ECLIPSE TUTORIAL

Installing Eclipse, JRE

1. Locate **Eclipse** folder from CD and copy it to the appropriate location on your PC. The default location should be c:\Eclipse.

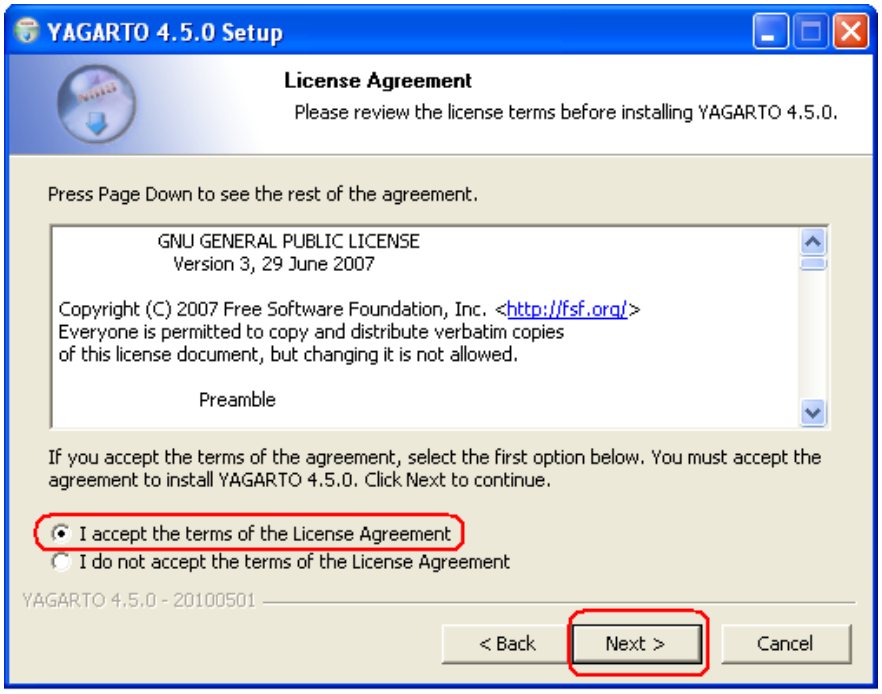
2. Download and install latest version of **Java Runtime Environment (JRE)** from Oracle/Sun website.

3. Open **Eclipse** from its installation folder.

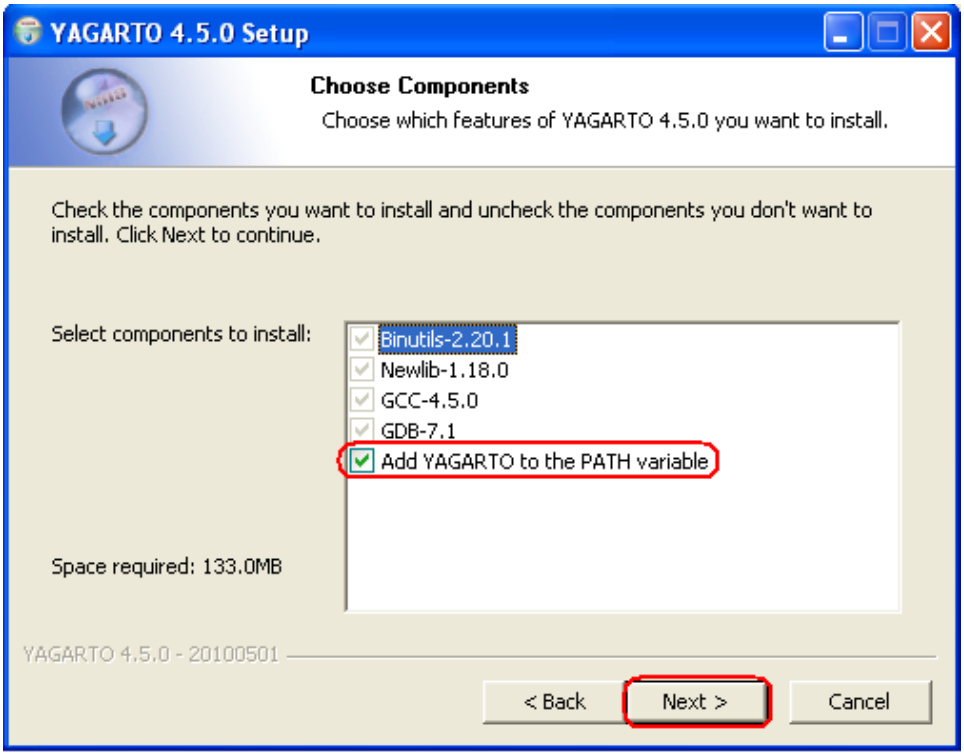
Installing YAGARTO tool chain

1. Go to Yagarto folder in the CD and run Yagarto.exe to start installation of YAGARTO tool chain. Click Next to continue.

