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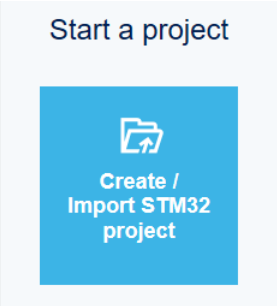
Importing a System Workbench for STM32 (SW4STM32) project into STM32CubeIDE is done as per the steps described below.

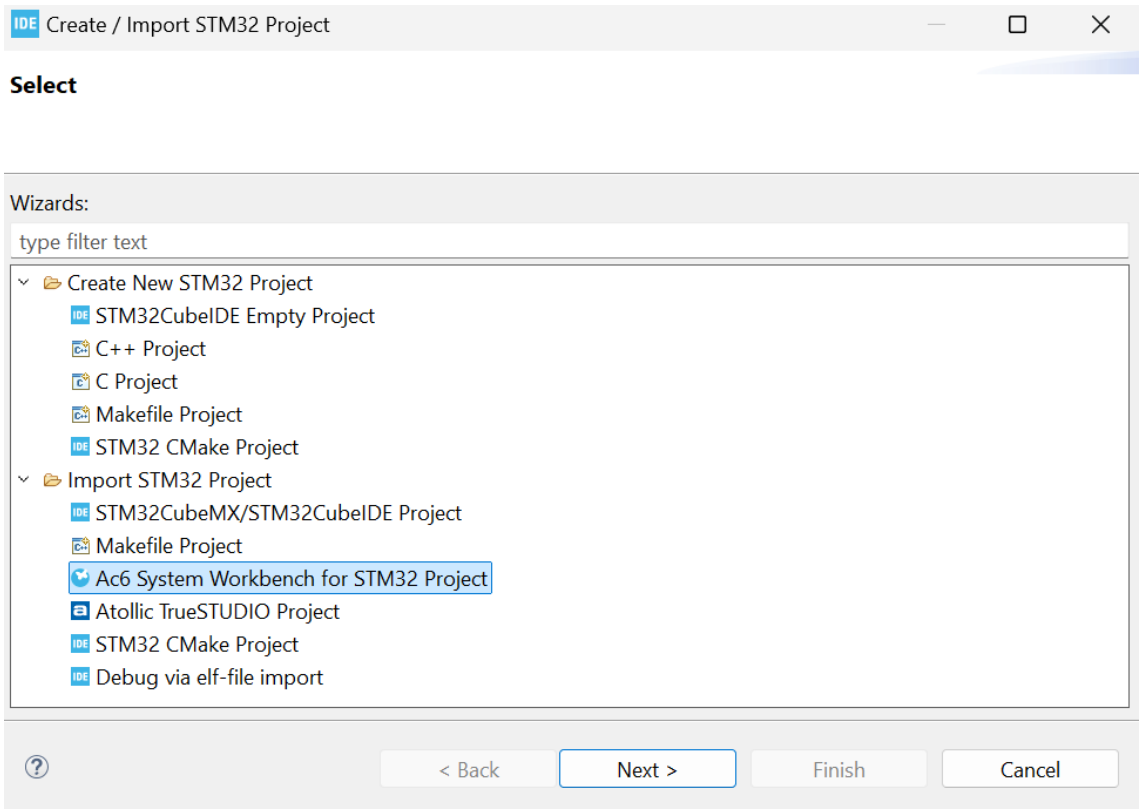
1. The first step in importing a project used in System Workbench for STM32 is to make a copy of the project and place that copy inside the workspace currently being used in STM32CubeIDE. This ensures that the original project is kept intact. After the import, as an additional safety measure, the old `.project` and `.cproject` files are still in the project folder. However, they are 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, click on the [**Create / Import STM32 project**] button presented in the *Information Center* (refer to Figure 1).

Figure 1. Import button in the Information Center



4. This opens the *Create / Import STM32 project* dialog box. Select [**Ac6 System Workbench for STM32 Project**] and press the [**Next**] button (see Figure 2). An alternate solution is to reach this dialog box through the [**File**]>[**STM32 Project Create / Import**] menu option.

