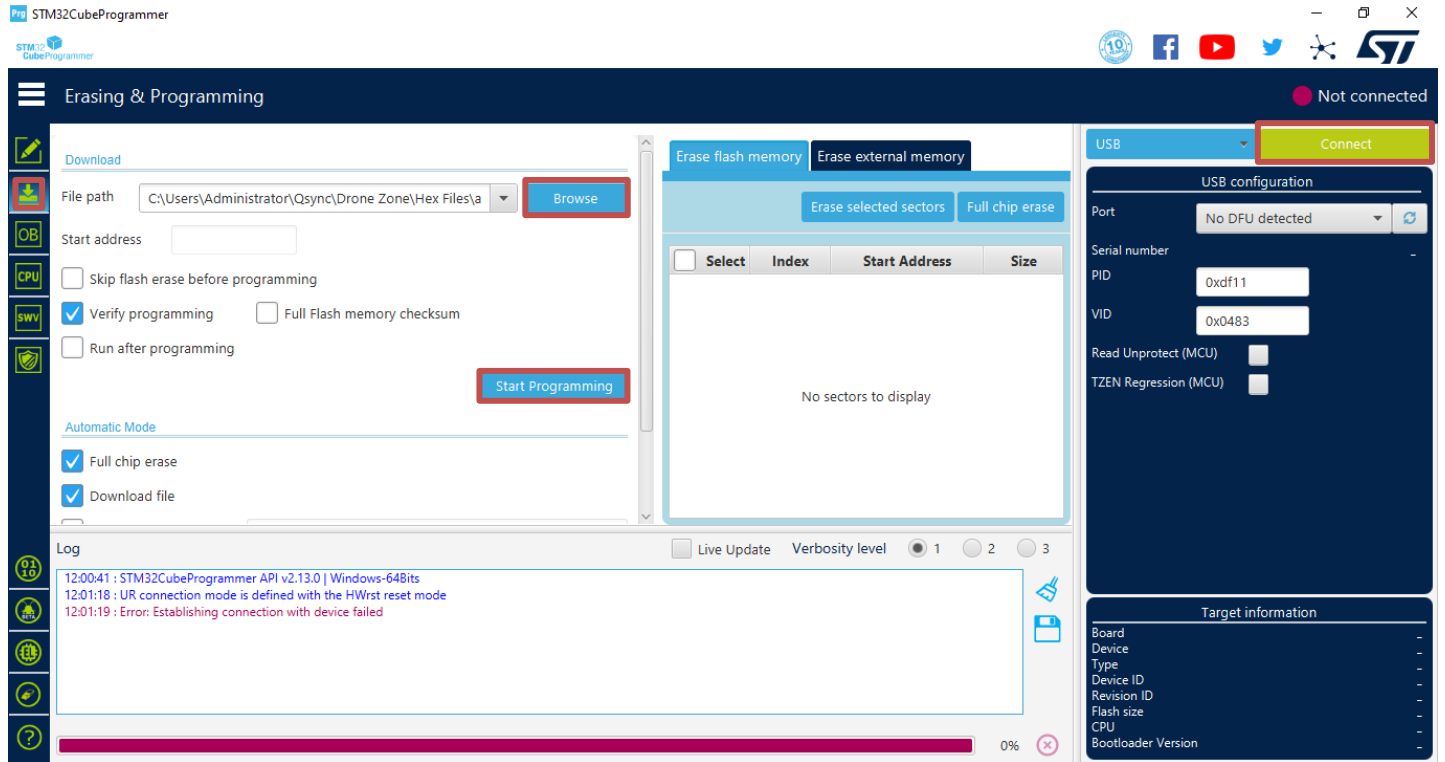


Flight Controller Programming Through USB

If the board was successfully shorted while booting up, then it will display as **USB 1** in the port dropdown menu and display a serial number



Flight Controller Programming Through USB



- Click the **connect** button at the top right of the screen.
- On the Left side of the program screen click on the download icon
- Select and find the file being used using the **Browse** button then select the file.
- Press the **Start Programming** button.
- Once finished click ok on the programming complete window

Flight Controller Programming Through USB

Version History

This section is a record of any changes or updates made to this test procedure.

Name	Date/Version	Reason
D.P	11/22/24 2.00.01	Document was updated (2.00.01) Version History section was added, updated instructions to include complete process.