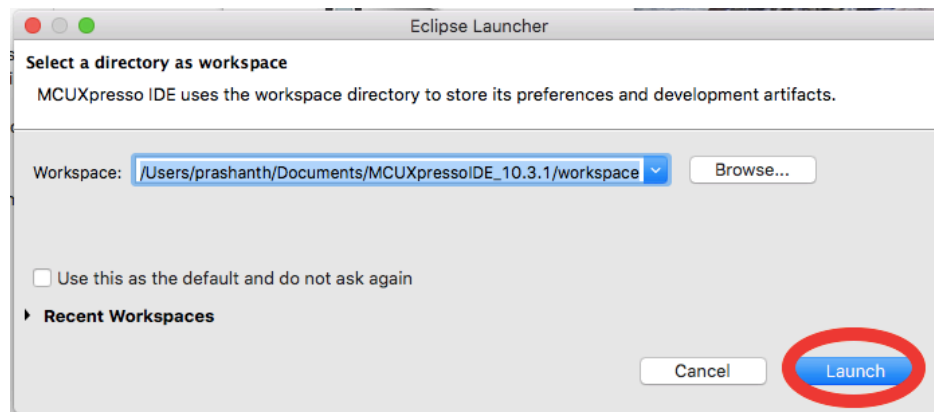
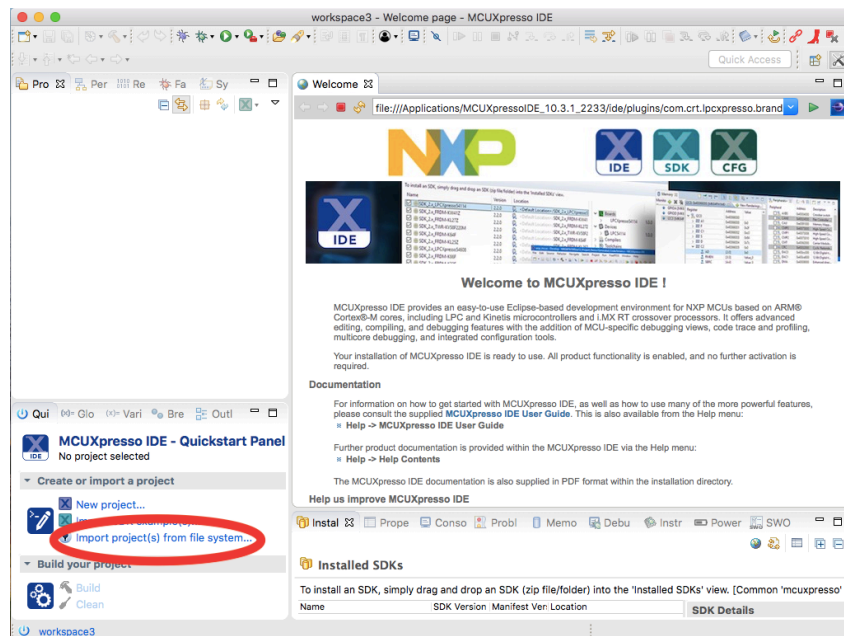


