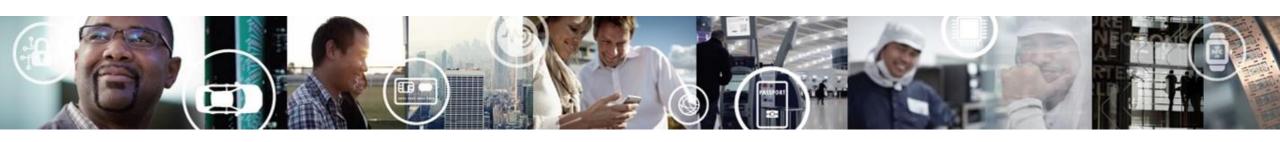
MPC5748G-LCEVB SOFTWARE INTEGRATION GUIDE (SWIG)

Ultra-Reliable MCUs for Industrial and Automotive Applications

www.nxp.com/MPC5748G-LCEVB





S32 DESIGN STUDIO IDE FOR POWER ARCHITECTURE

www.nxp.com/S32DS

- To develop an application one need an Integrated Development Environment (IDE)
- S32 Design Studio IDE is the solution to the need
- This document provides step wise tutoring on "How to use S32 Design Studio IDE for Power Architecture" to build an application



Contents

- S32 Design Studio IDE for Power Architecture Supported Devices
- Installing S32 Design Studio IDE for Power Architecture
 - Download and Install the new IDE
- Getting started with a New Project
 - Create, build and debug the new project
- Making Projects from built-in Examples



S32 Design Studio IDE for Power Architecture Supported Devices

- MPC560xB/C/D Family
- MPC560xE Family
- MPC560xP Family
- MPC560xS Family
- MPC564xA Family
- MPC564xB Family
- MPC564xC Family
- MPC564xL Family
- MPC567xR Family

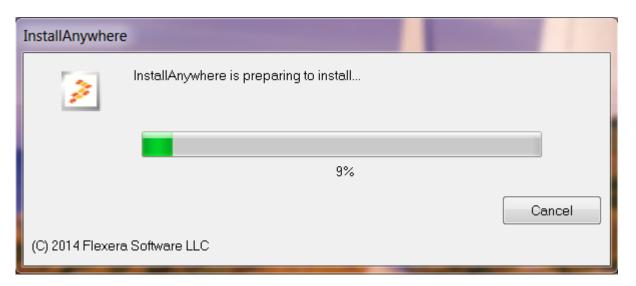
- MPC574xB/C Family
- MPC574xG Family
- MPC577xK Family
- MPC574xP Family
- MPC574xR Family
- MPC5777C
- MPC5777M
- S32R274



INSTALLING S32 DESIGN STUDIO IDE FOR POWER ARCHITECTURE

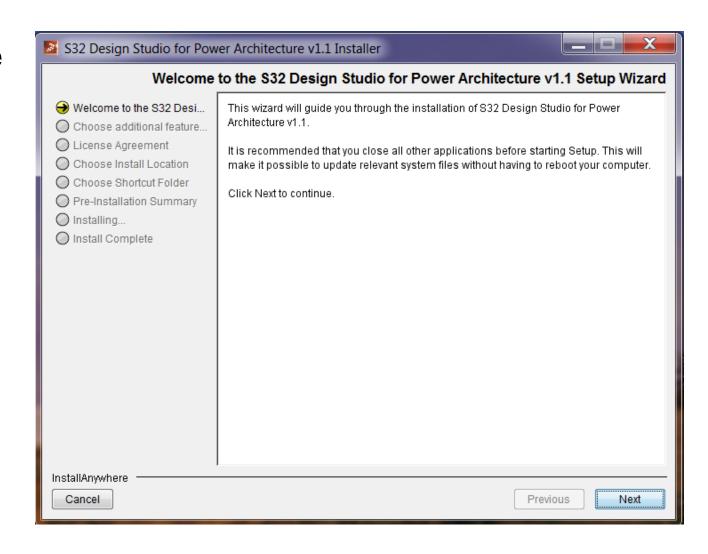


- Go to www.nxp.com/S32DS to download latest version
- From Downloads folder, run the installation file
- Click on Run if any administrative privilege issues results from unknown software publisher
- The "preparing to install" dialogue box will appear