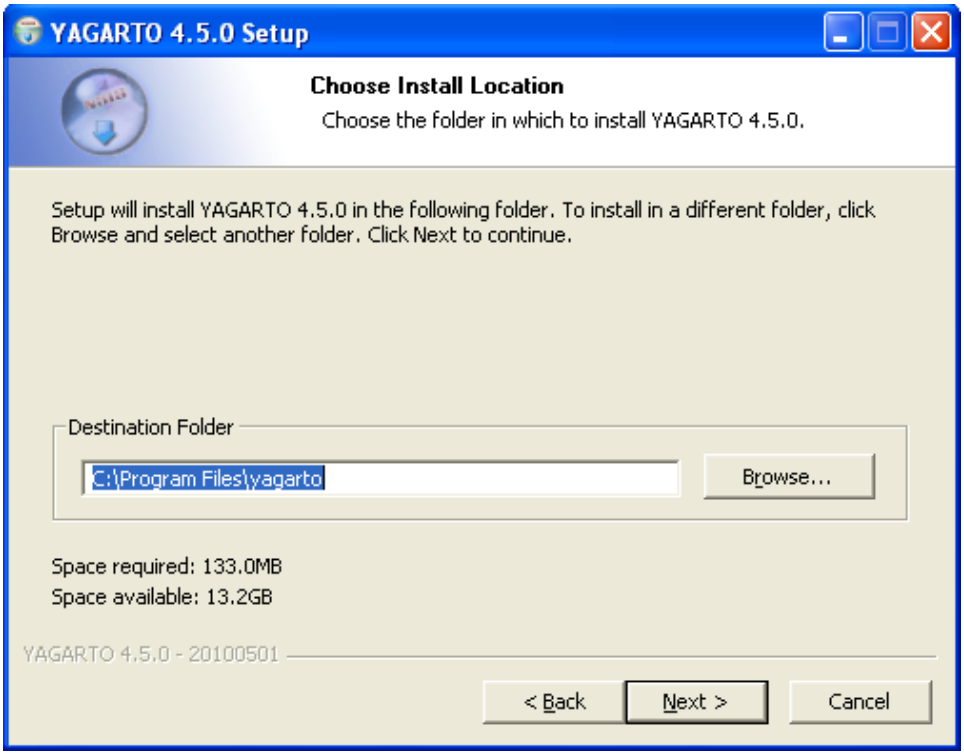
2. Accept License Agreement and click next to continue.



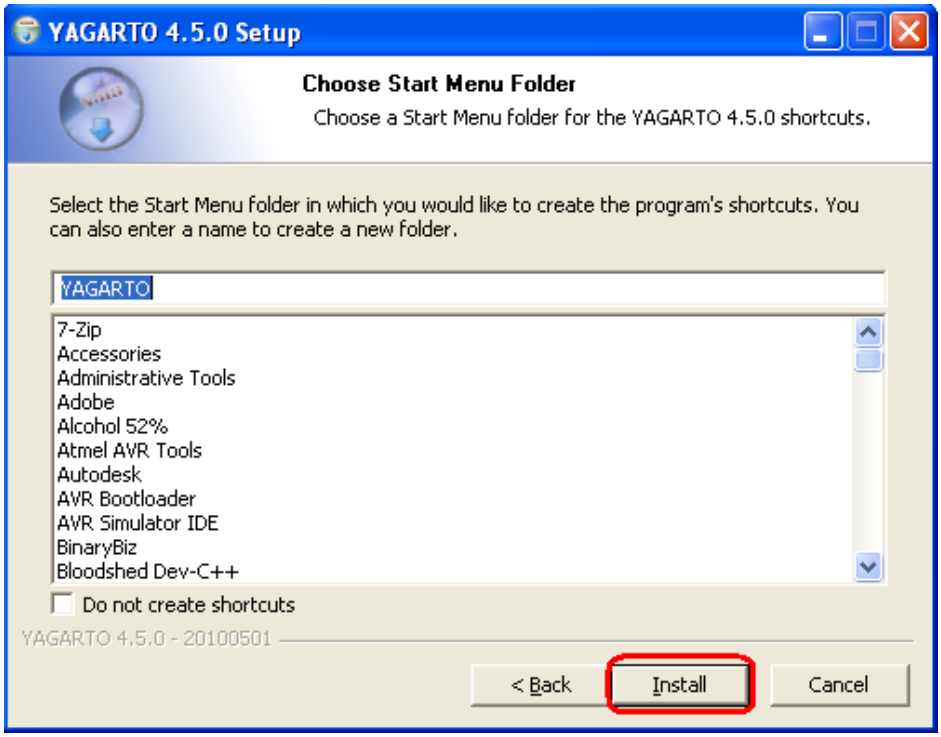
3. Choose the highlighted components and click next to continue.



