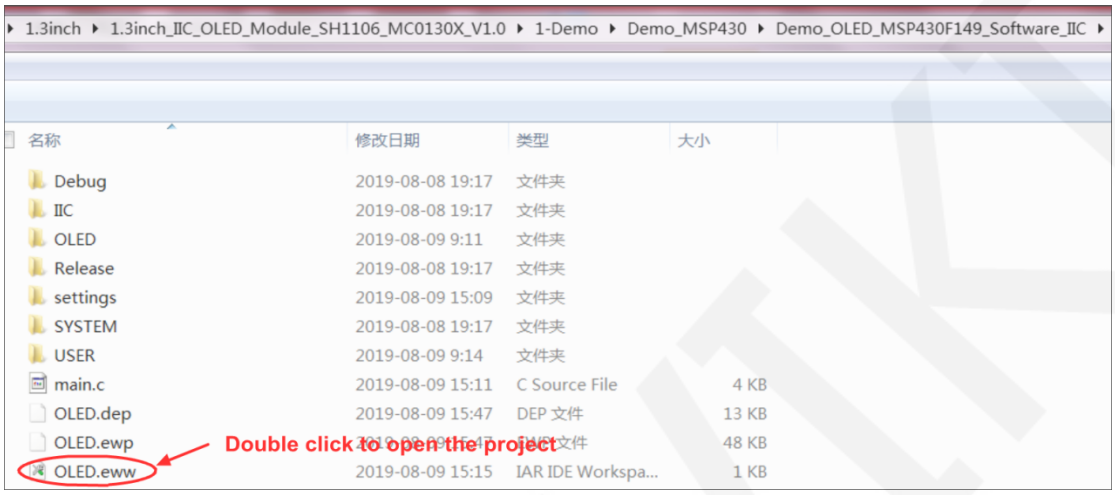
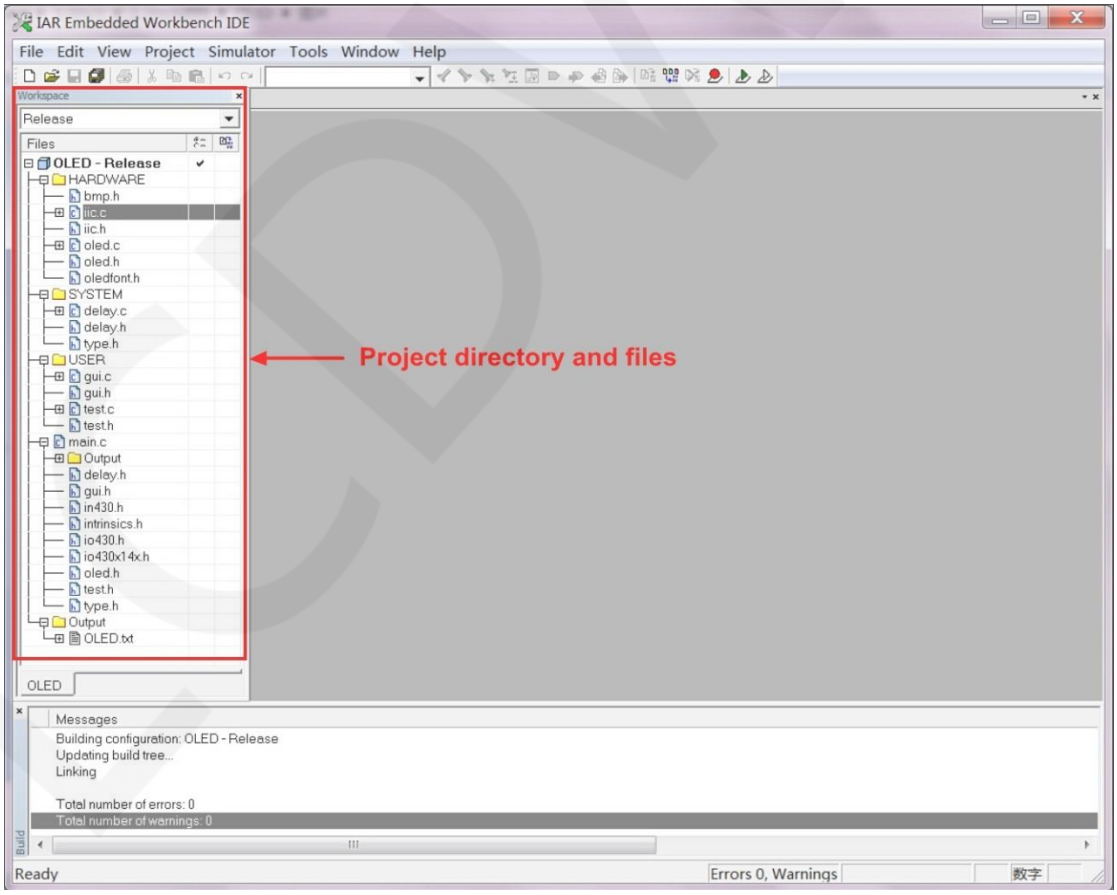
1. First, you need to install IAR Embedded Workbench IDE and MspFet.exe software on your computer (please check Baidu for the specific installation method)
2. Open the MSP430 routine directory in the package and find the file ending with ".eww". Double-click to open the project, as shown below:



3. After opening the project, the following interface is displayed. In the Workspace on the left, you can see the directory and files of the entire project. Double-click to view:



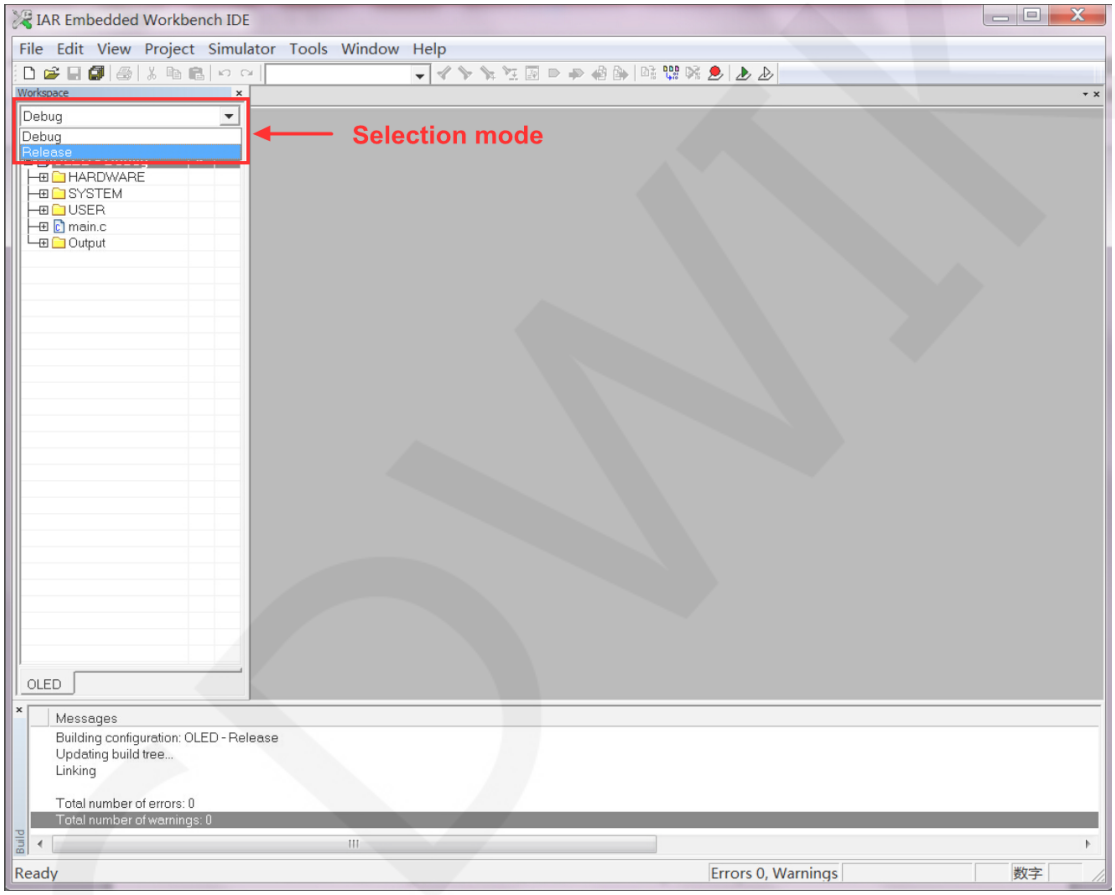
4. Select the mode as shown below:

   There are two modes to choose from: Debug and Release.