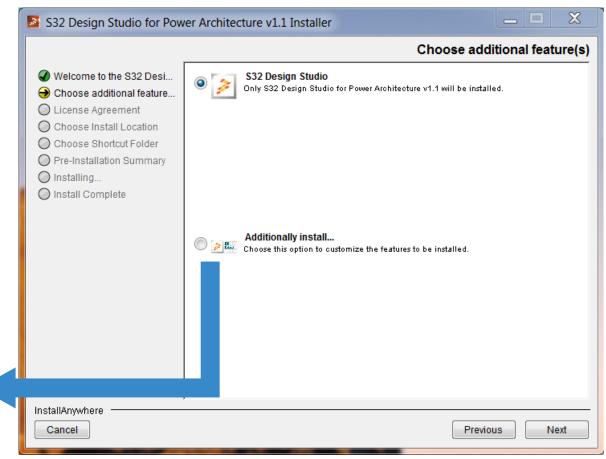
 An Installer welcome window will be displayed, click Next to continue





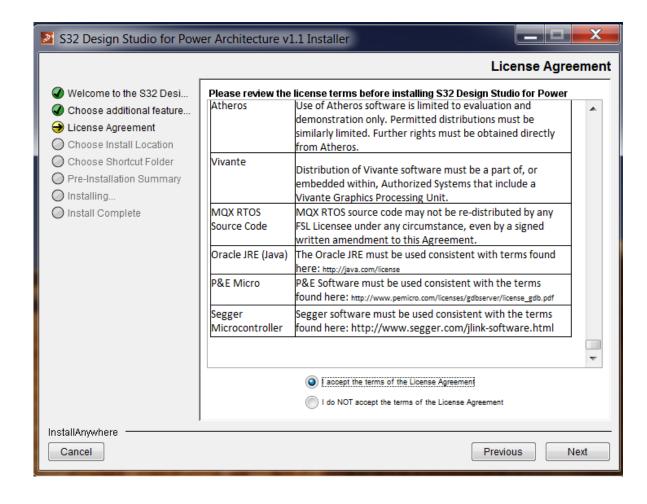
- Choose additional Features
 - Selecting "S32 Design Studio" option will only install S32 Design Studio
 - Selecting "Additionally install..." will allow you to install other software too
- Click on Next





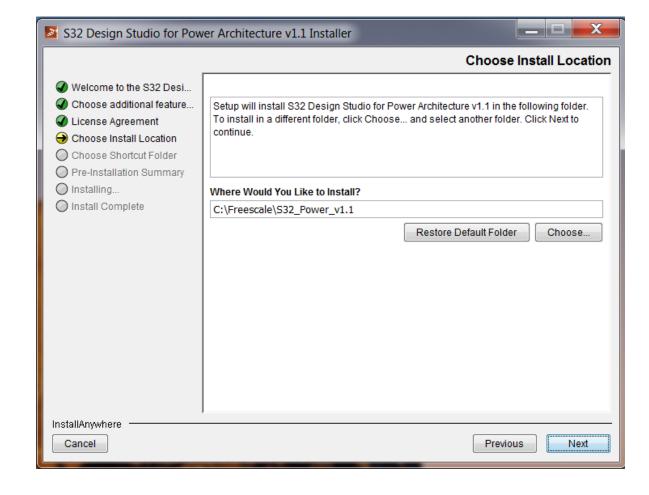


- Scroll down the text and read the license agreement.
- Select the radio button acknowledging the license agreement terms and click Next to continue.



