

DWIN OS Builder User Guide

May,2013

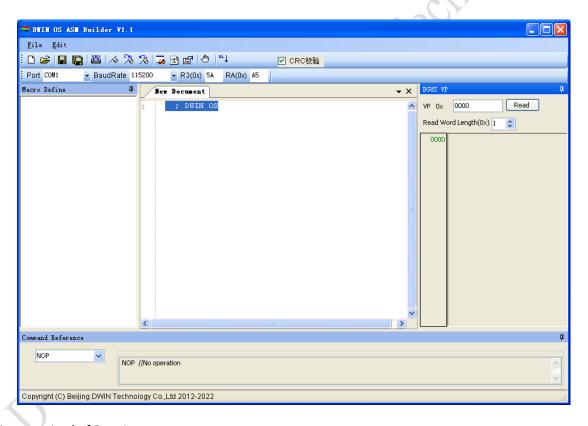
Amp Display Inc.

DWIN OS Builder User Guide

1. Introduction

DWIN OS Builder system is mainly used by the OS of DWIN DGUS product, it provides software to fully support user to develop, compile and debug for DWIN OS.

2. DWIN OS Builder UI

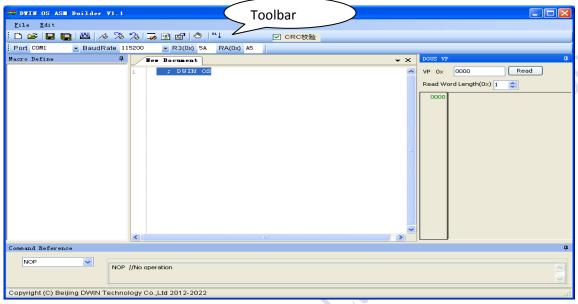


The UI is comprised of 3 major parts:

- Toolbar contains several shortcuts for basic operations.
- Edit area, 3 separate parts in the middle of the main UI.
- Command reference and build list displays the contexture information at compile time or searching result.

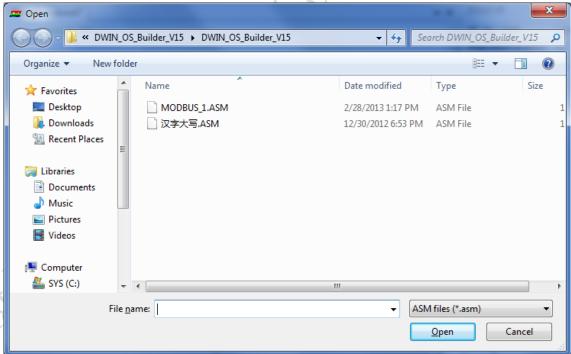
3. Features

> Toolbar



[New] Create a new document for development.

[Open] Open an existing development file for editing or debugging:

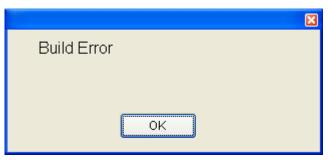


[Save] Save current document.

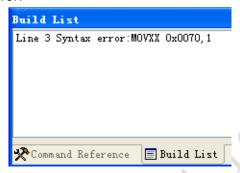
[Save as] Save current document to a new file that has different file name with original one.

[Compile] Compile current code and generate the BIN files for DGUS OS.

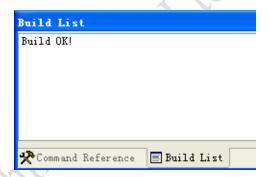
After you click the compile button, if the code contains error, the following notification will be displayed:



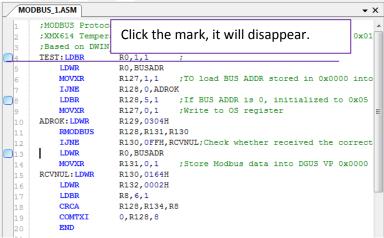
Detail information for the error:



If the code is compiled successfully:

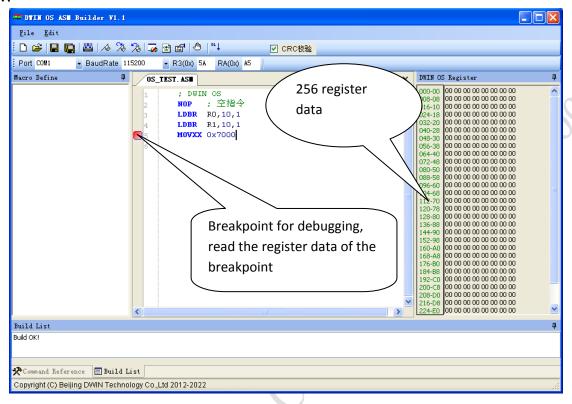


[Add Mark] Add marks in the editing area, so user can quickly locate them.



[Previous Mark] Locate the previous mark [Next Mark] Locate the next mark

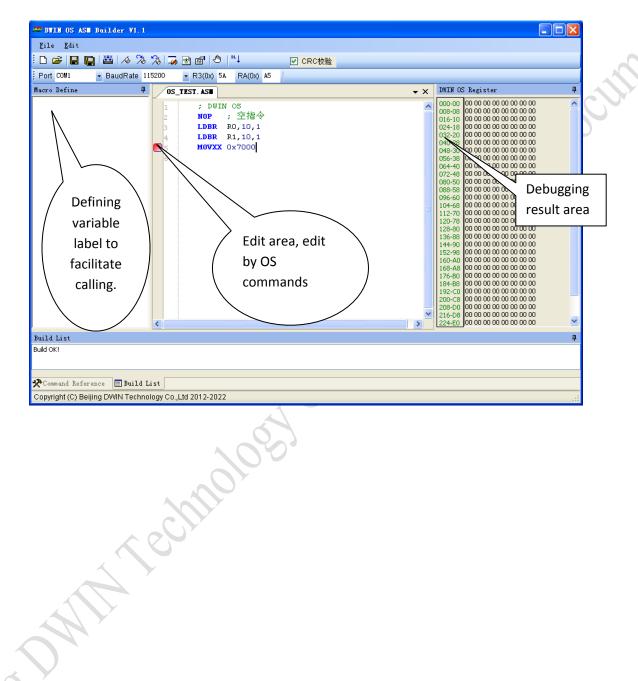
[Debugging OS Register] Connect to the DGUS LCM, start to trace and debug the data of the OS register as bellow:



[DGUS Register Debugging] Connect to the DGUS LCM, start to trace and debug the data of the DGUS register. [DGUS Variable Debugging] Connect to the DGUS LCM, start to trace and debug the data of the DGUS variable. [Set Breakpoint] Connect to the DGUS LCM, set breakpoint and start to debug.

[Download] Connect to the DGUS LCM, download the compiled OS bin file into the DGUS LCM and update the application of DGUS LCM.

Editing and Debugging Area



Command Reference and Build List

