# 1. Software environment configuration

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Build the development environment of Raspberry Pi Pico 2 under Windows

Install ARM GCC COMPLIER

Install CMAKE

Install Visual Studio

**INSTALL PYTHON3** 

Install GIT

Get the SDK and examples for Pico 2

Raspberry Pi Pico 2 Windows Development Environment - Compile and Build Projects in Command Line

## Build the development environment of Raspberry Pi Pico 2 under Windows

Preparation

ARM GCC compiler.exe file

CMake download msi file

**Build Tools for Visual Studio 2019** 

Python 3 download exe (Windows installer)

Git download Git for Windows downloads

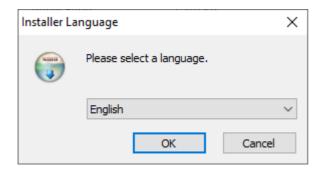
Download the executable installers of these five packages, and then install all five packages on Windows

#### Install ARM GCC COMPLIER

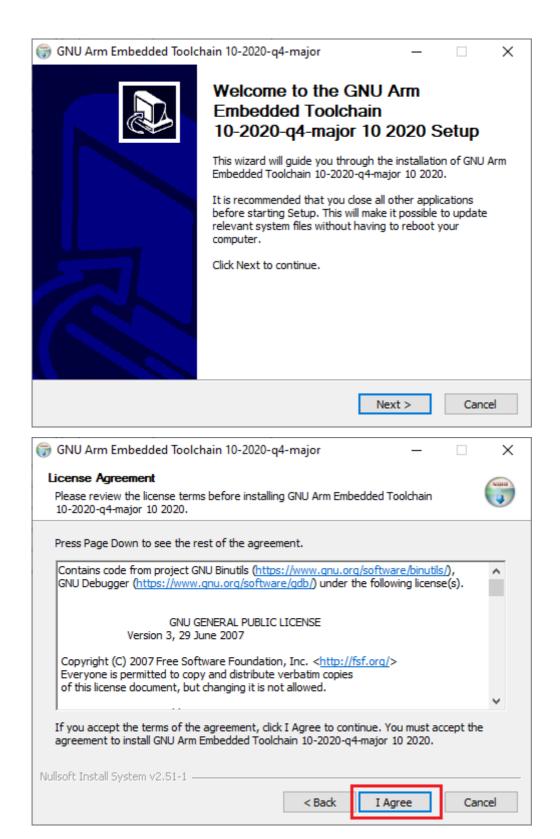
You can download the version you need from the ARM GCC complier official website, or get it from the attachment of the document

https://developer.arm.com/tools-and-software/open-source-software/developer-tools/gnu-toolch\_ain/gnu-rm/downloads

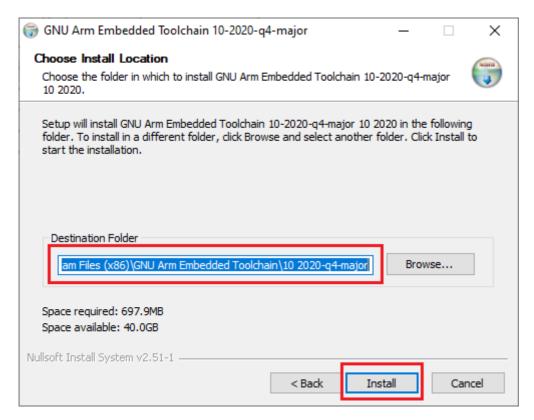
Select the installation language as Chinese



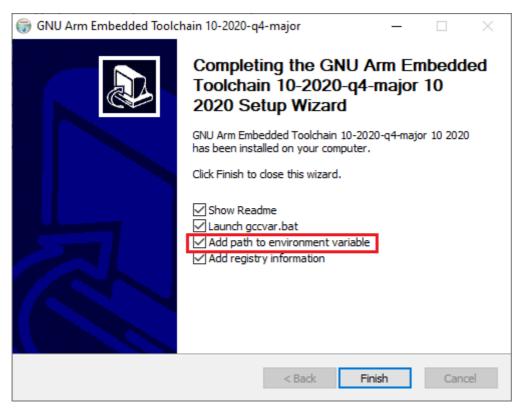
Follow the prompts to install



Select the installation path



During the installation process, when prompted, check the box to request the path to the ARM compiler as an environment variable in the Windows shell

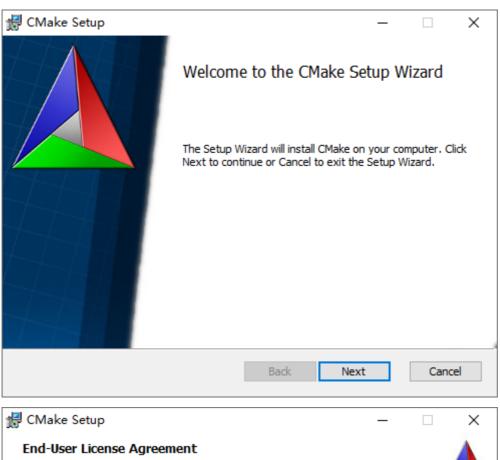


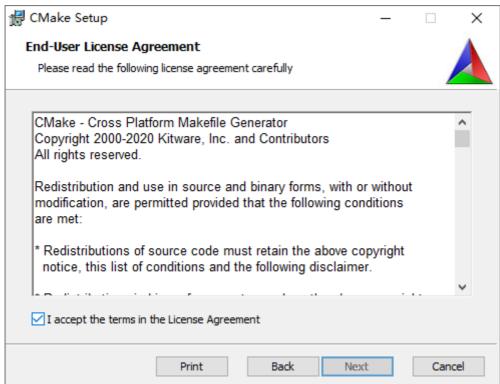
### **Install CMAKE**

cmake official website: <a href="https://cmake.org/download/">https://cmake.org/download/</a>