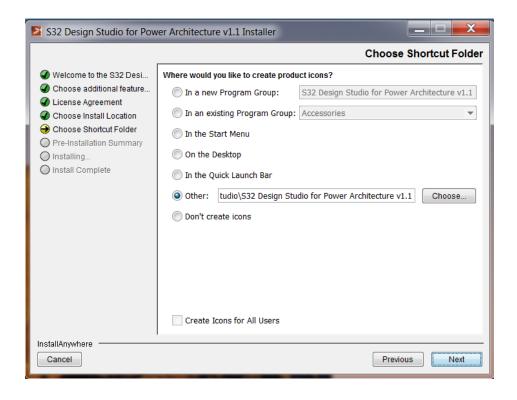


 Click Next to accept the default installation location (could be changed, but recommended to install into path without spaces).

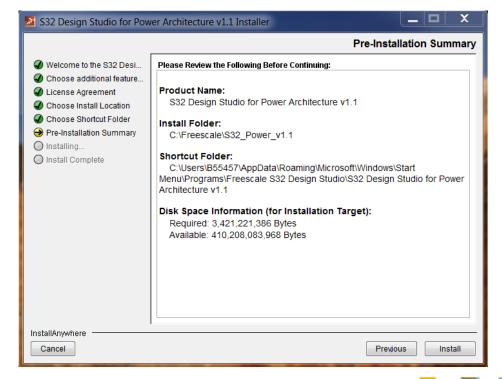




 Select folder where you want to generate a Shortcut and click on Next to continue.

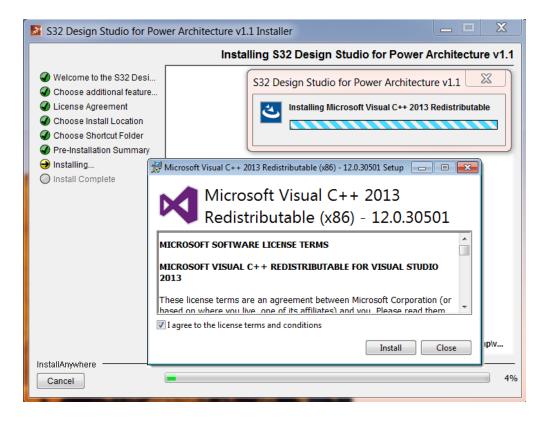


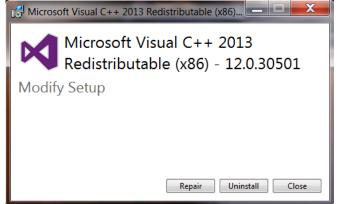
 Verify settings on "Pre-Installation Summery" tab and click Install to start Installation





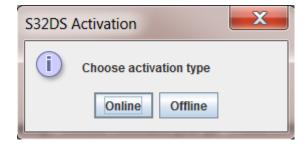
- The installation starts by installing required libraries from the Microsoft Visual C++ 2013 package. Read the license terms and select I agree... option and hit the Install
- If the libraries of the Visual C++ 2013
 package were already installed on the
 system then the Modify Setup dialog
 box appears. Now click on Repair to
 continue

