

Carl's Notes (June 16th, 2013):

It is best to read through some of the Lapis U8 Documents before trying to run these sample programs... BUT, if you really want to jump in, here are some starter tips...

- 1.) Open up the IDE (Code Editor Environment) from your Start Menu... All Programs\U8 Tools\nX-U8\IDE U8 GUI Environment
- 2.) Select File Open and point to a project (\*.PID) in this directory such as: Q112 - Template\Q112-Template.PID
- 3.) Open this code example and start to read through the code to get an idea of what it contains
- 4.) To compile a project after you've made any desired changes, click Project/Rebuild
- 5.) If you were successful, you should see a success message in the console window at the bottom of the IDE:

"Object was created by RLU8

Convert End.

Finished building"

- 6.) If you were not successful, we suggest you review some of the documentation that is installed with your U8 Dev Suite.

Documents of most interest and in a reasonable order of importance:

- A.) IDEu8 Users Manual
- B.) DTU8 Debugger Manual
- C.) CCU8 Language Reference Manual
- D.) CCU8 Programming Guide
- E.) CCU8 User Guide
- F.) RTLU8 Runtime Library Reference Manual
- G.) nX-U8/100 Core Instruction Manual
- H.) nanoEASE (Debugger) User Manual
- I.) nanoEASE (Debugger) Connection Manual
- J.) HTU8 User Manual (HEX Code Generator for ROM)
- K.) LCD Image Tool User Manual
- L.) MACU8 Assembler Package User Manual
- M.) Multiplication & Division Library User Manual
- N.) uEASE (Debugger) User Manual
- O.) uEASE (Debugger) Connection Manual
- P.) Dr.ICE (In-Circuit Emulator) User Manual

THESE 16 DOCUMENTS ARE FOUND IN THE U8 INSTALL DIRECTORY. YOU CAN REACH THEM FROM YOUR START MENU:

ALL PROGRAMS\U8 DEV TOOLS\nX-U8 Documents

- 7.) Read your LaPi User Manual and ensure your LaPi Board is connected to your computer
- 8.) You can launch the Debugger from... All Programs\U8 Tools\nX-U8\DT U8 Debugger
- 9.) Open a debugger example and start to read through the code to get an idea of what it contains (i.e.: Q112-GPIO\_DEBUG\_FILE.PDT)