Steps to import, build, debug & flash on LPC1769 platform

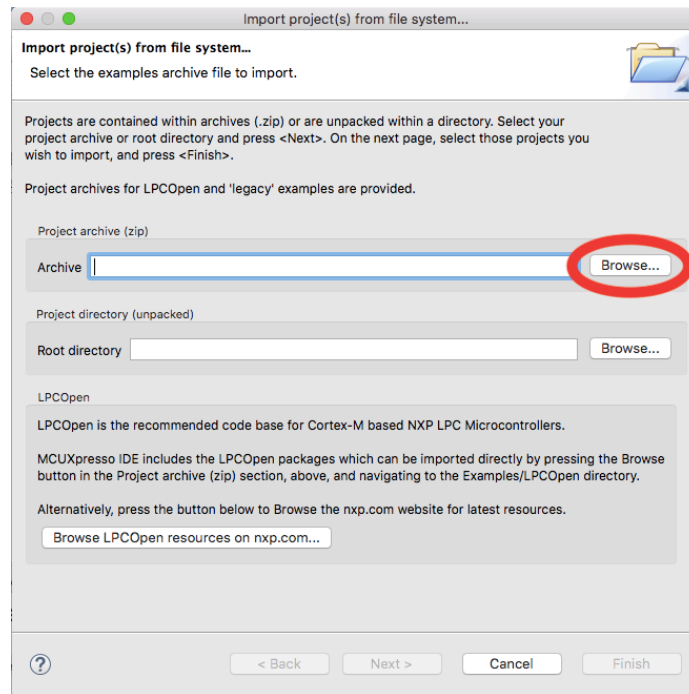
1. Please go to NXP website to download MCUXpresso IDE, and install the IDE.
URL:
https://www.nxp.com/support/developer-resources/software-development-tools/mcuxpresso-software-and-tools/mcuxpresso-integrated-development-environment-ide:MCUXpresso-IDE?tab=Design_Tools_Tab
2. After installing MCUXpresso IDE, open the IDE, and you will see the following window. Please create your workspace, name it, and click on “Launch” to continue.



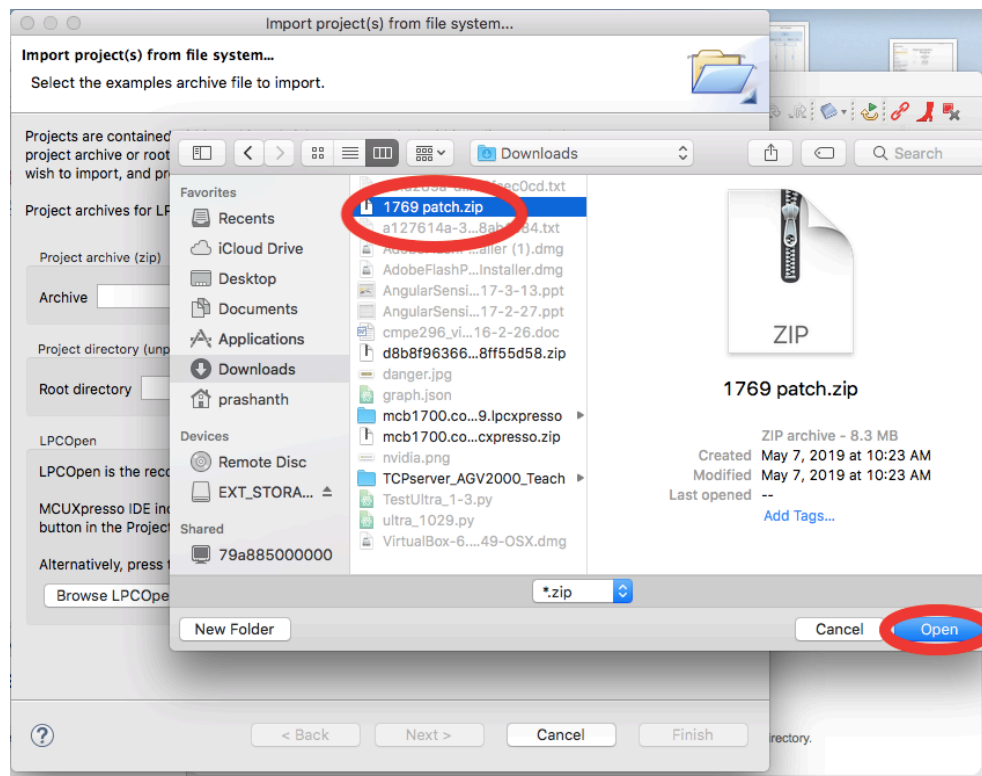
3. Enter the home page, you will see the following window. Click on “Import projects” to import “1769 patch.zip” which you can download from github.