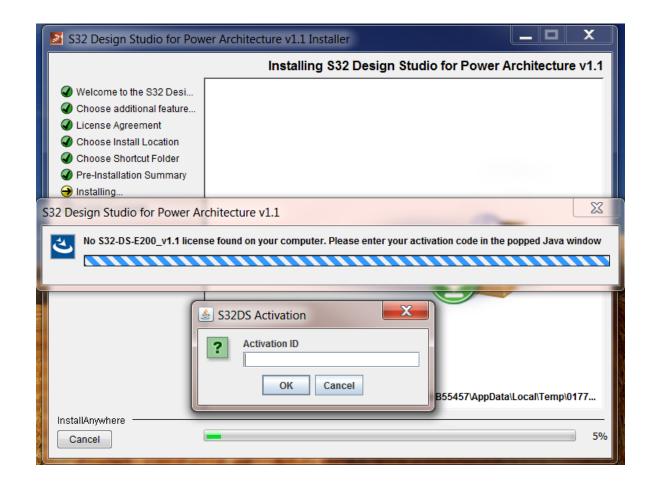






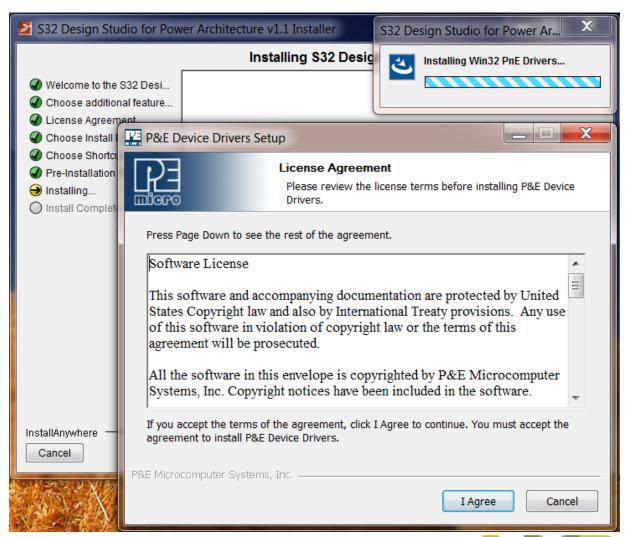
- When asked for Activation ID, copy and pest the key from the Download page
- Then click on OK.
- Next: In activation type window. Click on Online





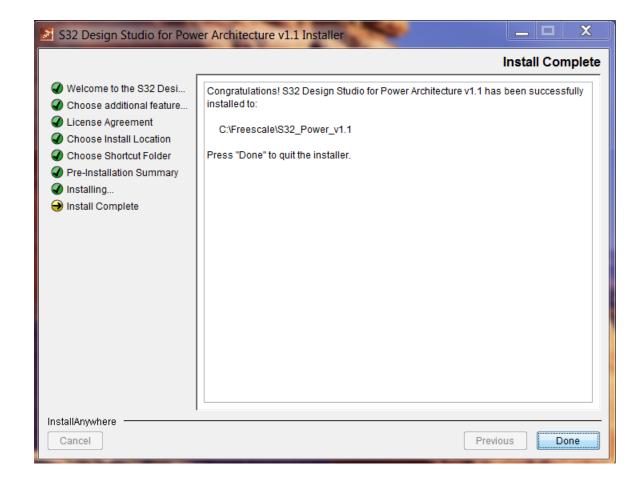


- During the Installation it may ask you to install P&E Device Drivers
- Read license agreement and Click on I Agree.
- In next window Select the destination folder and click Install
- Once the installation is done. Click on Close to close the P&E Device Driver Setup window.





 Once the installation is completed click on Done to exit the installation wizard.

