

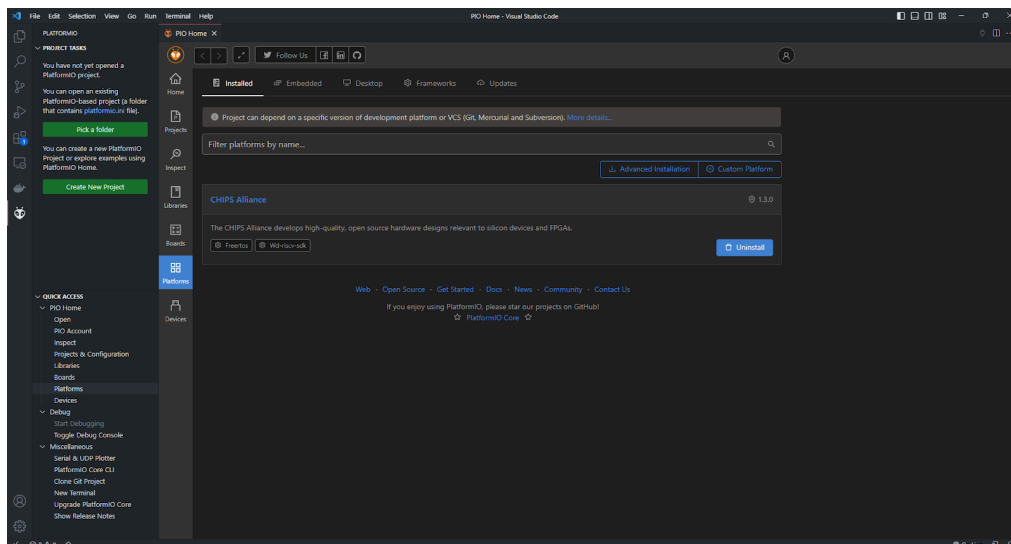
## Lab 4 - Pre Lab Instructions

For Lab 4, you will need to configure the RISC-V C compiler in the Ripes simulator.

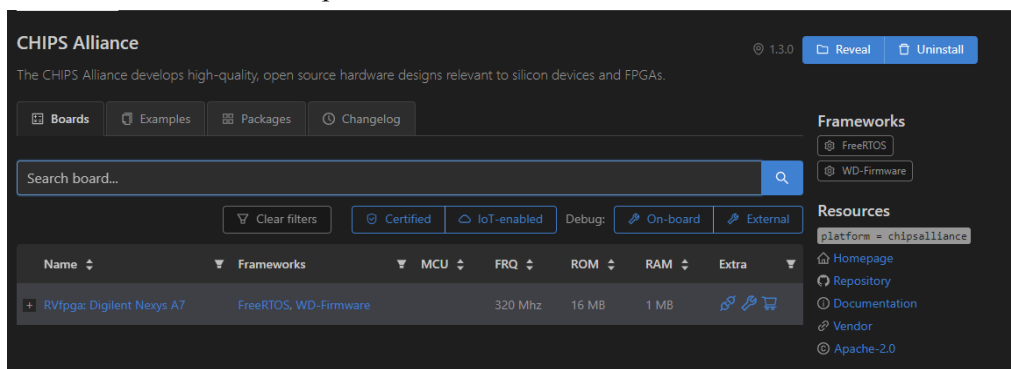
Follow the instructions below and complete the setup. Instructions are given for Windows, but these steps can be followed for Linux and macOS as well.

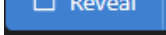
Complete this setup before the next lab.