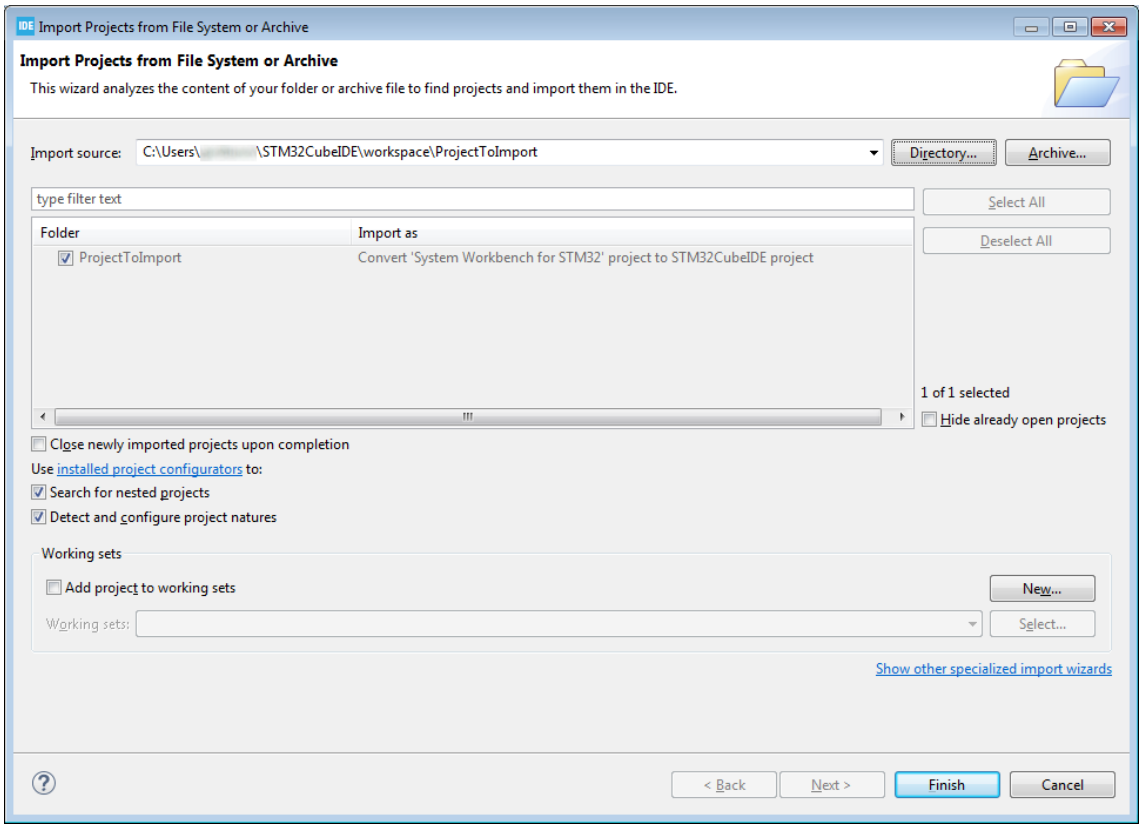
Figure 2. Create/Import STM32 project



Select [**Directory...**] and navigate the project location, which in this case must be the current workspace, and select it. An example is shown in Figure 3.

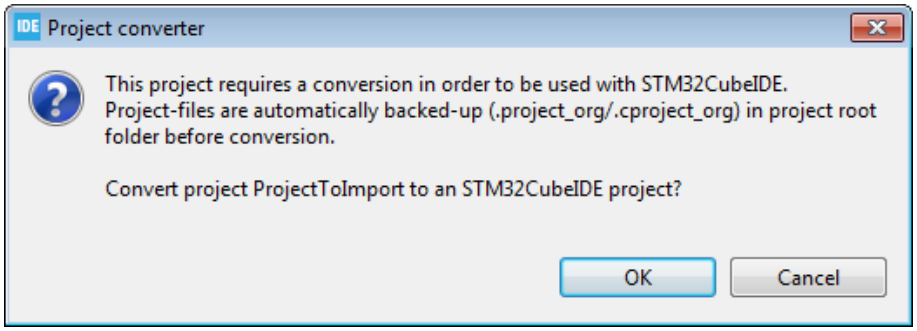
5. The project selected for import is then displayed together with information about its estimated source. In this case, it is converted from System Workbench for STM32 as illustrated in Figure 3. Click on [**Finish**] to import the project.

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



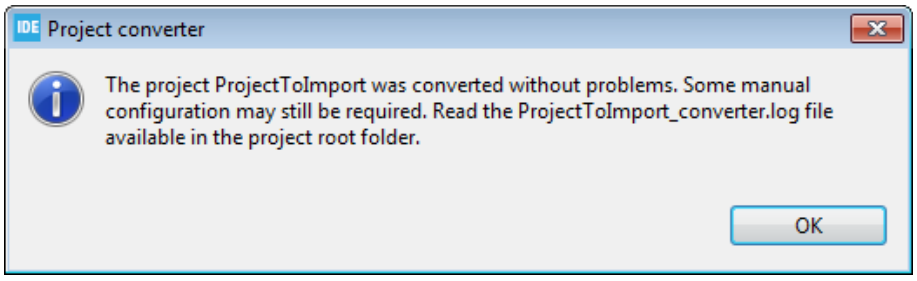
6. A dialog box asking to confirm the project conversion is then displayed as shown in Figure 4. Click [**OK**] to authorize and start the project conversion.

Figure 4. Dialog box: confirmation of import



7. Further on, another dialog box informs that the import was successful and that some manual configuration might 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.log` file in the project root folder. This file logs the issues handled by the converter.

Revision history

Table 1. **Document revision history**

Date	Revision	Changes
18-Apr-2019	1	Initial release.
03-Nov-2025	2	Updated Section 1: Project import including Figure 1 and Figure 2.

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