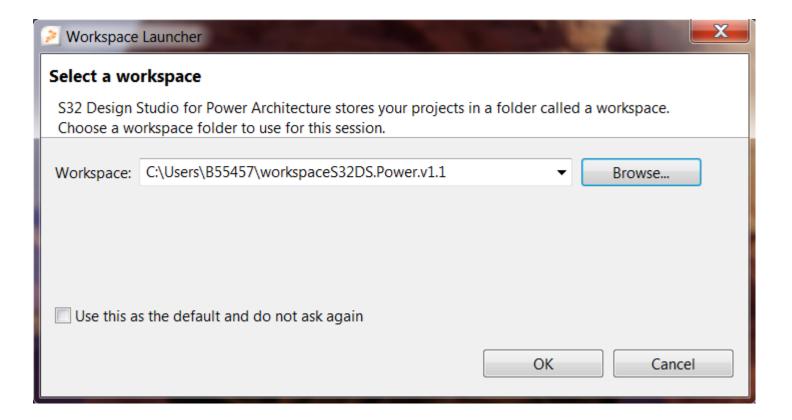




GETTING STARTED WITH A NEW PROJECT

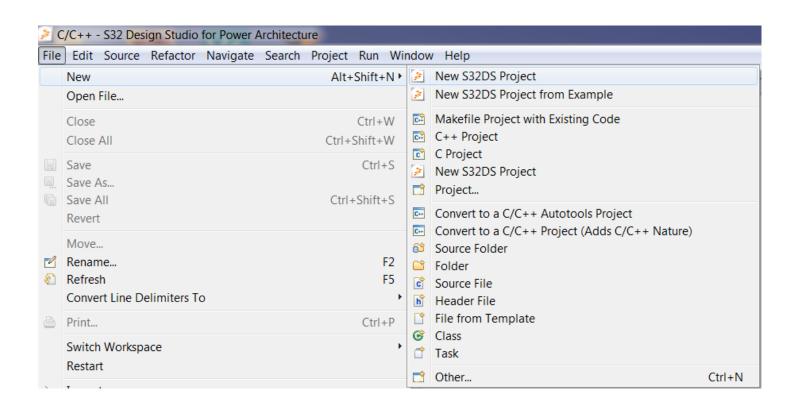


- Start program: Click on "S32 Design Studio for Power Architecture vx.x" icon
- Select workspace:
 - Choose default or specify new one
 - -Suggestion: Uncheck the box "Use this as the default and do not ask again"
 - Click OK





Go to: File – New – New S32DS Project

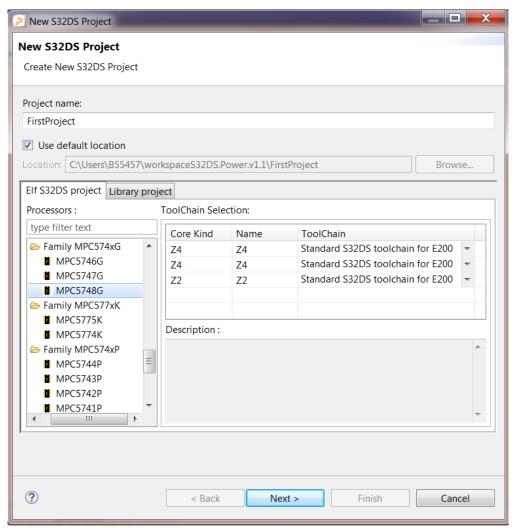




Create a new project

3 of 5

- Project Name:
 - Example: FirstProject
- Project Type:
 - Recommended: use Elf S32DS Project
- Select Controller:
 - Example: MPC5748G