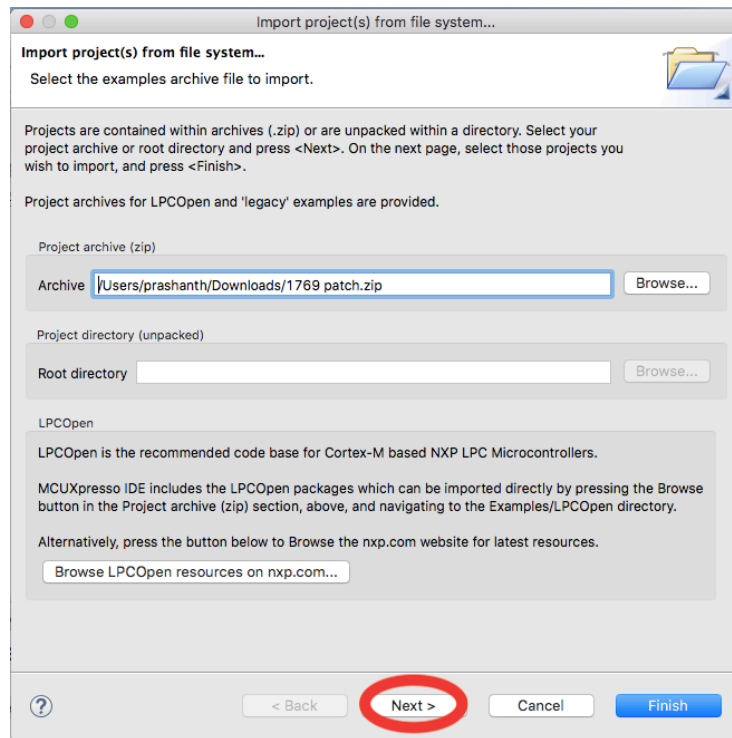
4. When you click “Import projects”, you will see the following window. Click “Browse” to select the project file.



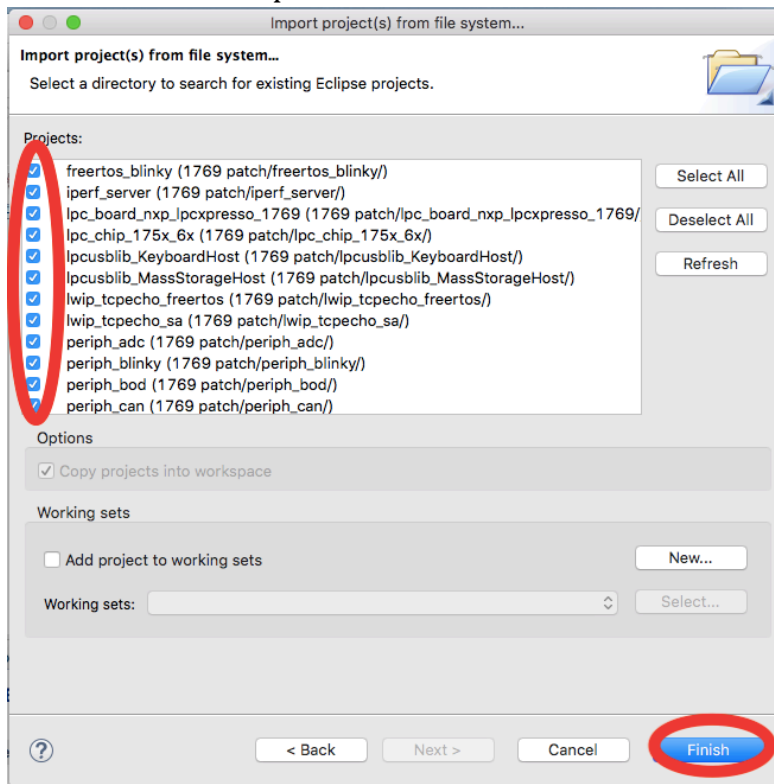
5. Select the targeted file “1769 patch.zip”, and click “Open”.