   Debug mode belongs to debug mode and needs to be connected to the emulator.

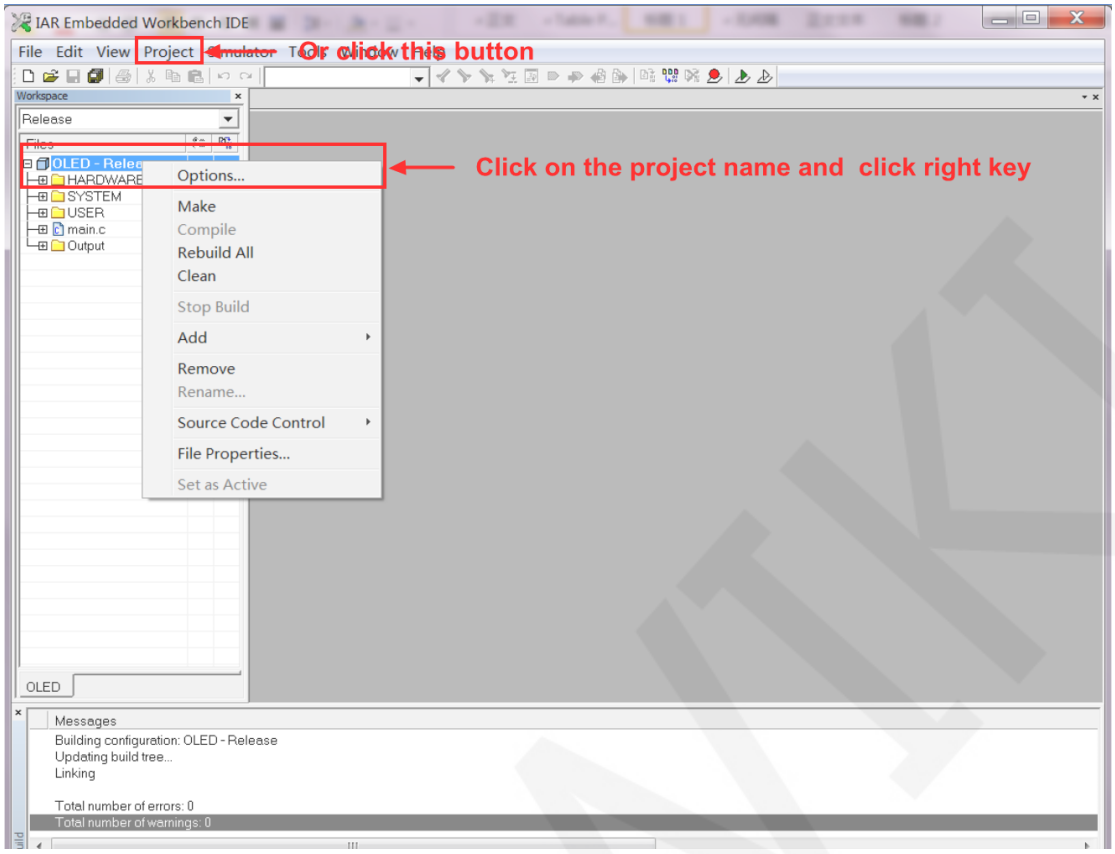
   Release mode belongs to non-debug mode. After compiling, burn the binary file to the MSP430 development board and run it directly.