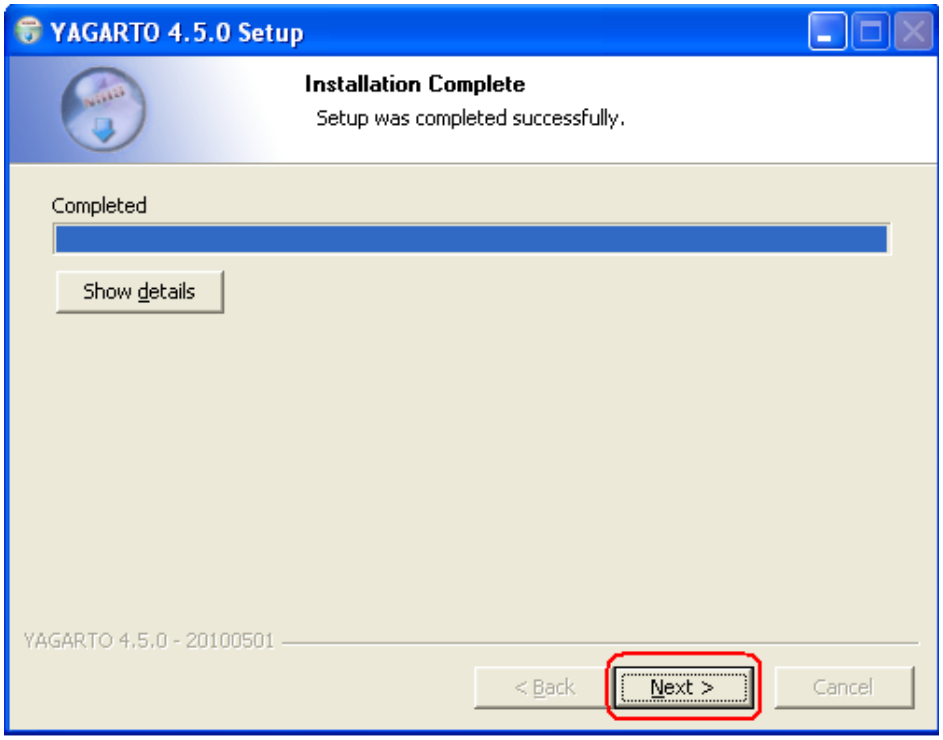
4. Choose install location and click next to continue.