1. Open Visual Studio Code and go to the Platforms page of Platform IO.



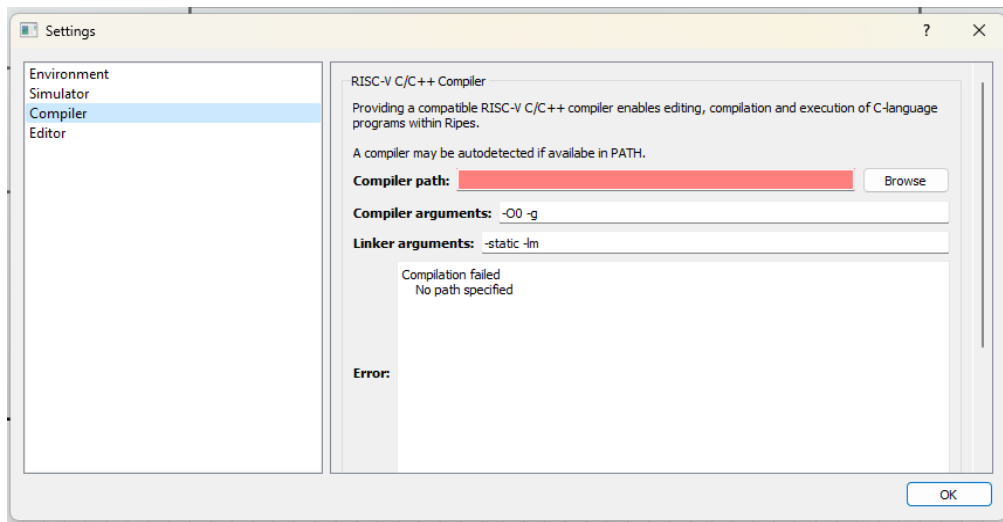
2. Select the CHIPS Alliance platform.



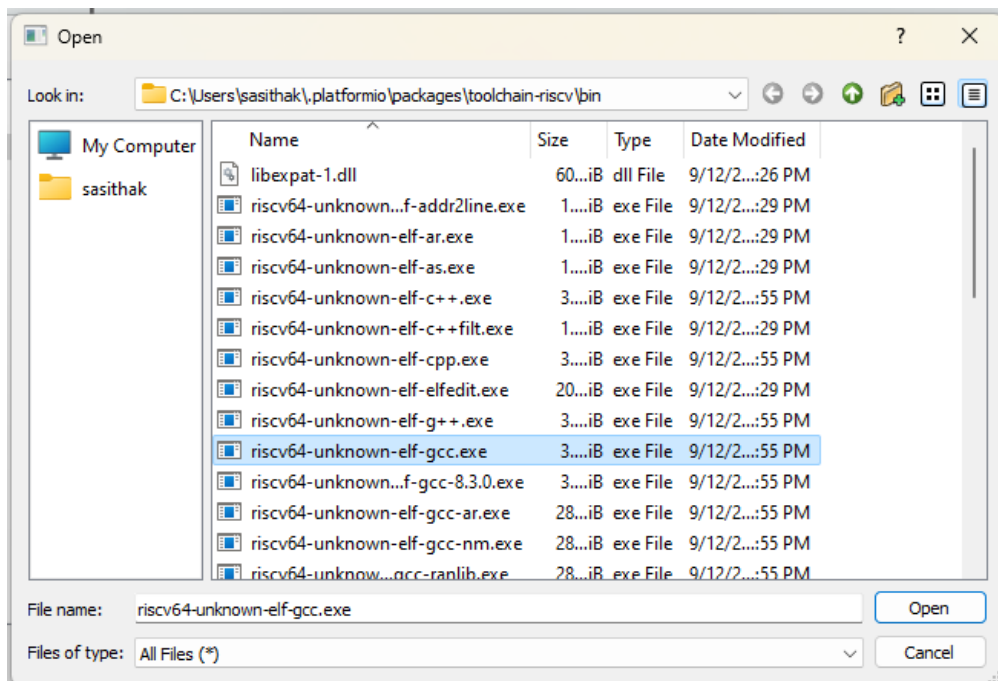
3. Click on the  button from the top right corner. It will open the Windows Explorer with a path like this:

<User Folder>\.platformio\platforms

- Go one folder back to the .platformio folder and then go to packages\toolchain-riscv\bin. Then your final path will look like this:  
<User Folder>\.platformio\packages\toolchain-riscv\bin
- Copy this path. Open the Ripes simulator. Go to Edit > Settings from the top menu bar.
- Select the compiler tab from the menu on the left-hand side in the opened settings window.



- Click the Browse button.
- Go to the copied path, select riscv64-unknown-elf-gcc.exe, and open.



9. It will set the compiler. Click OK to save the settings.

