

# How to flash firmware to Artillery Ruby board

## Tools:

Firmware compilation: Visual Studio Code, PlatformIO

Firmware upload: Pronterface, STM32CubeProgrammer

## Procedure:

### Step 1

Follow the guide at [https://marlinfw.org/docs/basics/install\\_platformio\\_vscode.html](https://marlinfw.org/docs/basics/install_platformio_vscode.html) to install PlatformIO with VSCode.

### Step 2

Download the latest firmware at <https://github.com/artillery3d/>

### Step 3

Extract the source file and put it in the root folder of C or D drive (DO NOT put in folders with space in the path).

### Step 4

In PlatformIO, click on Open project and browse to the source code folder.

### Step 5



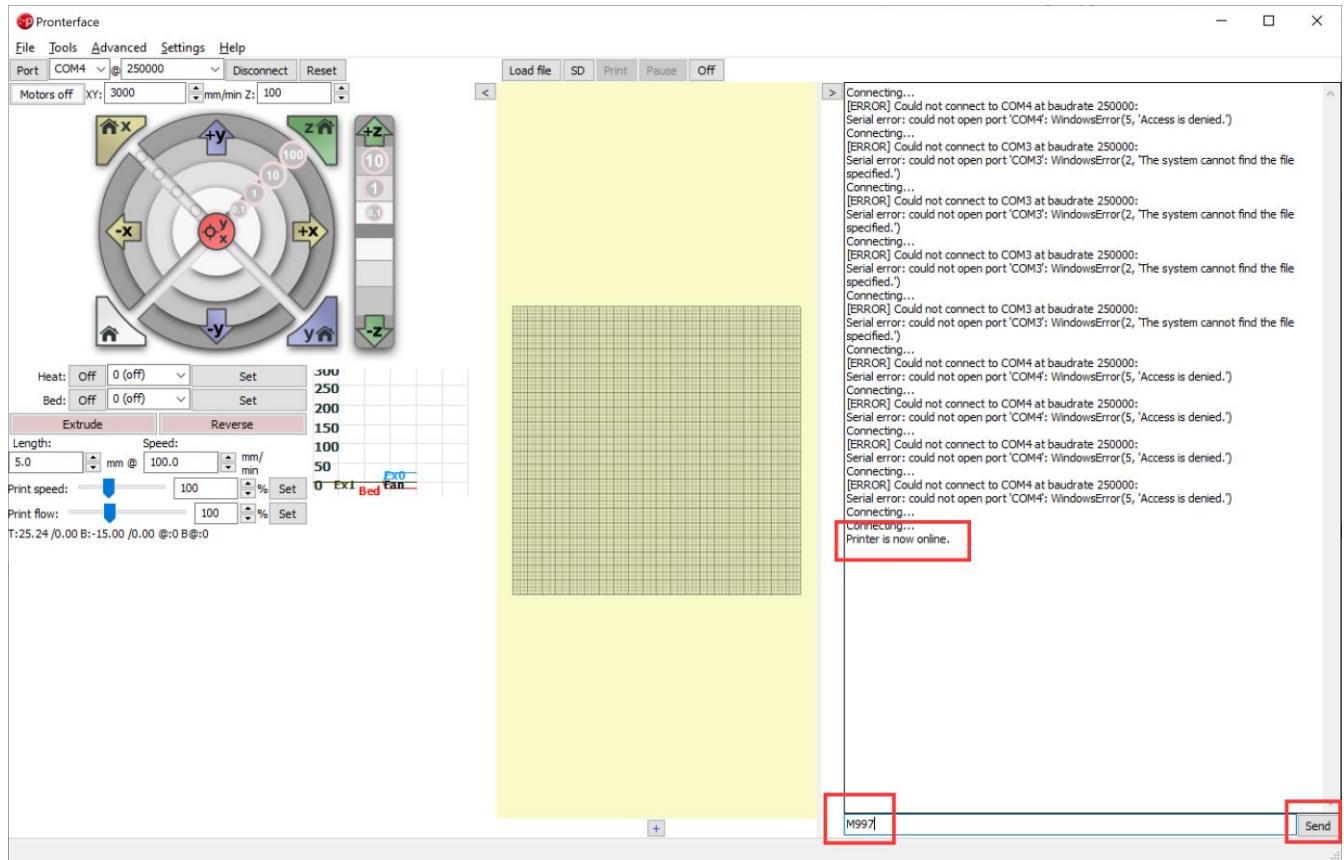
On bottom left of VSCode, click on PlatformIO:Build, PlatformIO will download the necessary files and compile the file. (It will take from a few minutes up to 30 minutes to download the necessary files for the first compilation, depends on the download speed of your internet connection, please be patient.)