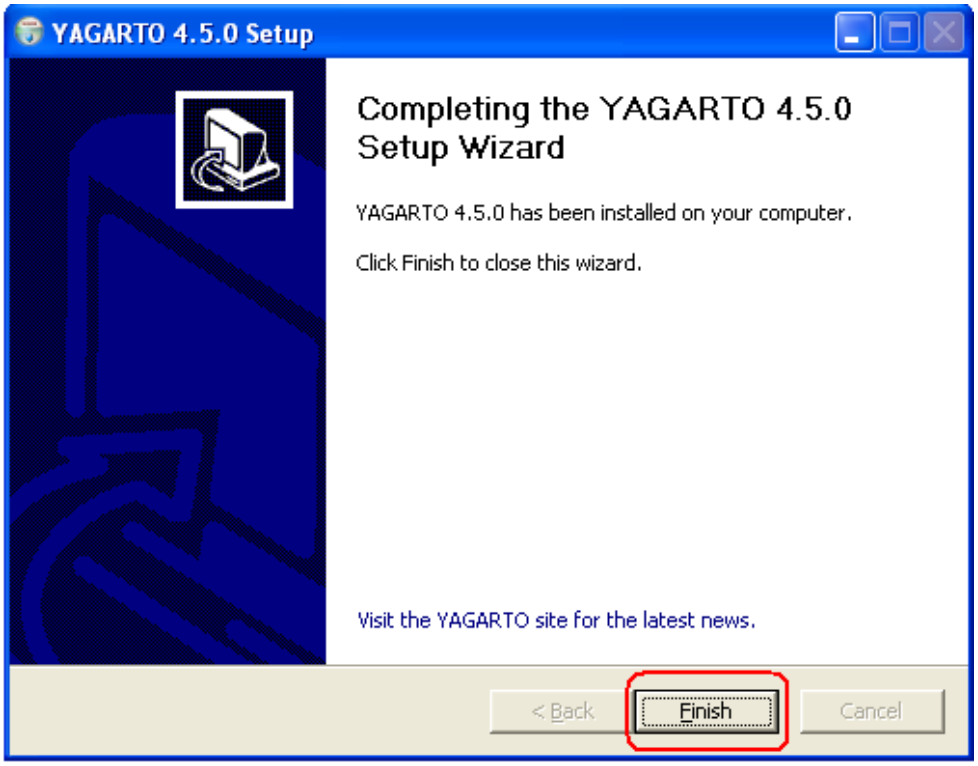


5. Click Install to begin installation process.



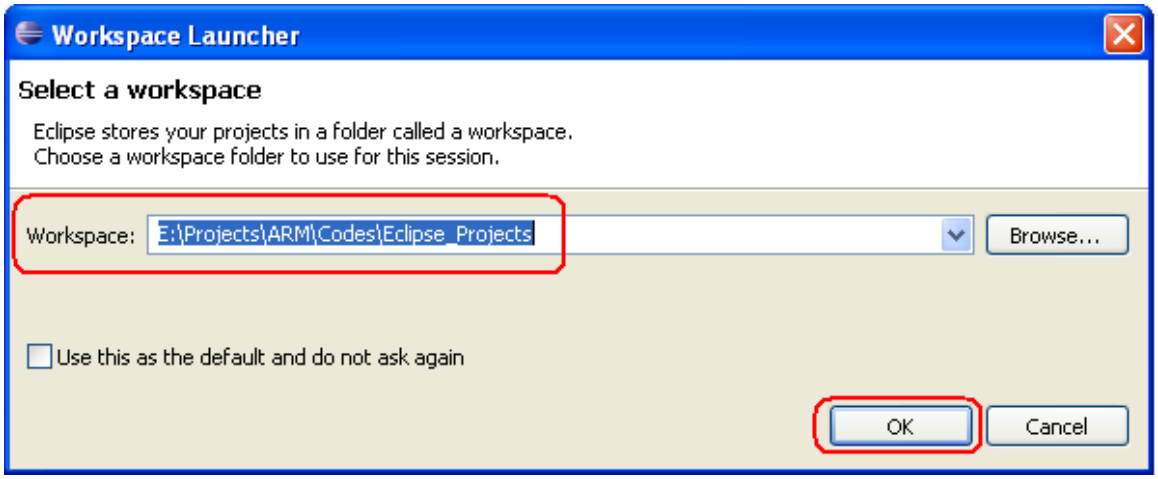
6. Just follow the prompts to finish the installation process.



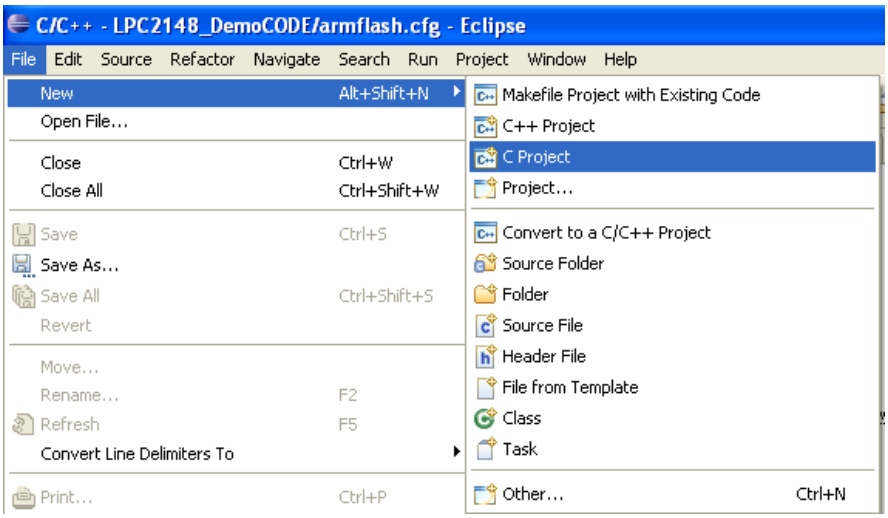


Creating a project in Eclipse

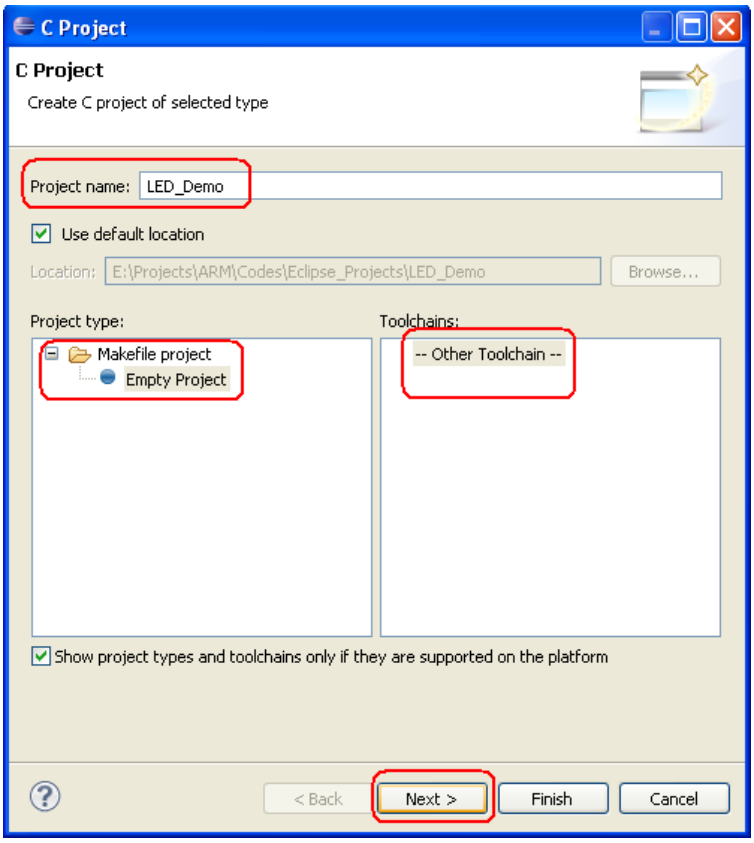
1. Start Eclipse by simply running Eclipse.exe from Eclipse folder. Eclipse will prompt to select the workspace folder