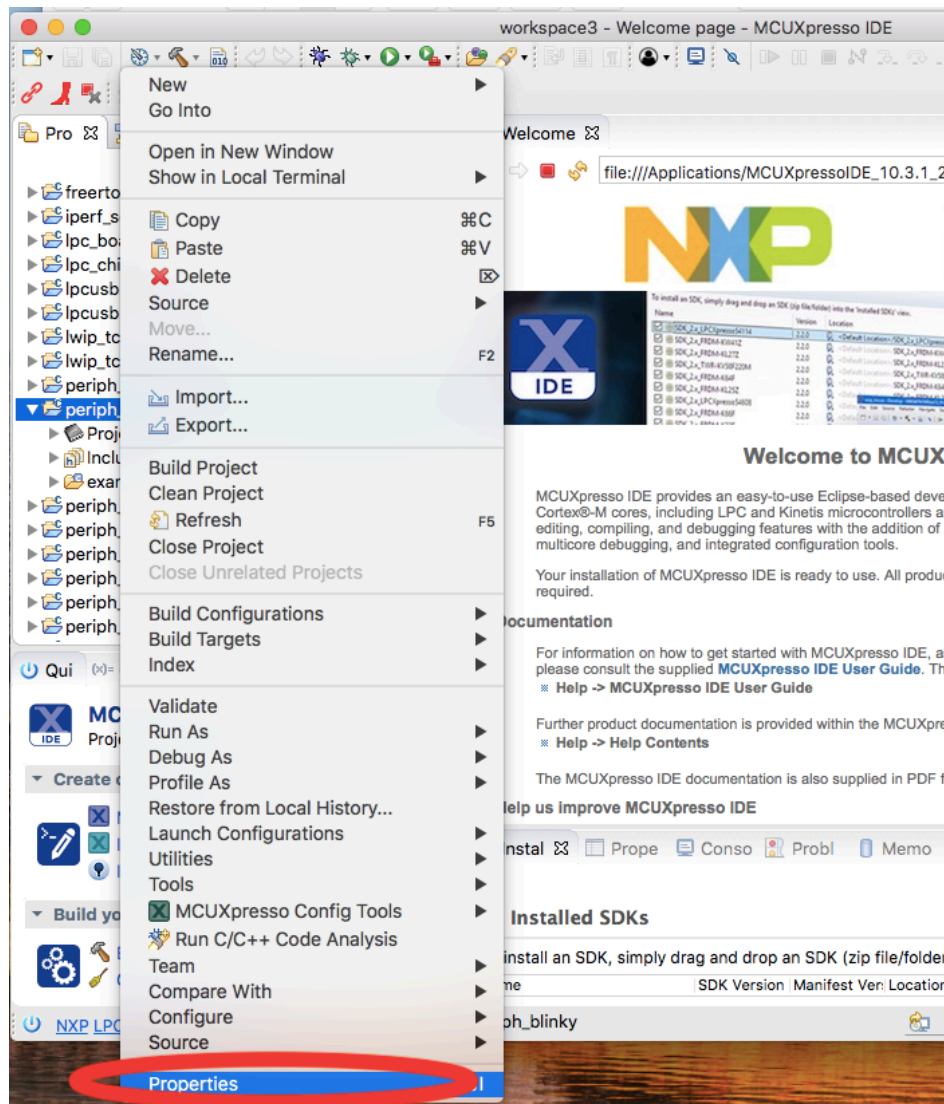
6. You will see the following window, click “Next >” to continue.



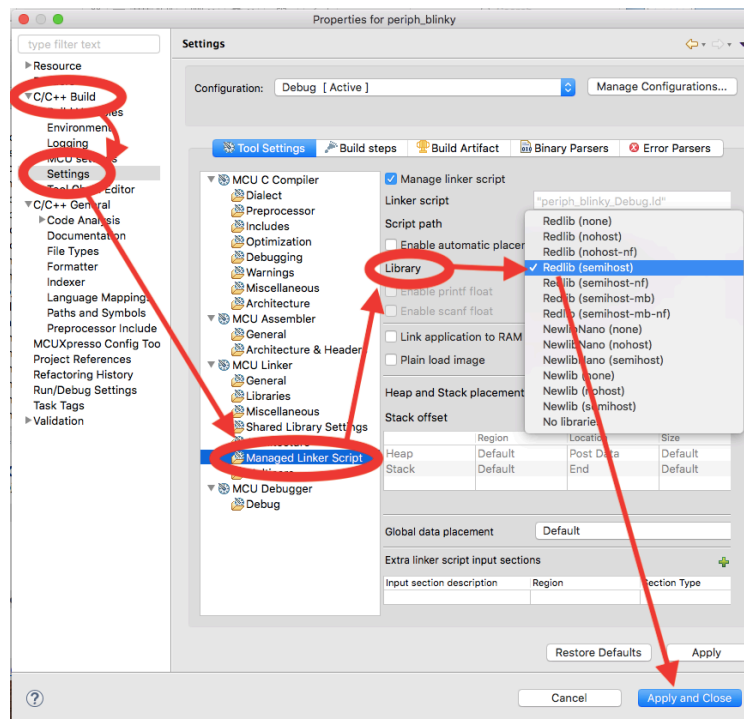
7. Check the needed projects based your requirements (you may not need all of them) and click “Finish” to import them.



