

CODE COMPOSER STUDIO

Adding an Existing Configuration

This section provides information on how to define and set up your target configuration for both single processor and multiprocessor configurations, and how to customize several general IDE options. The Setup utility allows you to configure the software to work with different hardware or simulator targets. You must select a configuration in setup before starting the Code Composer Studio IDE [13]. You can create a configuration using the provided standard configuration files, or create a customized configuration using your own configuration files. This example uses the standard configuration files.

To create a system configuration using a standard configuration file:

- a) Double-click on the Setup CC Studio desktop icon. The System Configuration dialog box appears.
- b) From the list of Available Factory Boards, select the standard configuration that matches your system.
- c) Click the Add button to import your selection to the system configuration currently being
- d) created. The configuration you selected now displays under the My System icon in the System configuration pane of the Setup window. If your configuration has more than one target, repeat these steps until you have selected a configuration for each board.
- e) Click the Save & Quit button to save the configuration.
- f) Click the Yes button to start the Code Composer Studio IDE with your configuration.

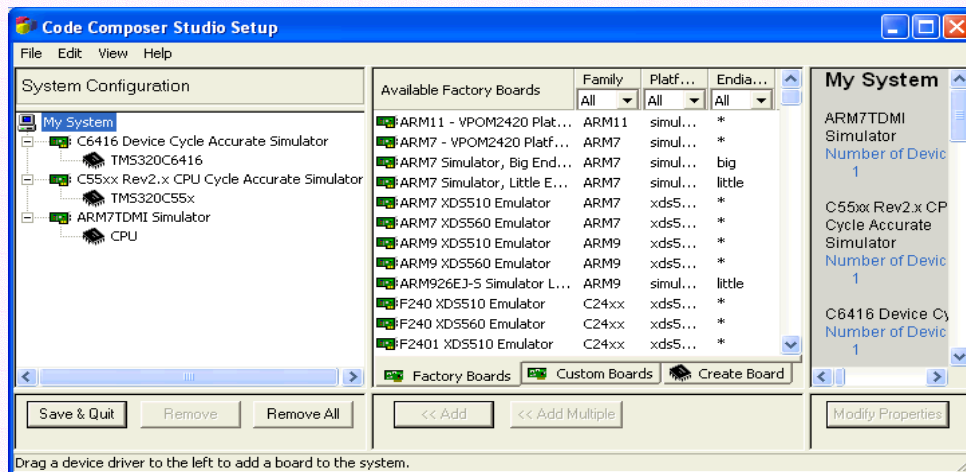


Fig 1 Code Composer Studio Setup

Creating a Project

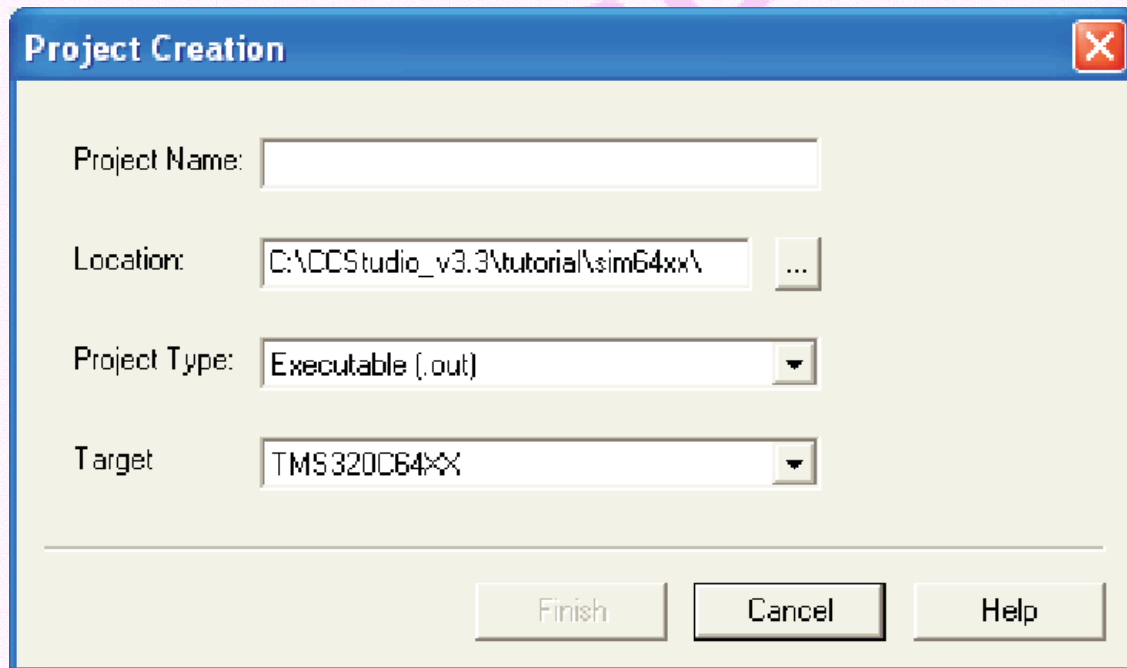


Fig 2 Project Creation

The following procedure allows you to create new project. The information for a project is stored in a single project file (*.pj1).

