μEZ README

Covers the following products:

μΕΖ μΕΖGUIs DK-TS Kits









1. Introduction

 μ EZ is designed to speed up software development by offering a free ready-to-use software library along with example projects and a project creation tool for FDI's off-the-shelf μ EZGUIs. μ EZ can also be used on custom hardware.

2. Useful links

Complete Users Manuals, Schematics, and documentation are available on the Micro SD card provided with the μ EZGUI Kit and are also available from the following websites (please refer to the websites for the latest updates):

- Future Designs Support Page www.teamfdi.com/µEZGUI
- μEZ Source Code https://sourceforge.net/projects/μΕΖ/
- Segger Mini-JTAG Debugger http://www.segger.com/cms/jlink-software.html
- Rowley Crossworks IDE download for 30-day evaluation http://www.rowley.co.uk/arm/index.htm

3. Documentation Folder

This folder contains documentation for μEZ and various users' guides. Please read the " μEZ v2.06 QuickStart Guide" to learn how to compile μEZ software projects.

4. μEZ Folder

The μ EZ folder contains the μ EZ library, processor, and platform files. This is the core of μ EZ. μ EZ library projects must be compiled before application projects. See μ EZ/License.txt for the most up-to-date license.

5. µEZDemos Folder

The μ EZDemos folder contains FDI provided demo applications designed specifically for off-the-shelf μ EZGUIs. Each μ EZGUI has projects inside of the " μ EZDemos\Build\FDI\ μ EZGUI" folder.

Currently the following IDEs are supported: IAR EW ARM v6.5, Rowley CrossWorks for ARM v 2.3, Rowley CrossWorks for ARM v 3.2, KEIL MDK ARM v4.7, and Renesas HEW for RX.

6. Tools Folder

The tools folder contains various PC tools that might be useful with µEZ.

7. μEZ Project Maker

The µEZ Project Maker is an installable application for Windows that assists in creating a bare-bones "hello world" style project with an emWin GUI.

The installer is located here: µEZProjectMakerSetup 2.06.msi

Documentation is provided inside the documentation folder.