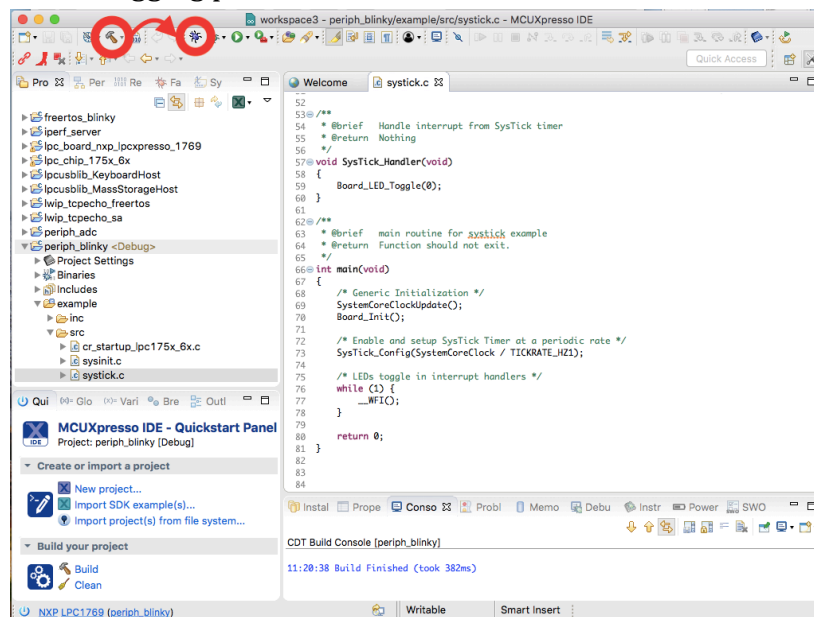
- When you finish importing, please check the home page, you should see all the projects listed on the left side. You are able to open project, and do the coding. When you finish, you can either test your code using debug mode, or directly flash it.
- If you would like to choose debug mode, right click on the project folder, select "Properties".



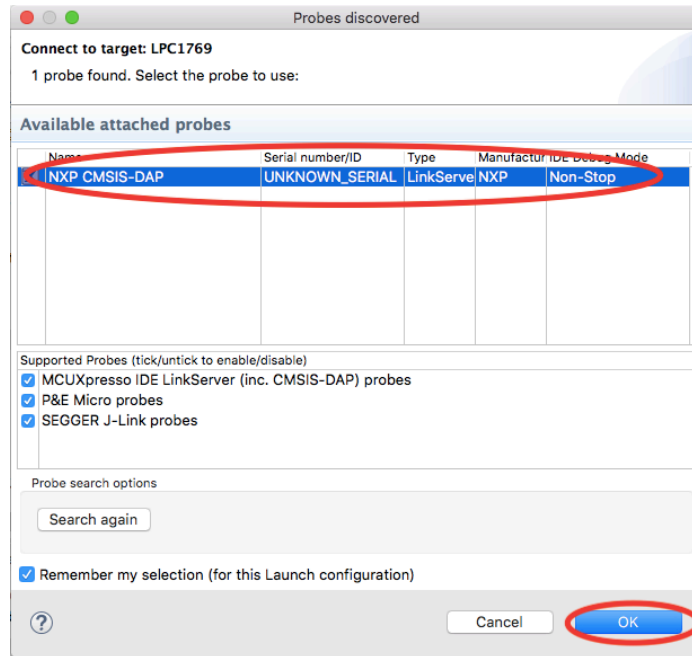
10. You will see the following window, go to “C/C++ Build”, in the “Settings”, choose “Managed Linker Script”, change “Library” to “Redlib(Semihost)”, then, click “Apply and Close” to finish setting up.



