

# Uploading executables to embedded targets

This guide shows how to configure Eclipse to make it upload firmware binaries to connected embedded targets.

## Preparing the build system

Ensure that you can upload the application to your target using your build system. If not, add a new make target, say, `upload`, that invokes the command that executes the uploading.

Assuming that there is a script that performs the uploading named `tools/blackmagic_flash.sh`, and the binary file `build/compound.elf`, the following make target can be defined:

### Makefile upload target

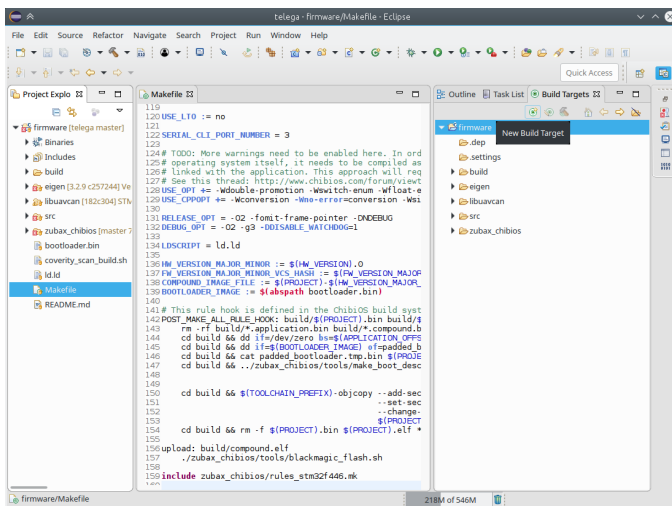
```
upload: build/compound.elf
    ./tools/blackmagic_flash.sh
```

Verify that the target works properly by executing `make upload` from the command line.

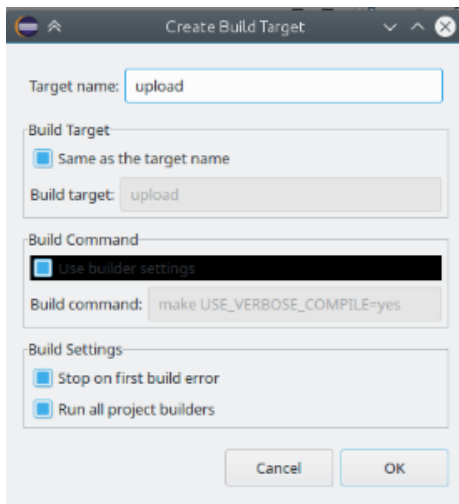
## Configuring Eclipse

Open your project and select the view `Build Targets`, which is usually located on the right-hand panel. If you can't locate the view there, you can enable it in the menu by clicking `Window Show View Build Targets`.

Click the button `New Build Target` as shown on the screenshot.



The window `Create Build Target` should appear. In this window, enter the name of your build target in the field `Target name`. Double check that the default build command is correct; if not, modify it manually. The resulting window should look as shown below.



Click OK, and you're all set. Now you can upload your application to the target by double-clicking the new build target.

You can define additional commands and build options similarly.