uEZ® Project Maker Guide

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Your Development Partner

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1. Introduction

This guide covers how to install and use the uEZ Project Maker. The uEZ Project Maker will create a simple Jump Start project to help get you started with uEZ on one of FDI's touchscreen kits.

2. Installation

To begin installation, download the "uEZProjectMakerSetup vn.n" installer located on source forge. Run the installer and follow the instructions.
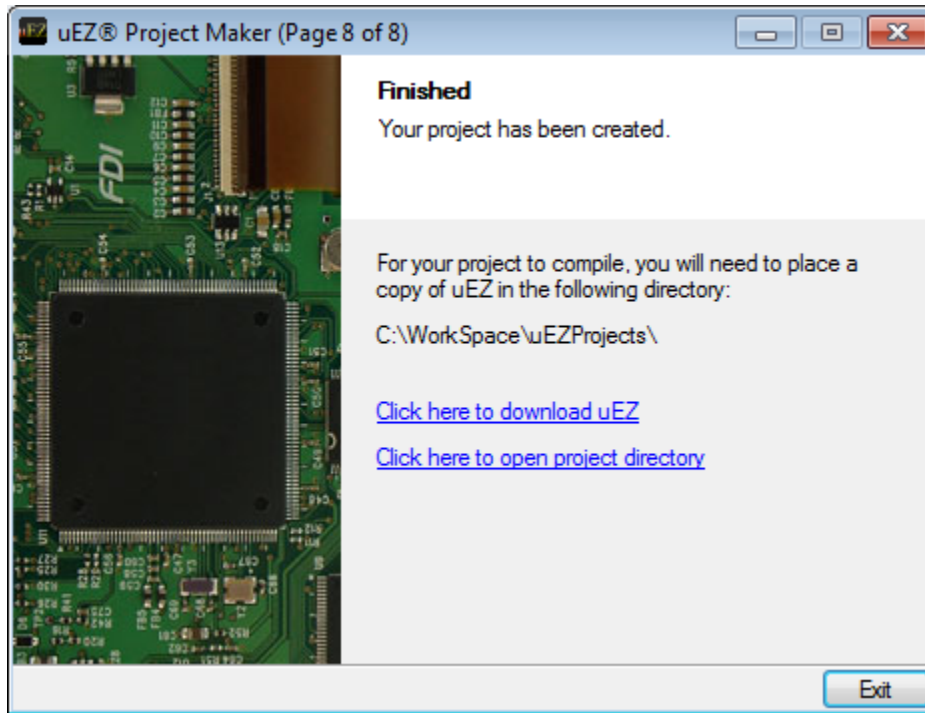
3. Running the Project Maker

a. Now, you should have a uEZ Project Maker icon on your desktop and start menu. Run the application.
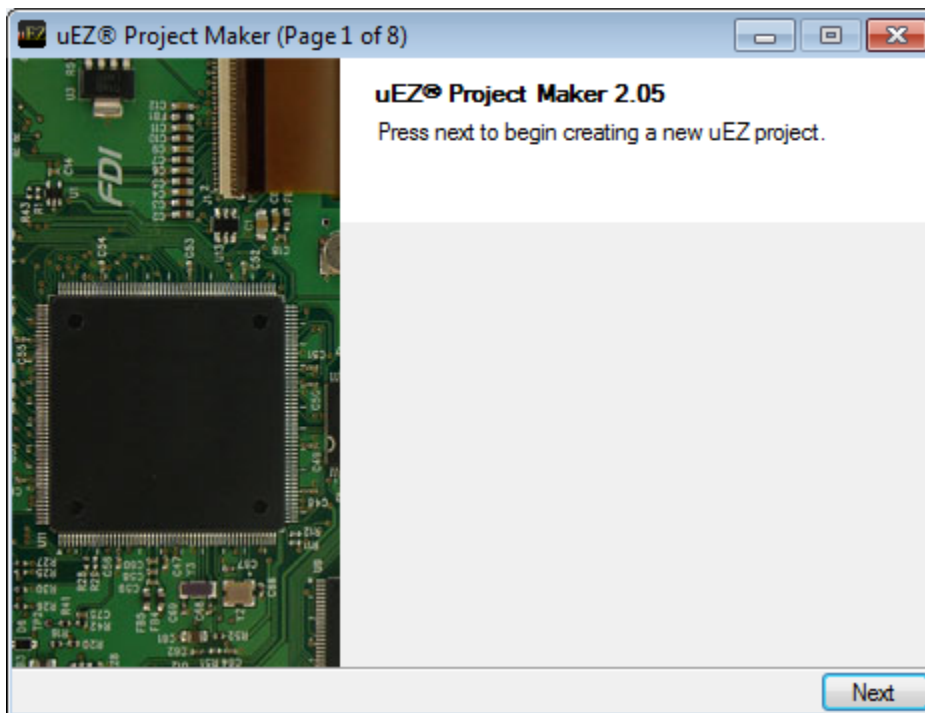
b. Follow the instructions on each screen to select the RTOS, processor, platform, and IDE you'll be using.
c. When prompted enter the project name and select a directory you would like the project to be created.
d. At the summary screen, verify all the information is correct and press create.

e. On the final screen, the Project Maker will provide a link to the new project build directory on your computer and a web link for downloading uEZ.

f. Now you'll need to download a copy of uEZ to the projects root directory. This is the directory that you told the project maker to create your project.
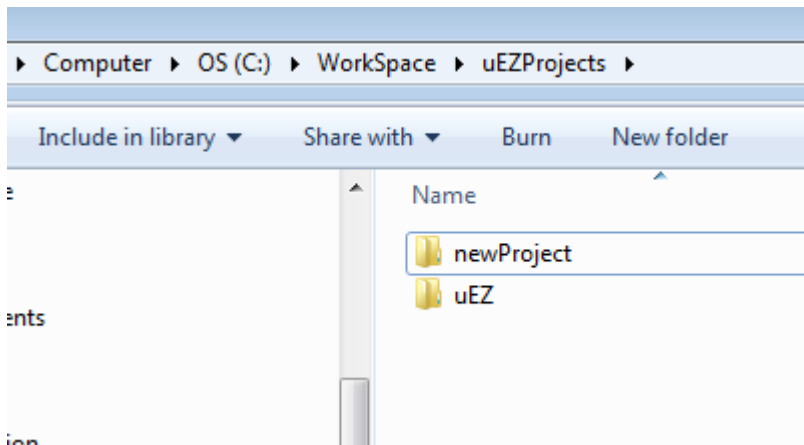
g. Before you can compile and run your new project, you'll need to compile the uEZ library project in the uEZ directory. This can be found by following navigating to uEZ/Build/Generic/[Manufacturer]/[processor]/[RTOS]/[IDE]/.

h. Open the library project found at this location and compile it. Now you should be able to open your new application project, compile and run. For more information on how to do this, please refer to the "uEZ QuickStart Guide"