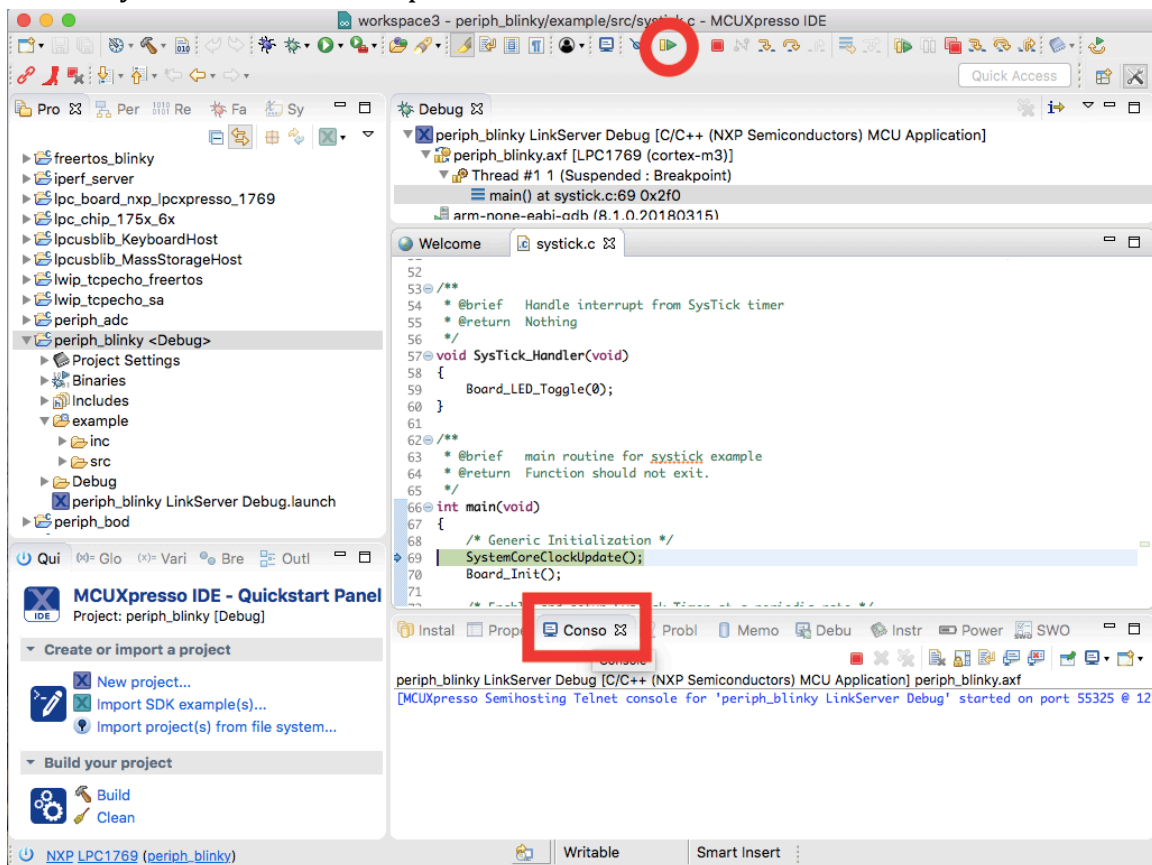
11. Click on “Build” on the top which is a hammer icon to build your project to check if you have any errors in you program. After successfully building, please connect your LPC1769 to your device, and click on “Debug” which is a beetle icon to start debugging process.