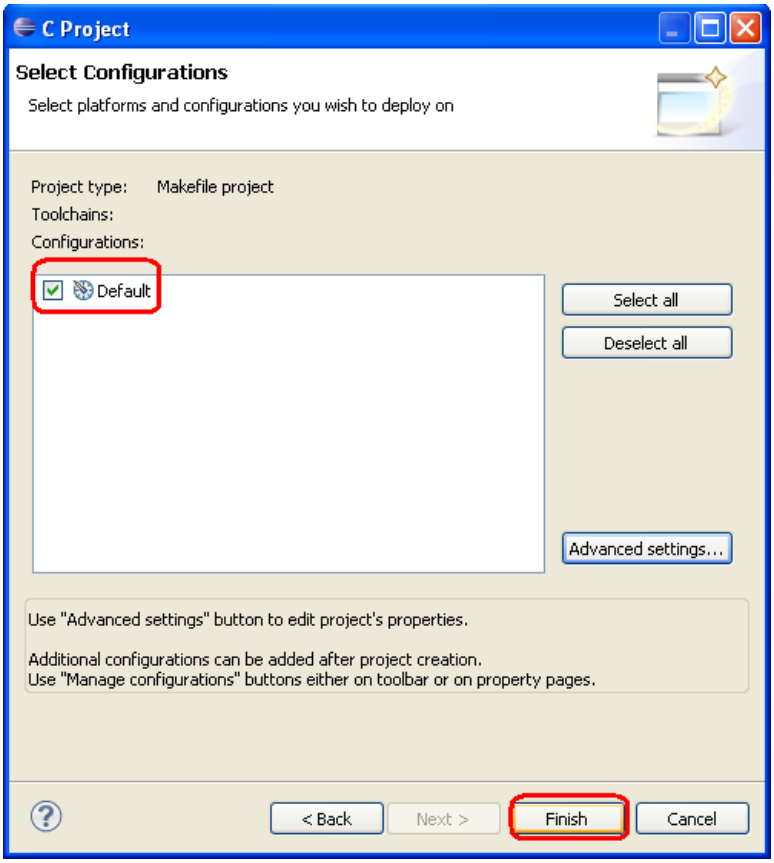
2. Create a new C project from the file menu.



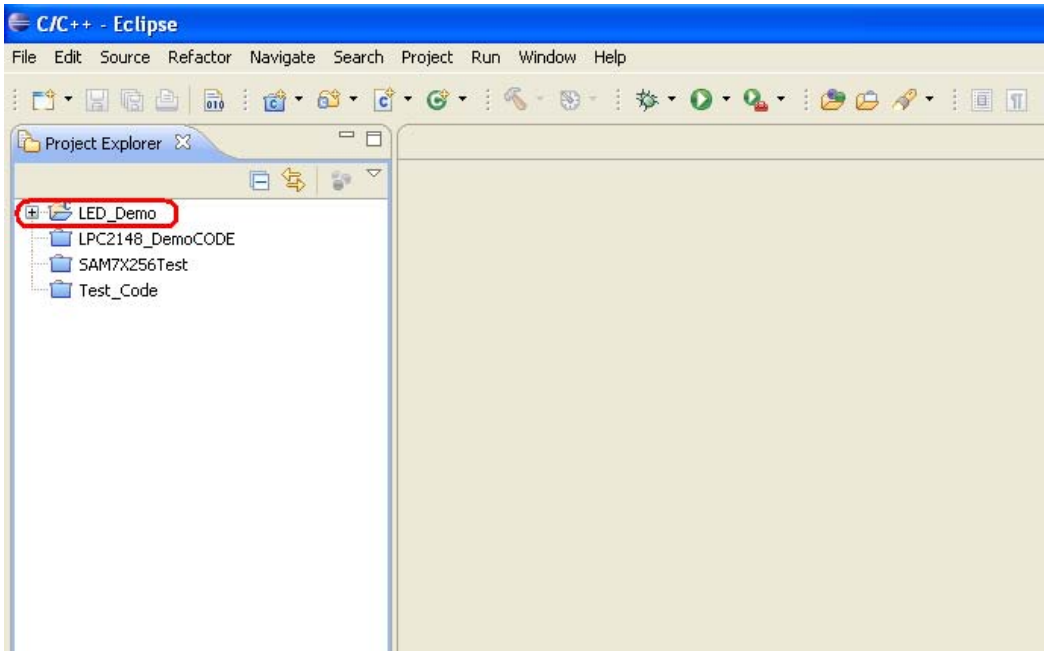
3. Enter a suitable project name and select **Project type** and **Toolchains** as highlighted in fig. below. Click Next to continue.