- a) From the Project menu, choose New. The Project Creation wizard window displays.
- b) In the Project Name field, type the project name.
- c) In the Location field, specify the directory where you want to store the project file, object files generated by the compiler and assemblers are also stored here. You can type the full path in the location field or click the Browse button and use the Choose Directory dialog box. It is a good idea to use a different directory for each new project.
- d) In the Project Type field, select a Project Type from the dropdown list. Choose either Executable (.out) or Library (lib). Executable indicates that the project generates an executable file. Library indicates that you are building an object library.
- e) In the Target field, select the target family for your CPU. This information is necessary when tools are installed for multiple targets.
- f) Click Finish. A project file called your project name .pj1 is created. This file stores all files and project settings used by your project.

Adding Files to a Project

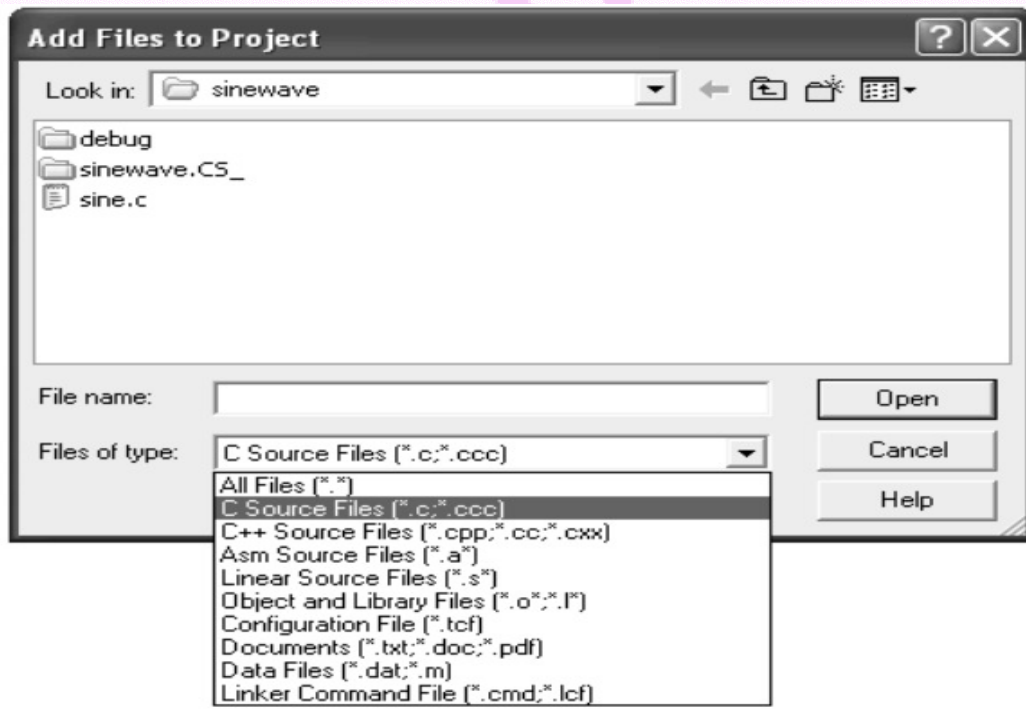


Fig 3 Add Files To Project

After creating a new project file, add the files for your source code, object libraries, and linker command file to the project list. You can add several different files or file types to your project.

To add files to your project:

- Select Project Add Files to Project, or right-click on the project's filename in the Project view window and select Add Files to Project from the context menu. The Add Files to Project dialog box displays.
- In the Add Files to Project dialog box, specify a file to add. If the file does not exist in the current directory, browse to the correct location. Use the Files of Type dropdown list to set the type of files that appear in the File name field.

To build and run a program:

- a) Choose Project-Rebuild All or click the Rebuild All toolbar button. All the files in your project are recompiled, reassembled, and relinked. Messages about this process are shown in the status bar at the bottom of the window.
- b) By default, the .out file is built into a debug directory located under your current project folder. To change this location, select a different one from the Select Configuration toolbar.
- c) Choose File-Load Program. Select the program you just rebuilt, and click Open. The program is loaded onto the target DSP and opens a disassembly window that shows the disassembled instructions that make up the program.
- d) Choose View-Mixed Source/ASM. This allows you to simultaneously view your c source and the resulting assembly code.
- e) Click on an assembly instruction in the mixed-mode window.
- f) Press the F1 key. The Code Composer Studio IDE searches for help on that instruction.
- g) Choose Debug-Run to run the program.
- h) Choose Debug-Halt to quit running the program.