Guide to Importing Projects from C2000Ware into Code Composer Studio

Importing:

The F2837xD header file examples are located in C2000Ware under the `device_support\examples` directory, and driver library examples are under the `driverlib\examples` directory. In order to import an example project into Code Composer Studio (CCS), the following steps need to be followed:

1. On the CCS menu bar, select `Project` → `Import CCS projects`. The "Import CCS Eclipse Projects" window will open, click on `Browse` next to the "Select search-directory" box.
2. In the "Browse for Folder" window, navigate to the following folder: `C:\ti\c2000\C2000Ware_<version>\device_support\f2837xd\examples`. To import driverlib examples, browse to `C:\ti\c2000\C2000Ware_<version>\driverlib\f2837xd\examples`. Select `Ok`.
3. The resulting window displays a list of discovered projects within the F2837xD/examples folder.
4. From this window, select the project(s) of your choice. Remember to *unselect* the "Copy projects into workspace" box (but for driverlib projects, leave this box checked). Once completed, click the `Finish` button.
5. The selected project(s) should now be viewable in the "CCS Project Explorer" window.
6. You have now successfully imported an F2837xD example project into CCS.

Building:

This section describes how to build an imported C2000 example project:

1. A project can run from FLASH or RAM. To change the build configuration, select `Project` → `Build Configuration` → `Manage`. From this window, select the configuration needed for the current build, or create a new one.
2. Once the build settings are configured, select a project(s) to build by clicking on the project. The project is recognized as selected if the name is bolded with the word 'Active' next to it.
3. To build the project, select `Project` → `Build Project`. To build all the projects in the workspace, select `Project` → `Build All`.
4. Notice the tools running in the console window. After the build is complete, a message will appear indicating the build status for the selected project.
5. If the build failed, check the "Problems" window for errors. Resolve the errors and repeat the build process. Verify that the project(s) has built successfully.
6. If no errors exist in the "Problems" window, the project is built and ready to be loaded and run.

Running:

This section describes how to download the code to the target board and run the program:

1. In the "CCS Edit" view, select `Run` → `Debug`.
2. If loading a program on to a dual-core device, a "Launching Debug Session" window will open. Select only CPU1 to load the program on (i.e. *uncheck* CPU2), and then click `Ok`.
3. Notice the "CCS Debug" icon in the upper right-hand corner indicates that the perspective has changed to the "CCS Debug" view. After the program is loaded, the console window will indicate that the Memory Map Initialization is complete. At this point, the program ran through the C-environment initialization routine and stopped at `main()`.
4. The source file containing `main()` will open with a blue arrow pointing to the first line of code to be executed. The program has now been successfully loaded on to the target board and it is ready to run.
5. To execute the program, select `Run` → `Resume`.

For more information about Code Composer Studio visit: http://processors.wiki.ti.com/index.php/Category:CCS