

How to bind SPC5Studio and UDE Debugger wsx file on Windows10

System Software

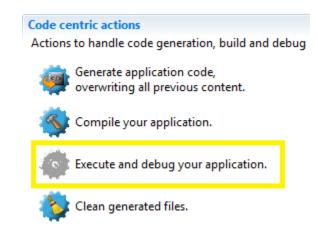


Code flash n Data flash m

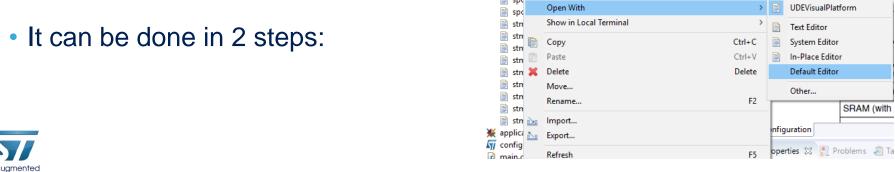
Wrong wsx association

Open

- After installing UDE 4.8.2 and later the "Execute and debug your application" button could be disabled (It happen because wsx extensions are automatically associated to Acrobat Reader).
- "Default Editor" Associations from SPC5Studio doesn't work anymore
- To solve this issue you need to enable the button and let it open the generated V 👝 UDE workspace UDE/debug.wsx



F3





Workaround (step 1/2): how to set correctly the default program for PLS 4.8

- Use default file association from Windows 10:
- From Windows File Explorer locate:

C:\SPC5Studio\workspace\SPC560Pxx RLA Web Motor Control Demo Application\UDE\debug.wsx

- Rigth Button -> Open With (find UDEVisualPlatform.exe)
- 3. Search in your UDE installation path, usually:

C:\Program Files (x86)\pls\UDE Starterkit 4.8

- 4. Be sure "Always use this app to open .wsx files": is checked
- These steps will enable the button, and it will open the UDE starter kit with an empty workspace.
- We need to instruct UDE to open debug.wsx workspace

How do you want to open this file?

UDE Visual Platform

More apps ↓

Always use this app to open .wsx files



Workaround (step 2/2): how to set correctly the default program for PLS 4.8

Default Programs Editor (Administrator)

Which settings would you like to edit?

Edit the default program, context menu, description, and icon of file types

Which file type setting would you like to edit?

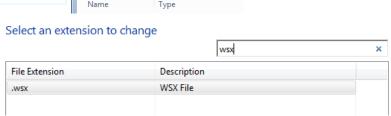
The default program and right click menu

File Type Settings

Context Menu

Download and run <u>DefaultProgramsEditor.exe</u> Standalone

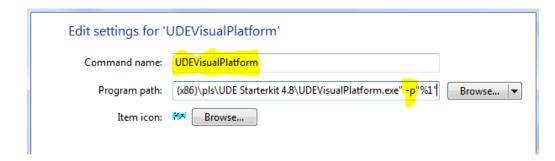
- File Type Settings
- Context Menu
- 3. Search wsx to change Program path (Note: wsx is available if you have done step1)



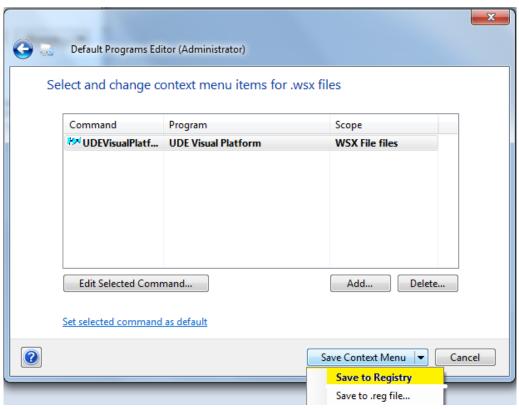
Double click to Add or Change UDE Visual Platform extension

Be sure to add -p in Program path with no space before "%1"





Save to Registry



Enjoy with SPC5Studio and UDE debugger...





Thanks