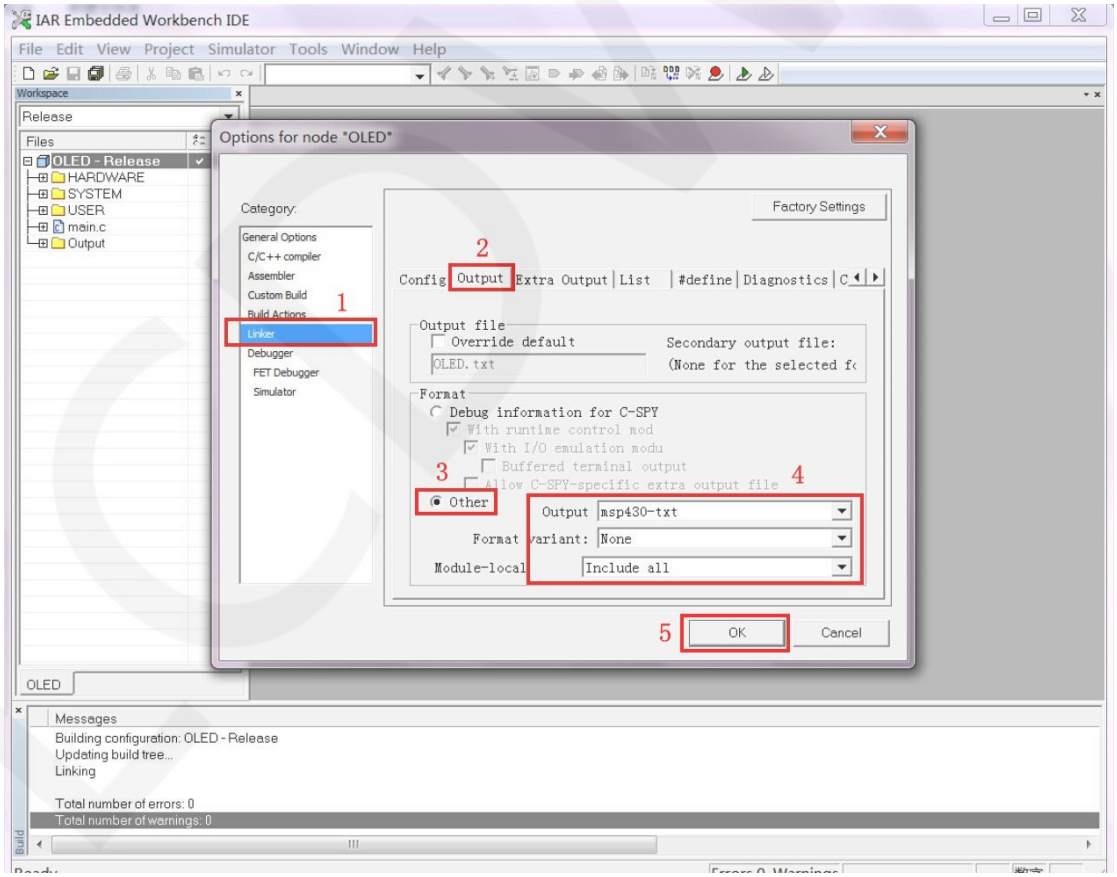
   If you do not need to debug the program, then choose Release mode. Here we choose the Release mode.



5. set the burning file output format

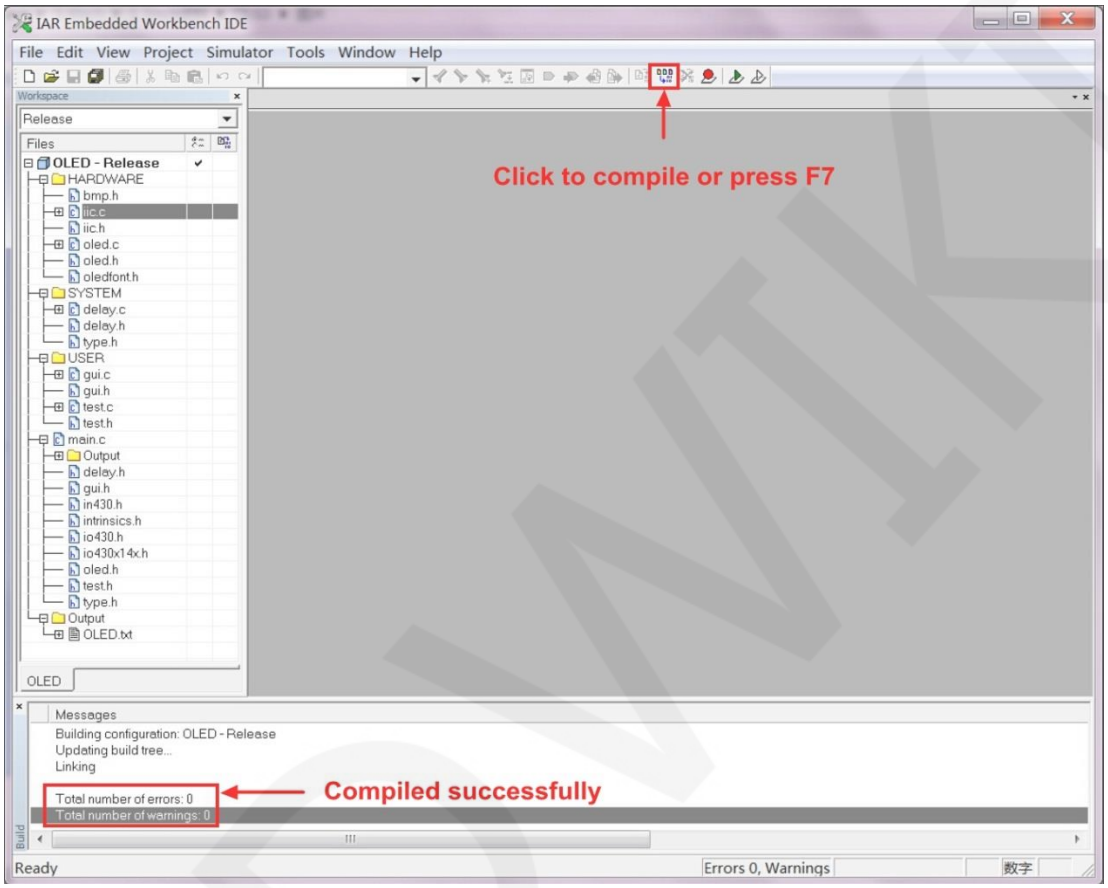
   Click on the project name -> click the right mouse button (or click on the menu bar Project option), then select Options -> select Linker -> select Output -> select Other->Output in the Format select msp430-txt->Format variant select None- >Module-local select Include all->Click OK, the setting is completed, as shown below:


IAR Embedded Workbench IDE
File Edit View Project Simulator Tools Window Help
Or click this button
Click on the project name and click right key
Options...
Make
Compile
Rebuild All
Clean
Stop Build
Add
Remove
Rename...
Source Code Control
File Properties...
Set as Active
Workspace
Release
OLED - Release
HARDWARE
SYSTEM
USER
main.c
Output
OLED
Messages
Building configuration: OLED - Release
Updating build tree...
Linking
Total number of errors: 0
Total number of warnings: 0


IAR Embedded Workbench IDE
File Edit View Project Simulator Tools Window Help
Options for node "OLED"
Category:
General Options
C/C++ compiler
Assembler
Custom Build
Build Actions
Linker
Debugger
FET Debugger
Simulator
Factory Settings
Config Output Extra Output List #define Diagnostics
Output file
Override default
OLED.txt
Secondary output file:
(None for the selected fo
Format
Debug information for C-SPY
With runtime control mod
With I/O emulation modu
Buffered terminal output
Allow C-SPY-specific extra output file
Other
Output msp430-txt
Format variant: None
Module-local Include all
1
2
3
4
5
OK
Cancel
Workspace
Release
OLED - Release
HARDWARE
SYSTEM
USER
main.c
Output
OLED
Messages
Building configuration: OLED - Release
Updating build tree...
Linking
Total number of errors: 0
Total number of warnings: 0