You should see Success message when it compiled successfully.

Environment	Status	Duration
artillery_ruby	SUCCESS	00:00:30.325

## Step 6

Use Pronterface to connect to the printer, and send command M997 to put printer into DFU mode, screen should turn black.



## Step 7

Download and install STM32CubeProgrammer from <https://www.st.com/en/development-tools/stm32cubeprog.html>

You don't need to register but need to fill in a correct email address to receive the actual download link for the program.

It will install the necessary driver during the installation process.

## Step 8

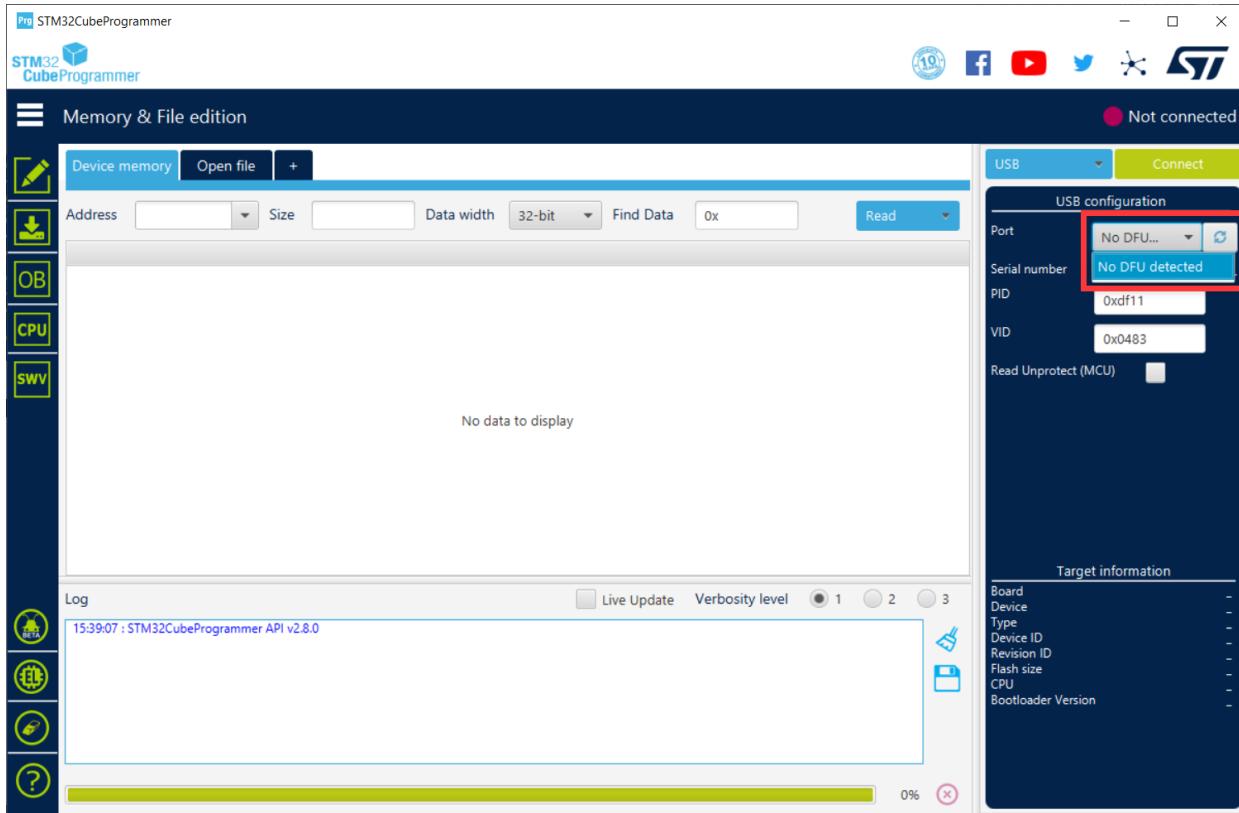
Open STM32CubeProgrammer after sending M997 to mainboard.

