

# uEZ<sup>®</sup> QuickStart Guide



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## 1. Introduction

This guide covers compiling uEZ for the first time using existing library and demo projects for standard uEZGUI units, such as the uEZGUI-1788-43WQR, for example.

To compile a demo project in uEZ, there are two steps.

1. Compile the Library
2. Compile the demo project itself.

After this you are ready to load the project using a debugger.

## 2. Compiling the Library projects

To compile the library project, navigate to the folder “uEZ\Build\Generic”. Inside this folder you will need to find the micro-controller that you are compiling the library for. Each micro-controller has its own library project that is compiled in the same compiler that you will use to compile your demo project.

For example, if you want to compile an LPC1788 demo under IAR, you will open the project inside this folder:

“uEZ\Build\Generic\NXP\LPC1788\FreeRTOS\IAR6.x”

After opening the correct project, you will need to compile the release/debug versions of the library. Some projects might have a “THUMB” instruction version of the library as well. Make sure to compile all versions that you will need. If you ever need to add any custom uEZ drivers, you will need to recompile the library.

## 3. Compiling the Demo projects

To compile the demo projects, navigate to the folder “uEZDemos\Build\FDI”. Inside this folder you will need to find the unit that you are compiling the demo for. For example, if you want to compile the uEZGUI-1788-43WQR demo under IAR, you will open the project inside this folder:

“uEZDemos\Build\FDI\uEZGUI\uEZGUI-1788-43WQR\IAR6.X”

After opening the correct project, you are ready to compile the release/debug versions and load the code into the unit using a SEGGER J-Link debugger. Other debuggers are supported under the various IDEs, but uEZ only provides out of the box support for SEGGER J-Link debuggers. Please refer to the manual for your IDE of choice on how to use and debug with it. Using the debug version of the library project, you can set breakpoints in the library project files. If this feature is not needed, the release version of the library can be used which results in smaller overall code size. To switch from one library to the other, use the “exclude from build” option in your IDE on one library, and disable the option on the other library. In uEZ the debug library is set for the debug demo projects, and the release library is set for the release projects by default.