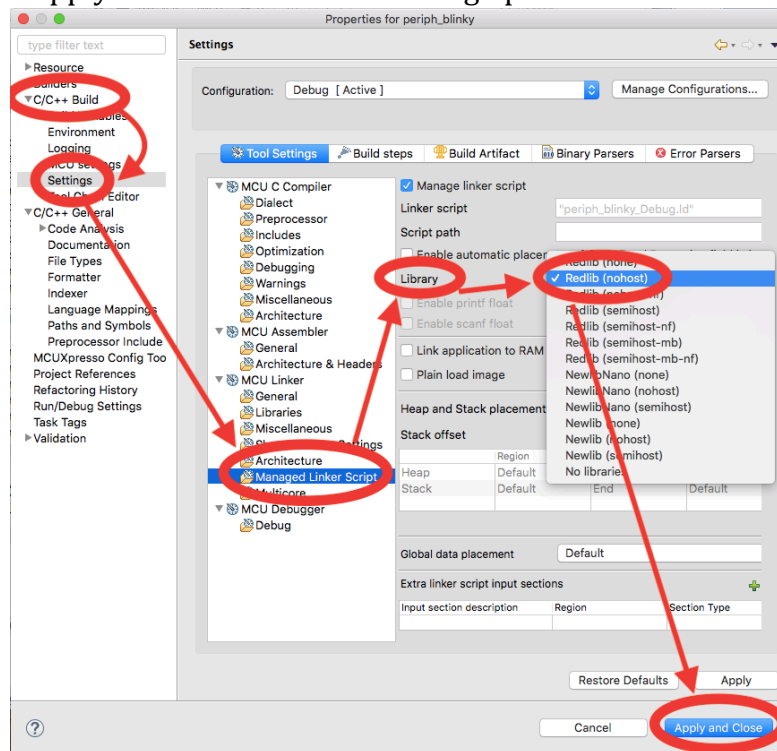
12. Make sure your LPC1769 has been detected, and click “OK” to continue.



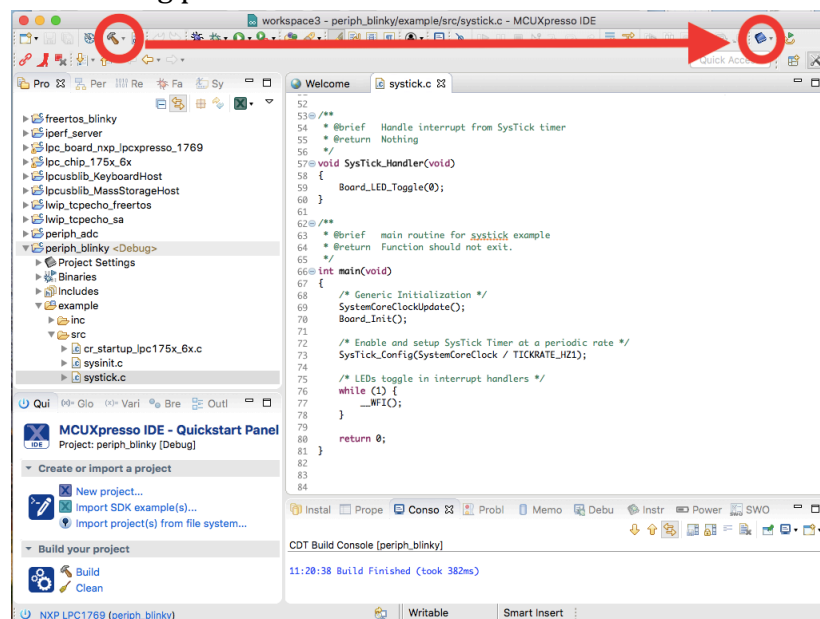
13. Finally, click “Resume” which is play icon on the top to start running. You can always see the status and prints in Console Window.



