

Code Composer Studio™ IDE

Quick Start

Installation Requirements

These operating platform requirements are necessary to install the Code Composer Studio Integrated Development Environment (IDE):

Minimum

- 233MHz or higher Pentium™-compatible CPU
- 600MB of free space
- 64MB of RAM
- SVGA (800 x 600) display
- Internet Explorer™ (4.0 or later) or Netscape Navigator™ (4.0 or later)
- Local CD-ROM drive

Recommended

- 128MB of RAM
- 16-bit color
- 500MHz or higher Pentium™-compatible CPU

Supported Operating Systems

- Windows™ 98
- Windows™ NT 4.0 Service Pack 4 or higher
- Windows™ 2000 Service Pack 1

Installing Code Composer Studio (CCS)

Note: For Windows NT and Windows 2000, you must install and run Code Composer Studio using administrator privileges. If installing hardware, follow the instructions provided with the hardware.

- 1 Insert the installation CD into the CD-ROM drive. An install screen should appear after a few seconds; if not, go to Windows Explorer and run [setup.exe](#) from your CD-ROM.
- 2 Choose the option to install Code Composer Studio.
- 3 Respond to the dialog boxes as the installation program runs.

A welcome panel appears and describes the program icons that will appear on your desktop. The panel contains links to product demonstrations, and the TI DSP Developers' Village.

CCS v2 will automatically configure your system with a preset configuration unless a previous version of CCS is detected. For the C5000 system, the default configuration is the C55x simulator, and for the C6000 system, the C64x simulator is the default configuration. If CCS v2 detects a previous version of CCS, it will automatically import that configuration and set it as the new default.

Unless you want to reconfigure your system, the installation is complete and CCS is ready to run.

To start Code Composer Studio, double-click the [CCS 2](#) icon on your desktop.

Changing Your Code Composer Studio Target Setup

You can load a standard configuration file or set up a new system configuration.

To load a standard configuration file:

Invoke the setup application by double clicking on the [Setup CCS 2](#) icon that appears on your desktop. The [Import Configuration](#) dialog box appears and displays a list of prebuilt system configurations. Before you start, click the button labeled [Clear](#) to remove any previously defined configuration, and then, in the message box, click Yes to confirm the [Clear](#) command. The following items are shown on the [Import Configuration](#) dialog box.

- [Available Configurations](#) – lists the standard board configurations shipped with Code Composer Studio
- [Configuration Description](#) – describes the prebuilt configuration
- [Filters](#) – drop-down boxes that allow you to narrow the list of available configurations
- [Import](#) button – makes the board configuration you selected under [Available Configuration](#) the active configuration for Code Composer Studio
- [Clear](#) button – removes all board configurations from your system configuration
- [Advanced](#) button – allows you to manually add a board configuration (also see To Set Up a New System Configuration in the next section)

- 1 Select the appropriate board or simulator configuration under [Available Configurations](#). Use Filters to help narrow the available choices, and then click [Import](#).
- 2 Repeat the step above for each board or simulator you wish to add to your system. Your configuration may contain more than one target board. Within the Setup interface, the configuration you selected is graphically displayed under [My System](#).
If you select more than one target configuration to the setup, the Parallel Debug Manager (PDM) will be launched. When you launch CCS, the PDM lets you control multiple debug sessions.
- 3 Click the button labeled [Save](#) and [Quit](#). The configuration is saved in the System Registry.
- 4 Click [Yes](#) to the question, "Start Code Composer Studio on Exit?" The Setup utility is closed and Code Composer Studio is started.

To set up a new system configuration:

If you have a custom board or you cannot find your board under the prebuilt configurations, you can manually add your own system configuration. To do this, close the [Import Configuration](#) dialog and double-click on the appropriate [Available Board/Simulator Types](#) on the CCS Setup window.

Enter your custom configuration data in the [Board Properties](#) dialog to choose the appropriate settings for your system.

For more information on setting up a new system configuration, see the CCS Setup online help.

Running the Code Composer Studio Tutorial

The interactive Code Composer Studio tutorial as well as the CCS Getting Started Guide, provides an effective method to learn about the new and existing features of this tool.

- 1 CCS should now be running. If it is not already running, double-click on the CCS 2 icon on your desktop.
- 2 From the Code Composer Studio Help menu, select [Tutorial](#).

This next section describes the steps involved in beginning an actual project.

Using Code Composer Studio to Build a Program

To create a new project:

- 1 Select [Project](#) → [New](#) from the menu. This opens the [Project Creation](#) dialog box. In the [Project Name](#) field, type the new project name.
- 2 In the [Location](#) field you can either type the name of the correct project directory where you want the project to reside or you can browse to it.
- 3 In the [Project Type](#) field, select library or executable, depending on the type of output you are creating.
- 4 In the [Target](#) field, select the target you have configured for CCS and click [Finish](#).

To open an existing project:

- 5 Select [Project](#) → [Open](#) from the menu. The [Project Open](#) dialog box appears. Navigate to the correct project directory. Highlight the project you want to use and choose [Open](#).

Existing projects created under CCS v1.2 will automatically be migrated to the latest format when they are opened within CCS v2.

To add files to a project:

- 6 Select [Project](#) → [Add Files to Project](#) in the Add Files to Project dialog box, navigate to the appropriate location, select the file, and click [Open](#).

Note: Code Generation Tools include runtime library files (e.g., rts.lib). The runtime libraries contain the Standard C Library of functions. If you are going to be using Standard C Library functions, you must add the target-specific runtime libraries to your project.

Do not try to specify include or header files directly. These files are automatically added to the project by scanning the source files for dependencies.

Building and running the program:

- 7 **To set tool options:** Select [Project](#) → [Build Options](#) from the menu. You can change options for the compiler and linker.
- 8 **To build the program:** Choose [Project](#) → [Rebuild](#) All to recompile, reassemble, and relink all the files in the project. Messages about this process are shown in a frame at the bottom of the window.
- 9 **To load the program:** Select [File](#) → [Load Program](#) to load the executable file (*.out). Select the program you just rebuilt and click [Open](#).
- 10 **To run the program:** Select [Debug](#) → [Run](#).
- 11 **To debug the program:** Select [Debug](#) from the menu bar to access the available debugging commands.