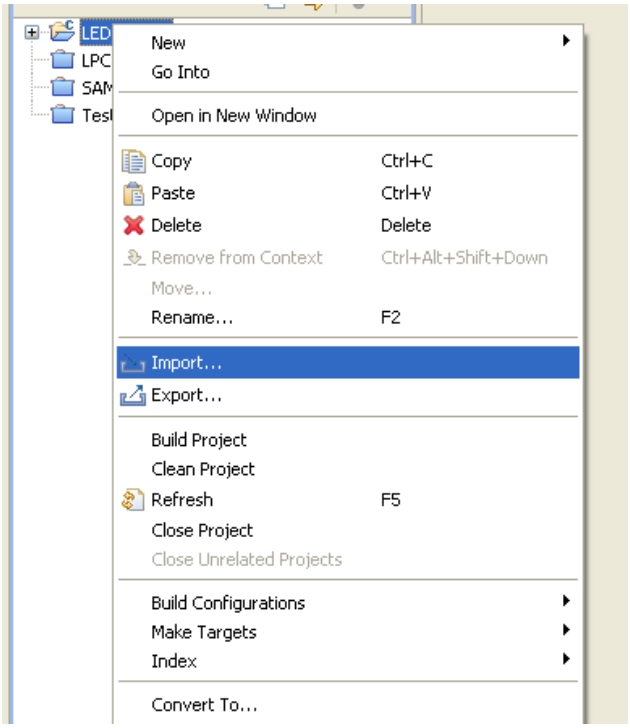
4. Click Finish to create the project.



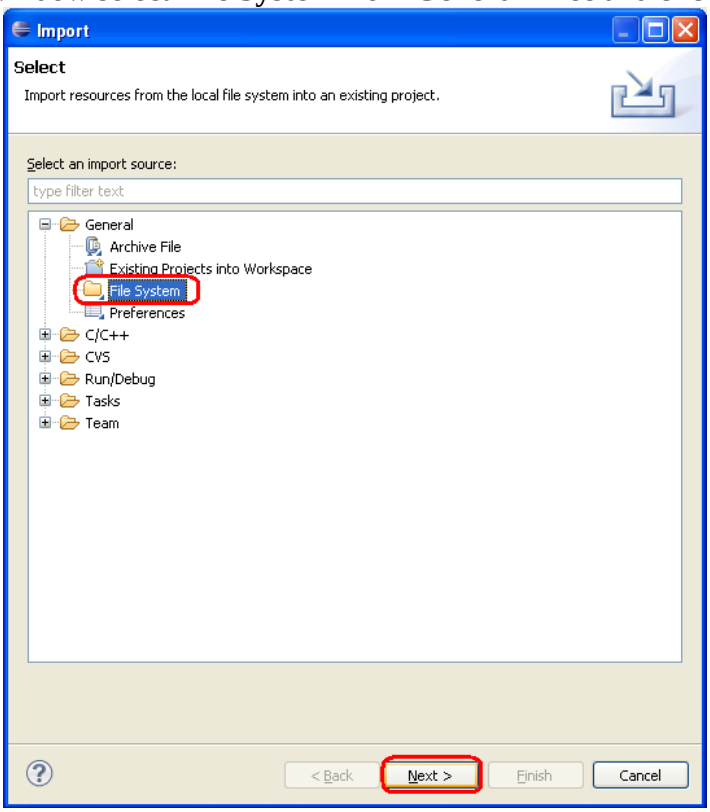
5. On clicking Finish the Project Explorer will show the project that was just created.



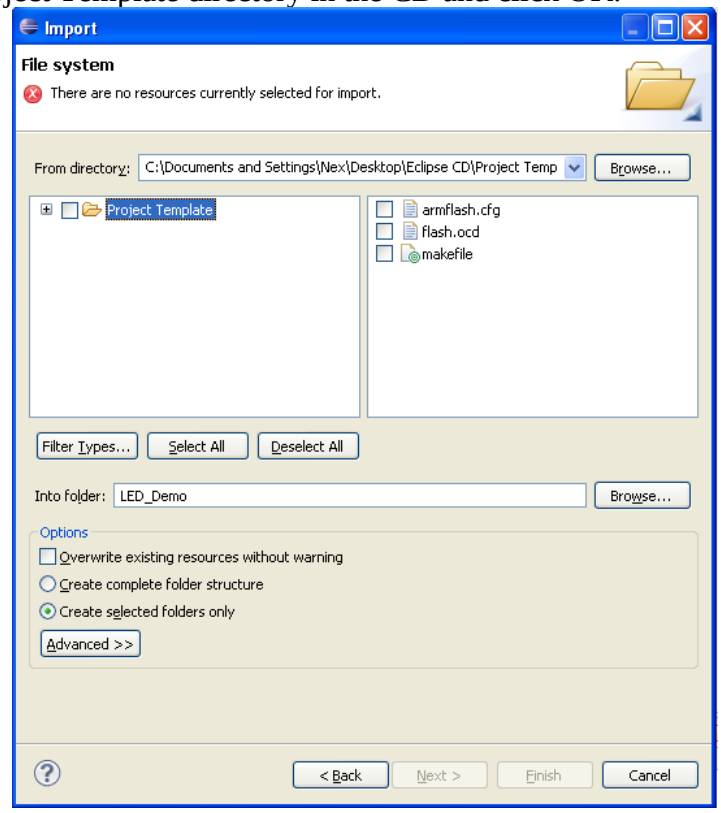
6. Right click on project and select **Import**.