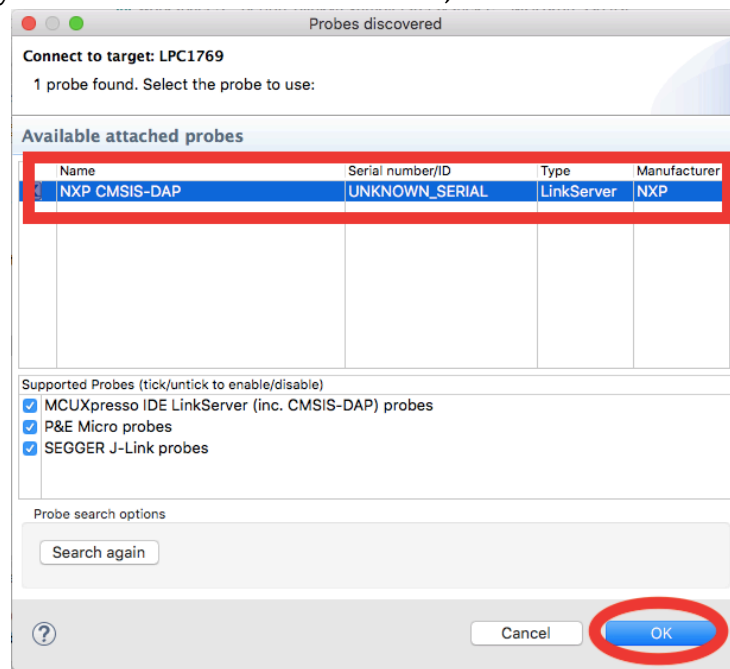
14. If you would like to flash the code to the board, right click on the project folder, select “property”, you will see the following window, go to “C/C++ Build”, in the “Settings”, choose “Managed Linker Script”, change “Library” to “Redlib(nohost)”, then, click “Apply and Close” to finish setting up.



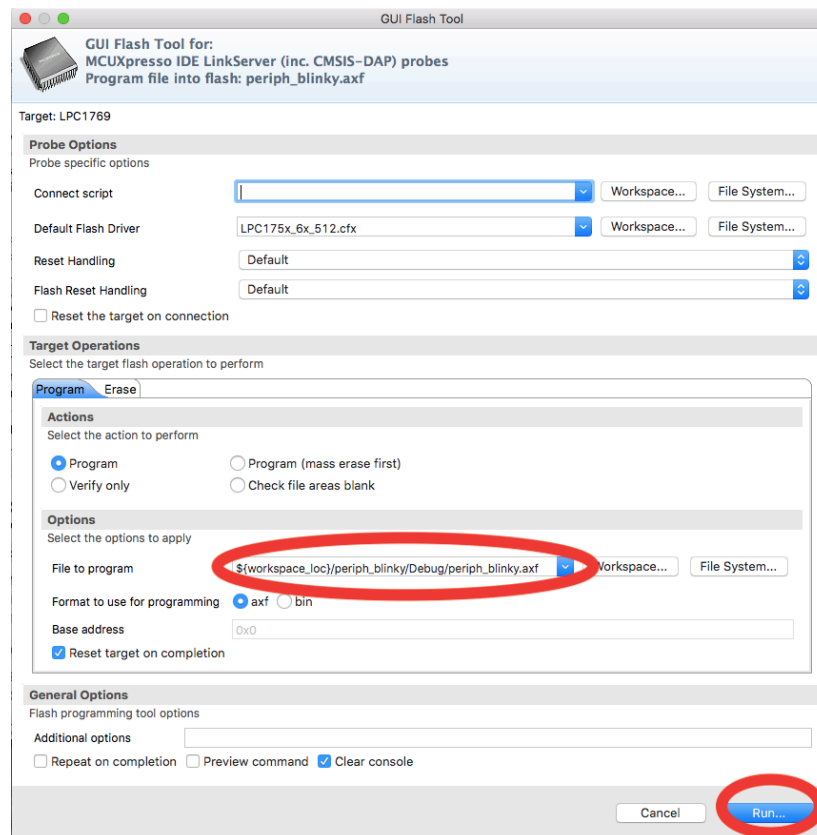
15. Click on “Build” on the top which is a hammer icon to build your project to check if you have any errors in you program. After successfully building, please connect your LPC1769 to your device, and click on “Flash” which is a blue chip icon to start flashing process.



16. Make sure your LPC1769 has been detected, and click “OK” to continue.



17. Select your .axf file you just created, and click on “Run” to flash it.



18. When you see the following window, the flashing process has been done.

