To assemble, link, produce a loader file and finally program the flash in boot mode (SPI master) on the ADSP-BF706 EZ-KIT without CCES, use the following (minimal) command sequence:

easmblkfn -proc ADSP-BF706 mycode.asm

ccblkfn.exe -proc ADSP-BF706 mycode.doj -o mycode.dxe

elfloader.exe -v -proc ADSP-BF706 -si-revision 1.0 -b SPI -f hex -width 8 -bcode 1 -o mycode.ldr mycode.dxe

For EVM:

cldp -proc ADSP-BF706 -emu kit -driver bf706\_w25q32bv\_dpia.dxe -cmd prog -file multiGuitarPedal.ldr

For board with programmer:

cldp -proc ADSP-BF706 -emu 1000 -driver bf706\_w25q32bv\_dpia.dxe -cmd prog -file mycode.ldr

Alternatively, use CCES to produce the .ldr file and simply invoke the final command above. Follow these steps:

* Go to the "Project" menu and choose "Properties", then "C/C++ Build", then "Settings", then "Build Artifact" tab.
* Go to "Artifact Type". From the dropdown menu select "Loader File".
* Click on the "Tool Settings" tab and select "CrossCore Blackfin Loader" then "General".
* For "Boot mode" choose "SPIO master" for serial.
* For "Boot format" choose "Intel hex".
* For "Output width" choose "8-bits".
* For "Boot code" enter 1".
* "Initialization file" should not be needed unless part of the example is being loaded to external memory.
* "Use default start address" should be checked.
* Click "OK".
* Rebuild the project to generate the LDR file.