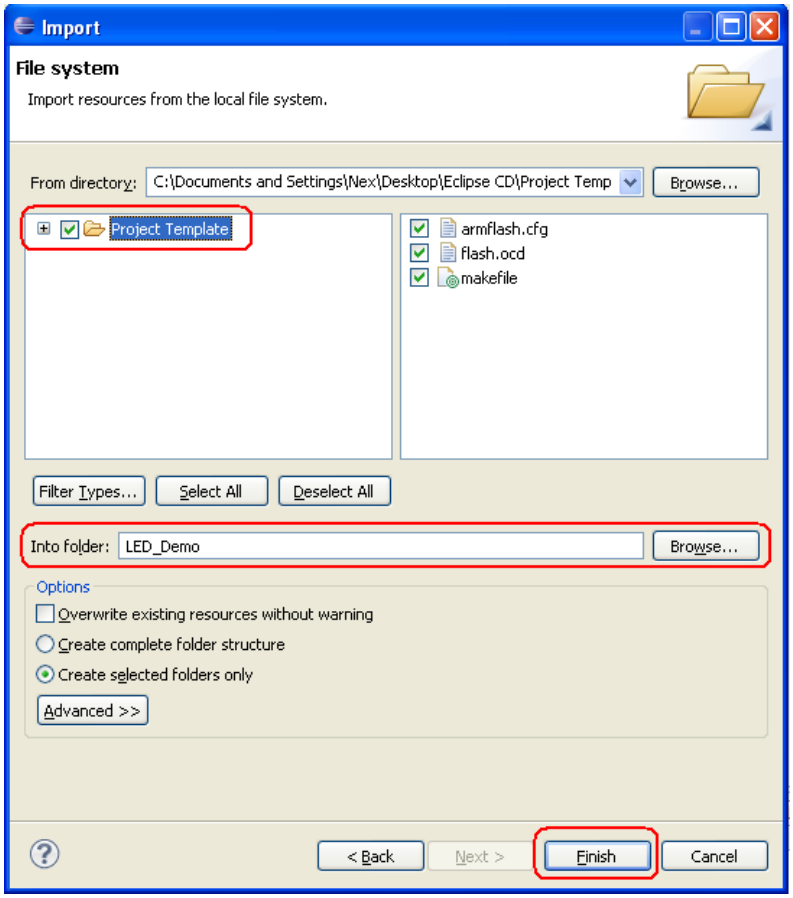
7. In the import window select **File System** from **General Tree** and click next.



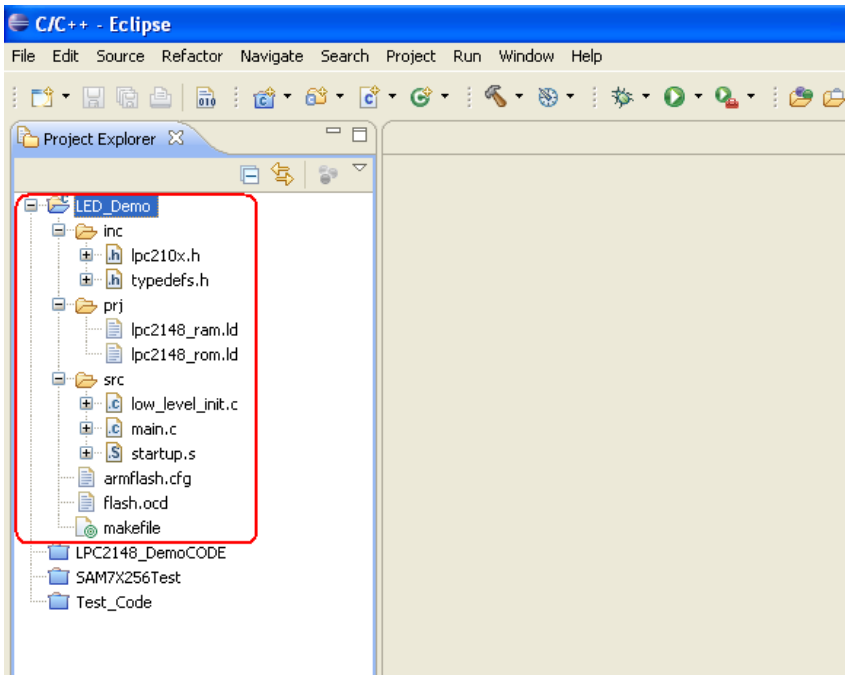
8. Browse to Project Template directory in the CD and click OK.



9. Check the project template check box and provide project folder info as shown in fig. below. The other settings should be kept as default. Click finish to import file.



10. Expand the project from the Project Explorer window. It should contain the files as listed in the following figure. If any files are found missing, go back to step5.