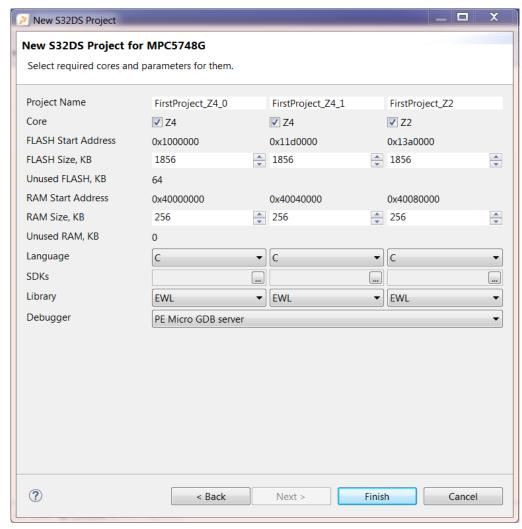




Create a new project

4 of 5

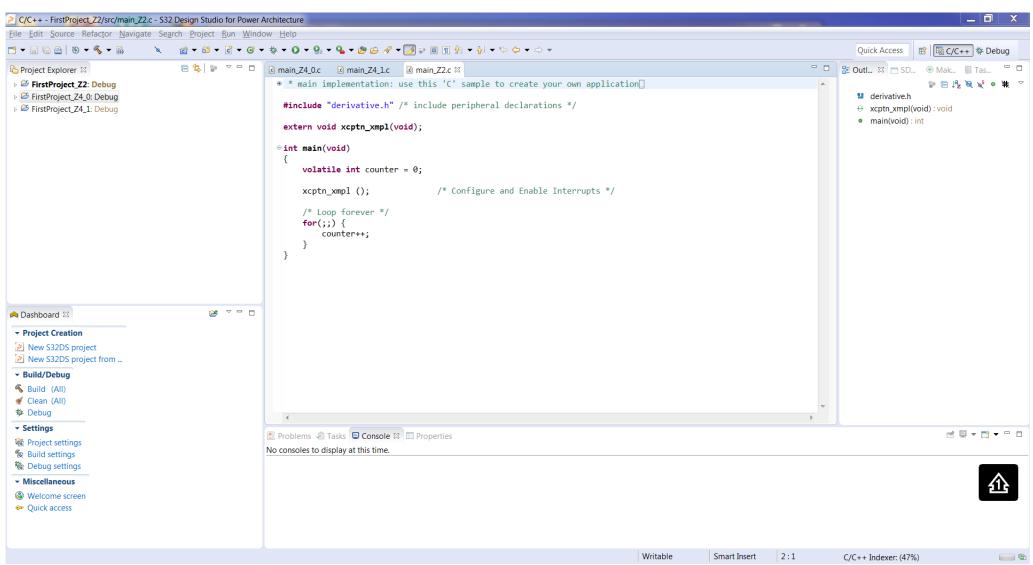
- Selects Cores
- Select Flash and RAM size
- Select Programming Language
- Select the Library
- Select the Debugger
- Recommended: use Default settings (for beginners)





Create a new project

5 of 5

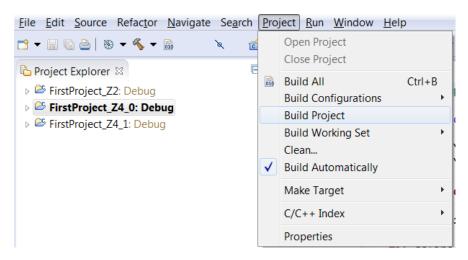


3 Projects
 will be
 created for
 3 different
 cores of
 MPC5748G



Build a Project

- To build a project follow one of the methods below:
 - Project Build Project



- 2. Click no hammer symbol to build that project
 - Click on page symbol to build all projects

 If project is built successfully, following message will be displayed on the Console

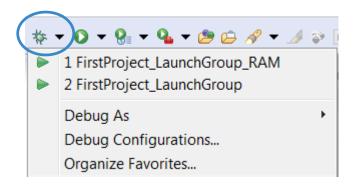




Debug a Project

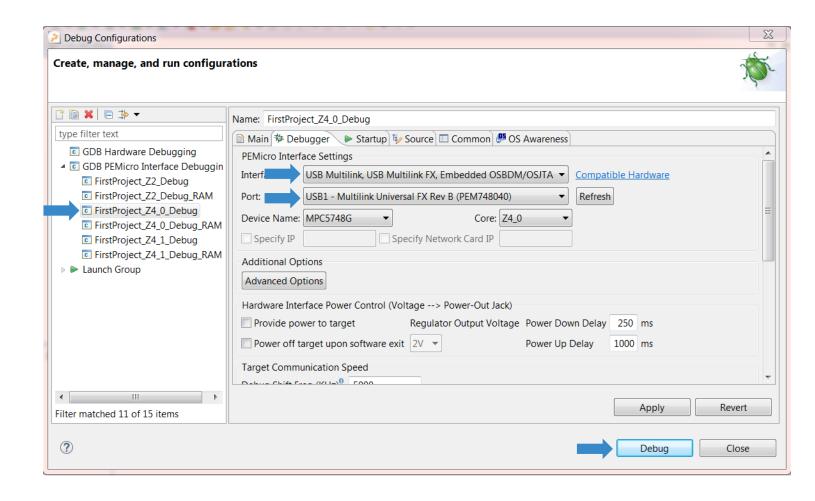
1 of 2

- Connect a debugger to both, the board and the PC
- Click on arrow in the * icon
- And Open Debug Configurations...