## Step 9

Choose USB in the drop-down menu in the top right corner

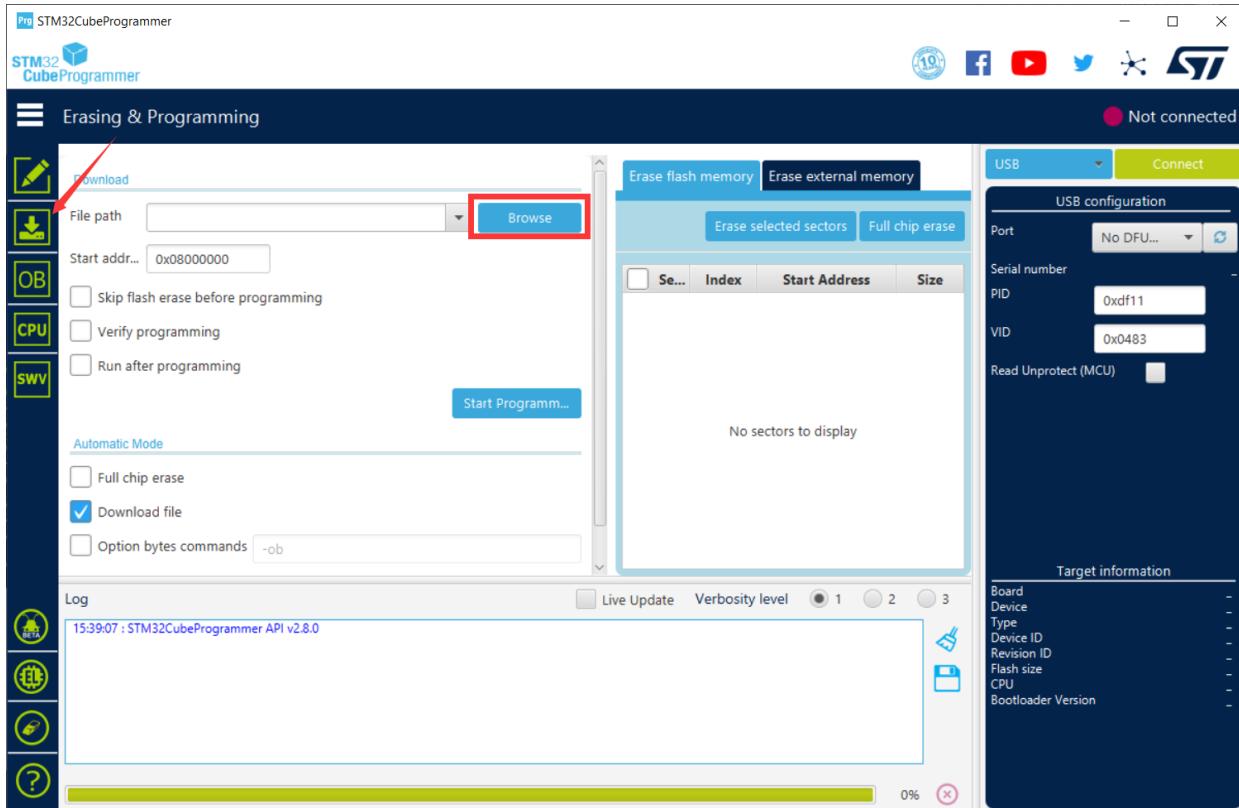
## Step 10

Select USB 1 in Port drop-down menu, then click on Connect



## Step 11

Click on second button on the left then click on browse to select the <filename>.hex compiled in Step 5.



## Step 12

Check Verify programming then click on Start Programming button