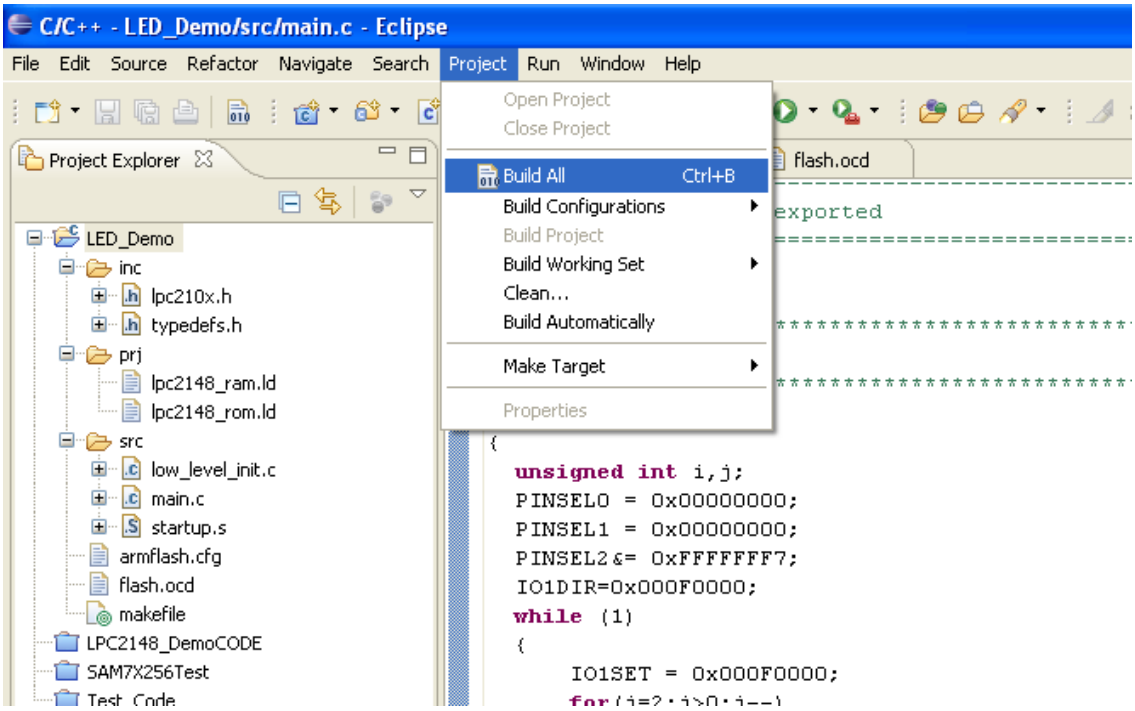


11. Double click on main.c file to open it in the editor window. The main.c file contains a template C file which includes header file definitions and main function.

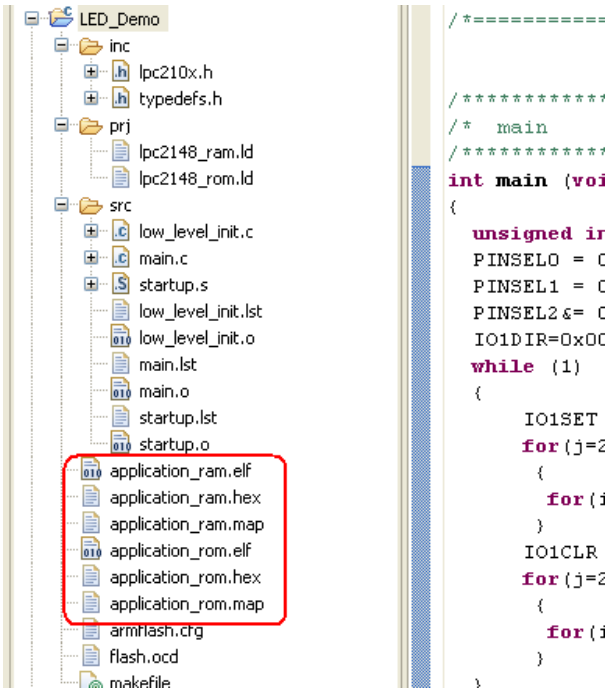
12. Copy the shaded part of below written program into the main.c file.

```
int main (void)
{
  unsigned int i,j;
  PINSEL0 = 0x00000000;
  PINSEL1 = 0x00000000;
  PINSEL2&= 0xFFFFFFF7;
  IO1DIR=0x000F0000;
  while (1)
  {
        IO1SET = 0x000F0000;
        for(j=2;j>0;j--)
         {
          for(i=0; i<60000; i++);
         }
        IO1CLR = 0x000F0000;
        for(j=2;j>0;j--)
         {
            for(i=0; i<60000; i++);
         }
  }
  return(0);
}
```

13. Click **Build All** to build the project using makefile.



14. If build successfully the hex and elf files will be created as shown in fig. below.



15. The next step is to load the hex file in to the microcontroller. You may use Flash Magic tool to load the hex file. The hex file named as application_rom.hex should be used for Flashing.