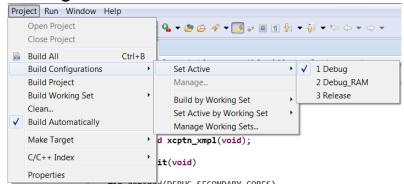
- Select Project:
 - Example:FirstProject_Z4_0_Debug
- Select Interface:
 - Example: USB Multilink for MPC5748G-LCEVB
- Port:
 - The comport where device is connected
- Click on Debug to start debugging



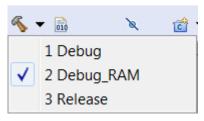


Debug a Project from RAM

- Firstly, Configure a project to debug from RAM Follow one of the Steps:
 - Project Build Configurations Set Active Debug_RAM

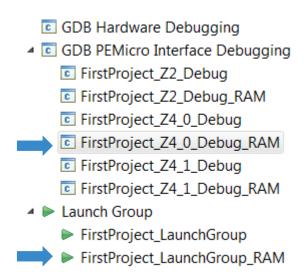


Select Debug_RAM by clicking Down Arrow next to hammer



- Repeat above for all related projects.
- Follow the steps shown on "Build a Project" Page **EXTERNAL USE**

 Lastly, to debug from RAM select the RAM related session while debugging



Follow the Steps shown on Debug a Project pages



Debug Basics: Step, Run, Suspend, Resume

Step Into (F5)

Step Over (F6)

Run

Suspend

• Resume (F8)

Terminate (Ctrl+F2)













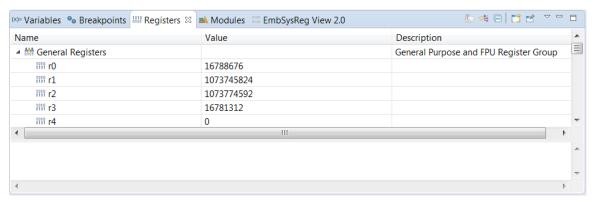


- View variables in "Variables" tab.
- Click on a value to allow typing in a different value.

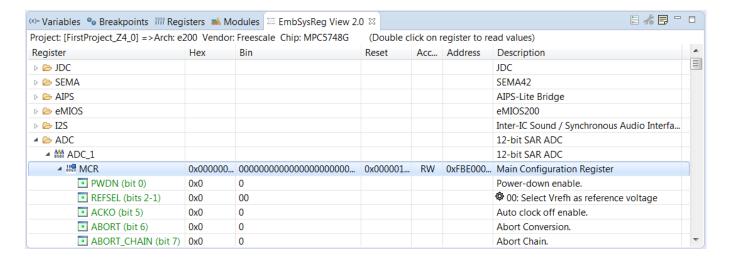
(x)= Variables □ Sreakpoints □ Registers Modules □ EmbSysReg View 2.0		
Name	Туре	Value
(x)= counter	volatile int	1
Name : counter Details:1 Default:1		* *
4		•



- View CPU registers in the "Registers" tab
- Click on a value to allow typing in a different value



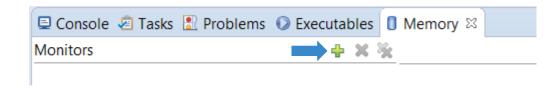
View peripheral registers in the EmbSysReg tab





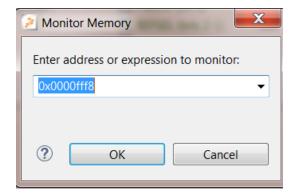
Debug Basics: View Memory

- Add Memory Monitor
 - -Click on + icon

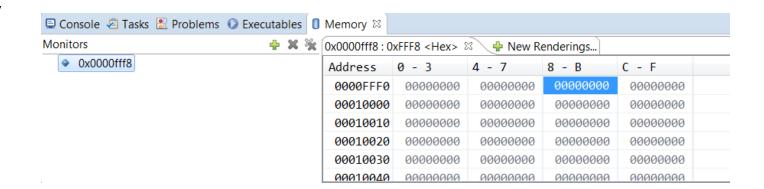


Select Base Address

Example: 0x0000fff8



View Memory





Debug Basics: Breakpoints

- Add Breakpoint: Point mouse pointer at circled area and Double Click there
 - Light blue dot will pop up that represents debugger breakpoint



