



Content Specification: Getting Started with the Nexus-6 SDK

Project: Nexus-6 SDK Documentation Set

Project/supported software: Nexus-6 SDK

Working title: Getting Started with the Nexus-6 SDK

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Please sign below to indicate approval of the Content Specification.

Approver's Signature

Date

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Documentation Purpose

The purpose of this document is to provide the information necessary to assist users of the Tyrell Nexus-6 SDK in connecting the development system and installing the SDK software and development tools. Once they acquire the necessary tools, users should be able to get started with the SDK within an hour.

Audience Profile

The target audience for this document includes engineers that use the Tyrell Nexus-6 SDK to develop custom applications for portable audio devices. Although the procedures in this document do not require that the reader have experience with embedded C or object-oriented programming languages, it is assumed that the reader has knowledge of these programming languages and has experienced developing custom applications for portable audio devices.



Publication Content

The following table lists the proposed document sections.

Section	Description
Preface	Provides information about the document organization and conventions, as well as how to access the Extranet and contact customer support.
Chapter 1, “Introduction to the SigmaTel STMP3600 SDK”	Provides an overview of the SDK, including hardware and software features.
Chapter 2, “Installing the SDK Software”	Describes the procedures for installing the SigmaTel SDK software.
Chapter 3, “Connecting the SDK Hardware”	Describes the procedures for installing the SigmaTel SDK hardware.
Chapter 4, “Installing the Development Tools”	Describes the procedures for installing the SigmaTel SDK development tools.
Chapter 5, “Building the Example Player”	Describes the procedures for building the SigmaTel SDK example player.
Appendix A, “Development System Configuration”	Describes the default configurations for the Engineering Board and Daughter Cards.
Appendix B, “Makefile Build Options”	Describes the makefile build options that are used to build the SigmaTel SDK example player.
Appendix C, “Player Controls and Menu Options”	Describes the player controls and menus used to operate the example player Index Index of subject items, key terms, etc.

Documentation Strategy & Resources

Strategy

The following procedure describes the process used to gather information:

1. Initially, a “brainstorming” meeting should be held to determine initial procedures to include in the document.
2. Once initial procedures have been determined, the first draft of the document will be created.
3. As the need arrives, additional procedures can be added directly to the document or developers can create an Application Note to post on the extranet. If new procedures are added directly to the document, those procedures will not be available to customers until the next release.



Resources

The resources used to generate this information include (but are not limited to) the following:

- Applications development team
- Core development team

Test and Distribution Plan

This document should be reviewed and tested as described in the *Technical Publications Test Plan*.

This document should be released with each new version/release of the Tyrell Nexus-6 SDK.