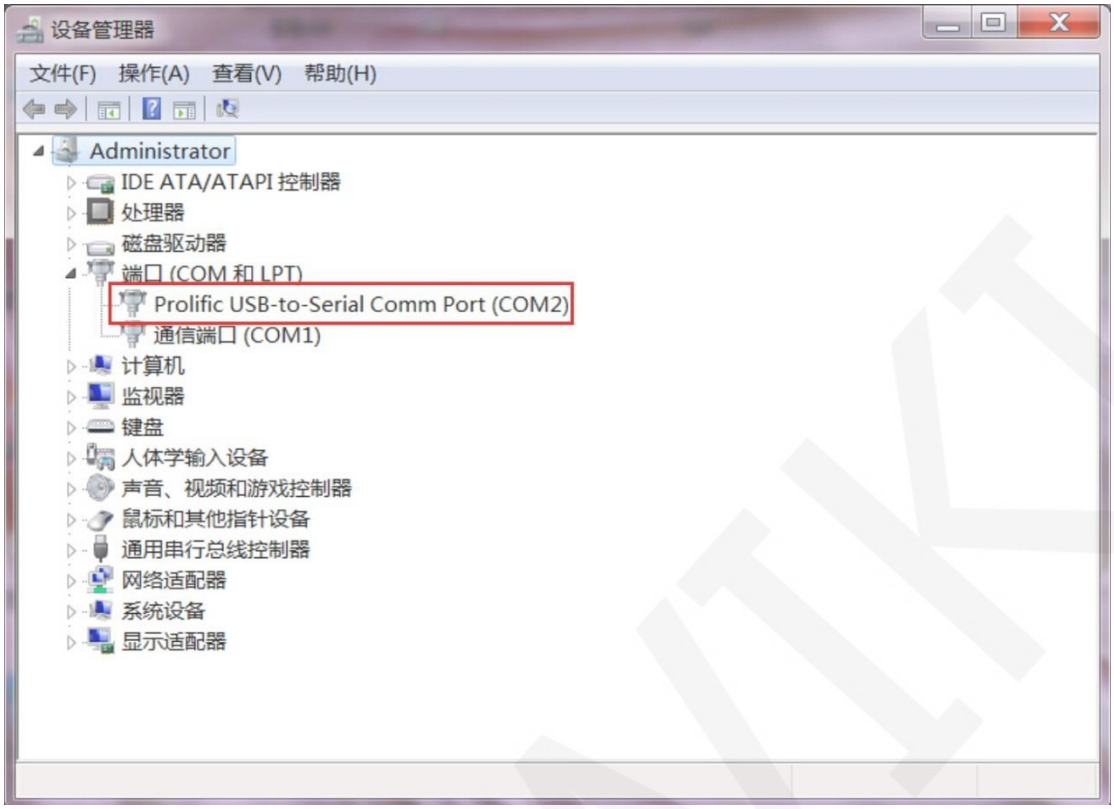
6. compile the project

   Press the F7 key or click the toolbar compile button to compile the project. When the "Total number of errors: 0" and "Total number of warnings: 0" prompts appear, the compilation is successful, as shown in the following figure:

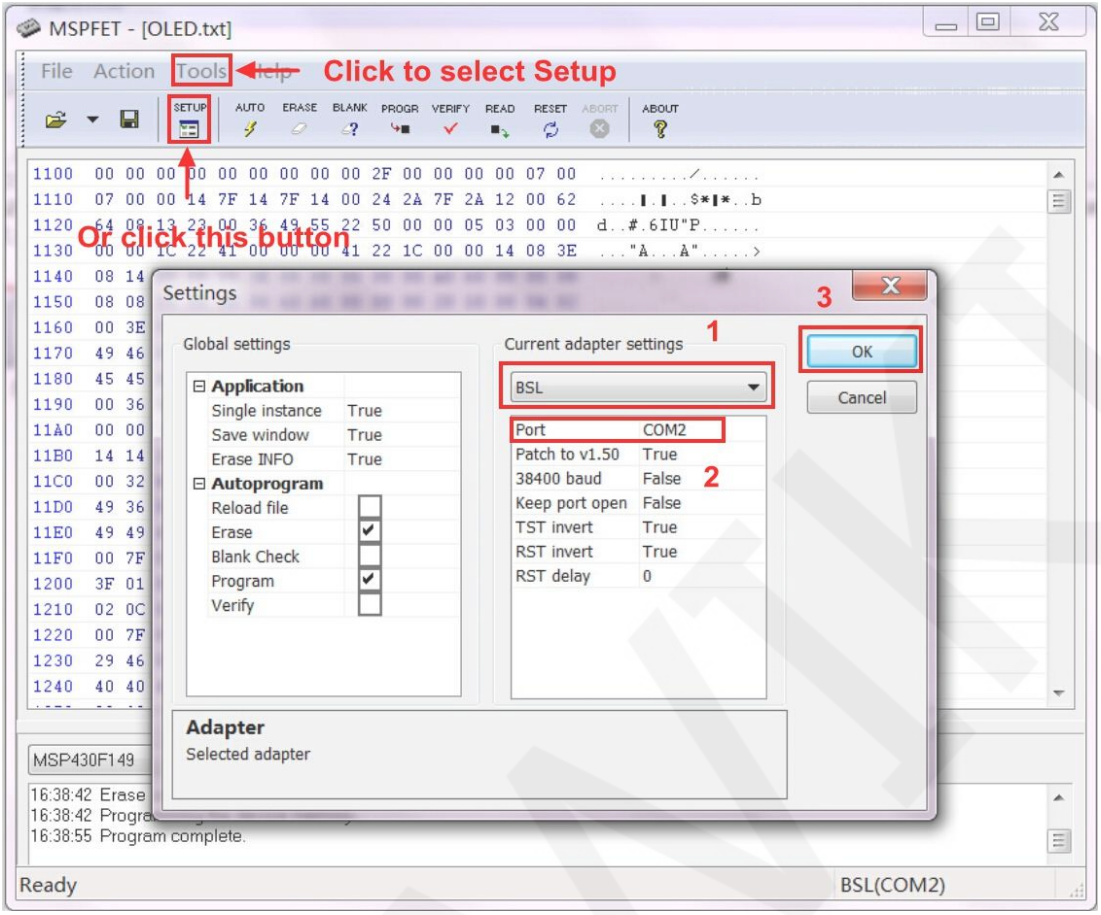


7. set the downloader serial port

   Connect the MSP430 development board to the computer, then open the device manager of the computer to view the com port, as shown below: (If the MSP430 development board does not have an integrated PL2303 downloader, an external download board is required)

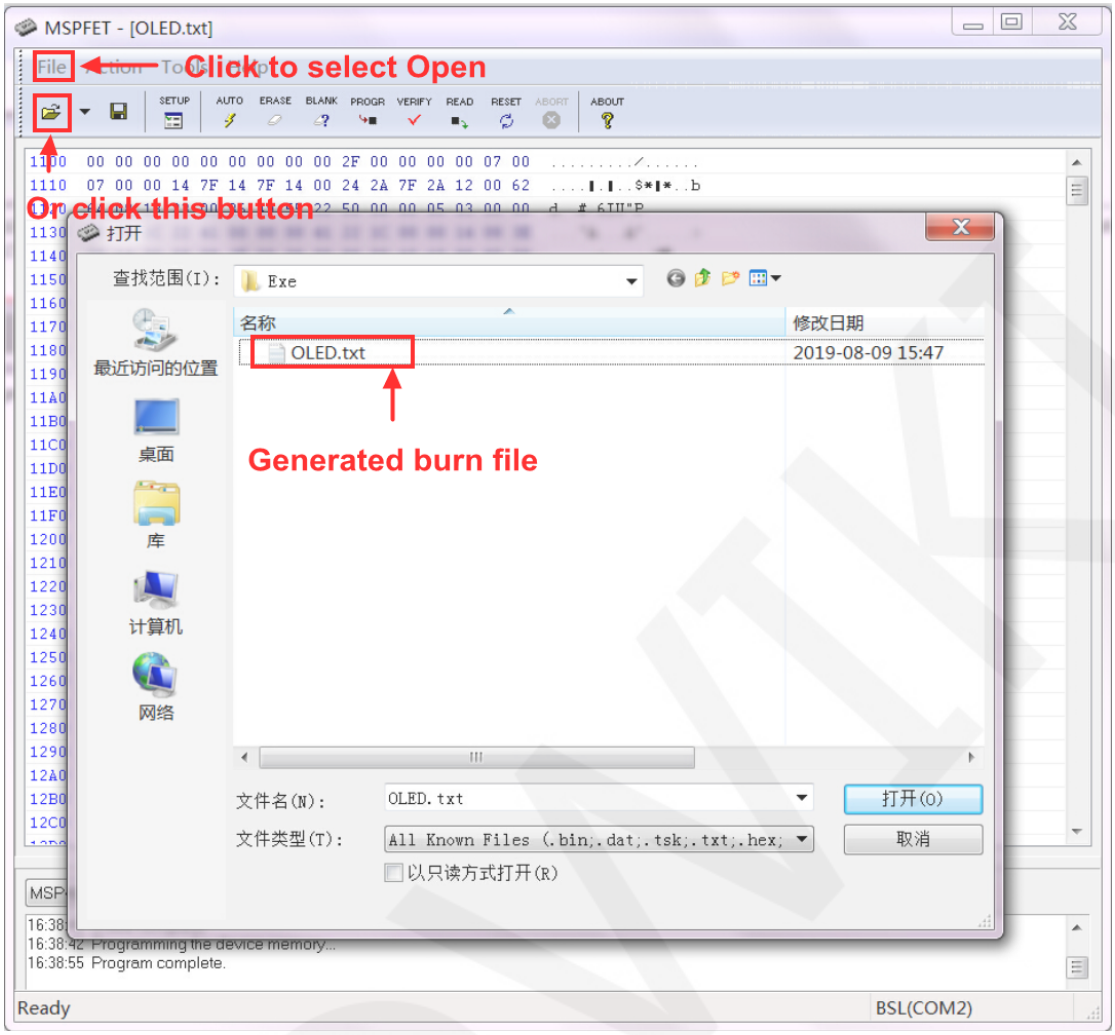


Open the MspFet.exe software, click on the menu bar Tools button -> select Setup (or directly click the toolbar SETUP button), set the first item to BSL in the Current adapter settings, and set the port to the device manager in the computer. Com port, other settings remain the default, click OK to save the settings, as shown below:

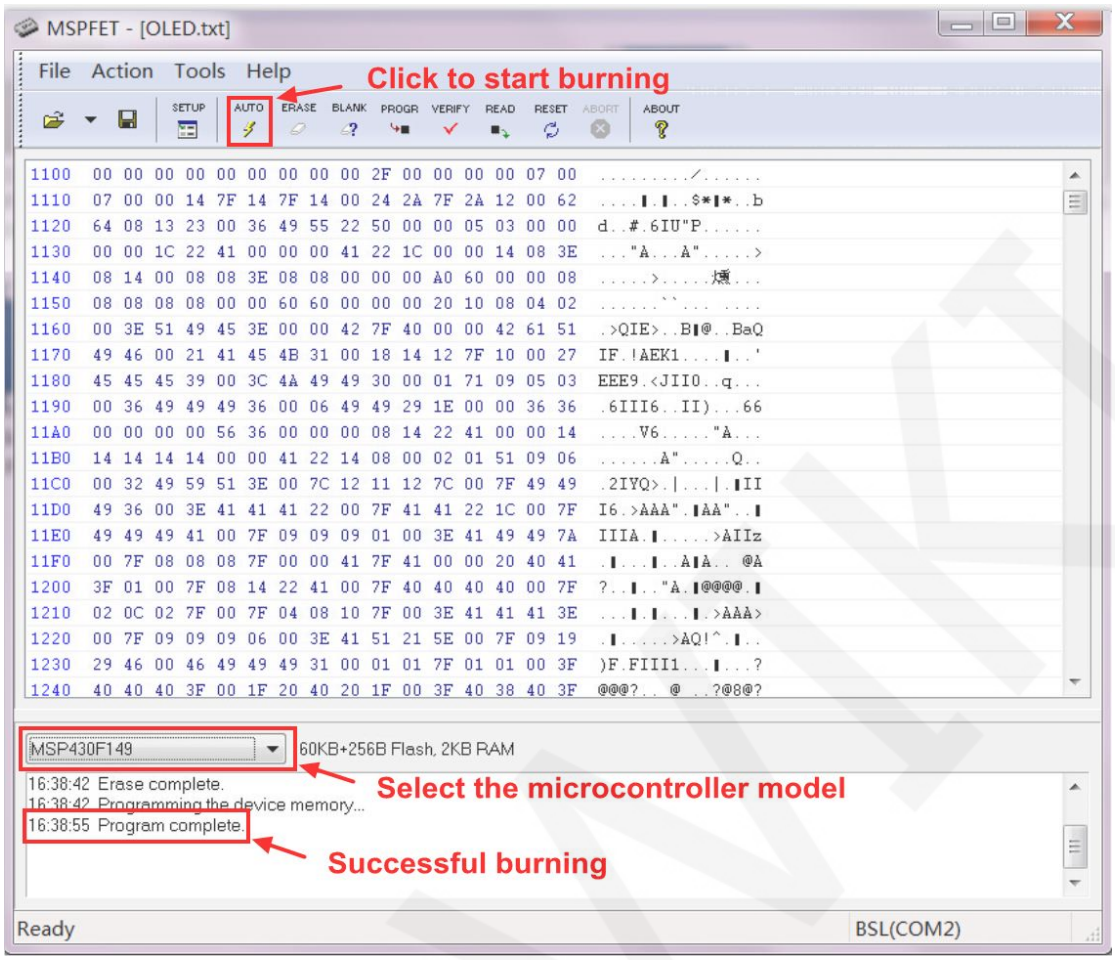


8. burning files

   In the MspFet.exe software, click the menu bar File Options -> Select Open item (or click the toolbar to open the file button), and then select the txt file in the Release\Exe directory of the project directory, as shown below:



After the programming file is selected, select the MCU model, and then click the AUTO button on the toolbar to burn the file. When “Program complete” appears, the file is successfully burned, as shown below:



9. If the module displays characters and graphics normally, the program runs successfully.