IMPORTING PROJECTS



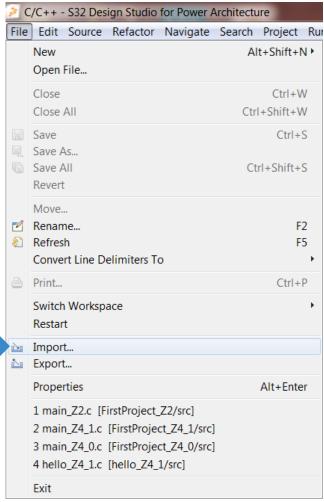
• Go to: File – Import

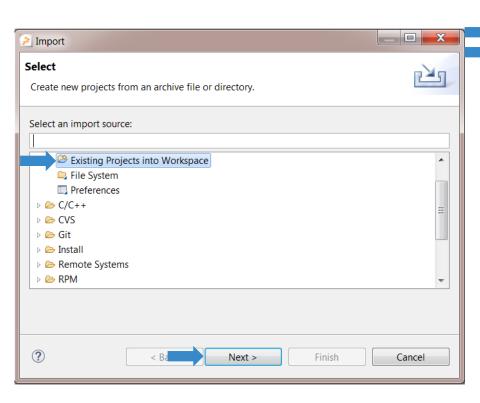


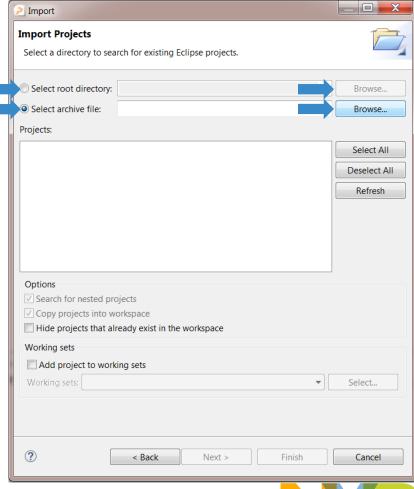
 Click on: "Existing Projects into Workspace" – Hit Next



 Click on: Browse & Select Example Folder

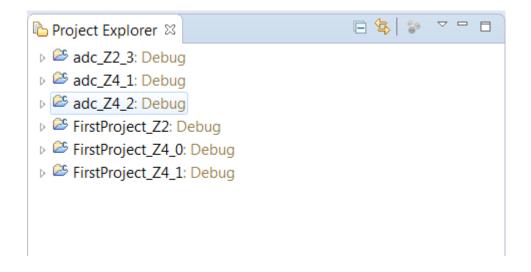


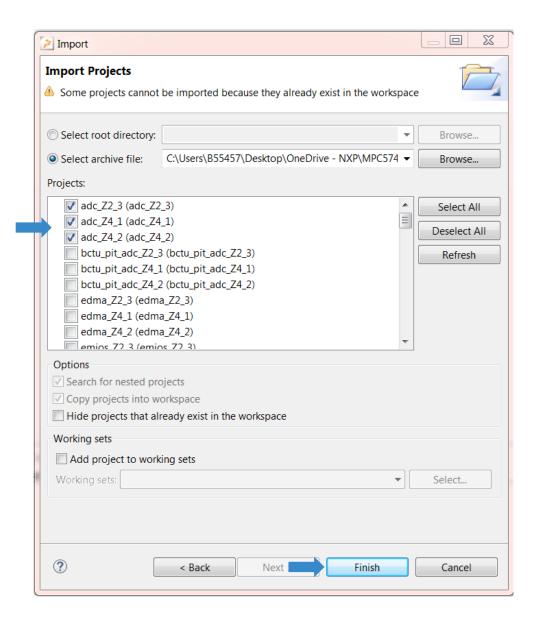






- Select the Project
- Click on Finish to Import a Project into Workspace







MORE INFORMATION.....

 For more information about S32 Design Studio IDE for Power Architecture go to Start – All Programs – Freescale S32 Design Studio – S32 Design Studio for power Architecture vx.x – Quick Start/Documentation

Also Visit <u>www.nxp.com/community</u> to post questions about S32 Design Studio





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