You can also get the installation package from the attachment of the document

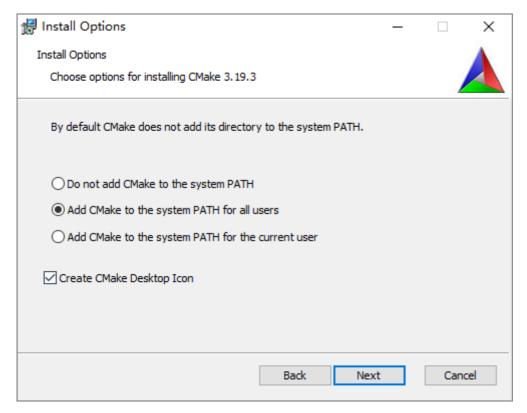
Click Next according to the prompt. It is recommended to turn off the antivirus software before installation



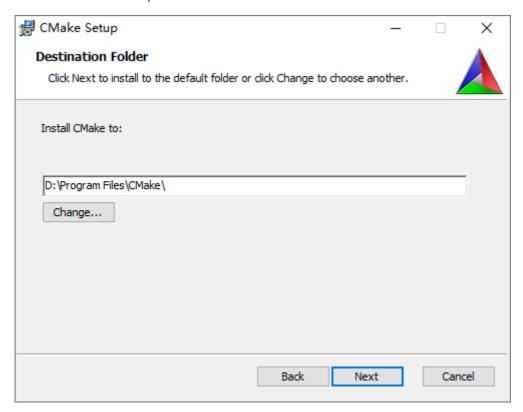


During the installation process, the installer will prompt to add CMake to the system path of all users

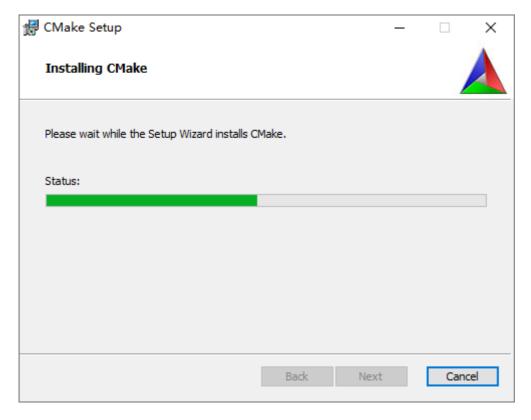
Check 1 and 2



Select the installation path

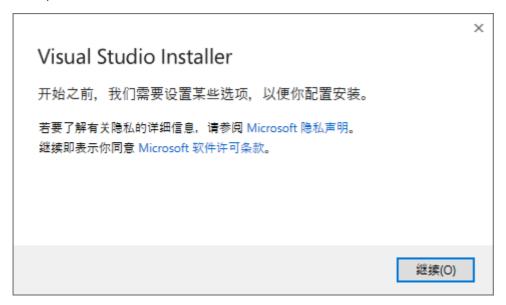


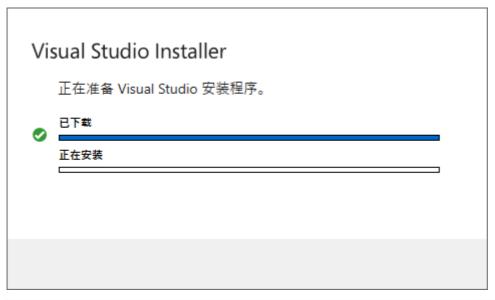
Installation completed, restart to take effect



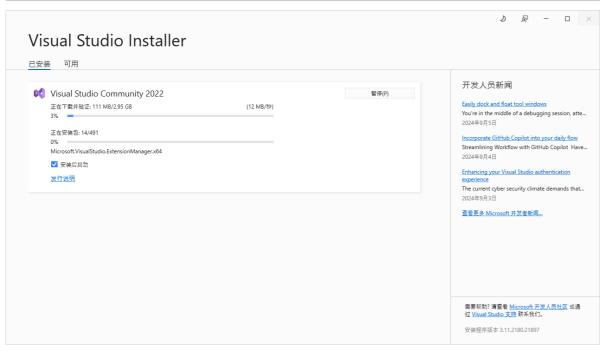
## **Install Visual Studio**

Visual Studio official website: <a href="https://visualstudio.microsoft.com/zh-hans/downloads/">https://visualstudio.microsoft.com/zh-hans/downloads/</a>, you can also get the installation software in the attachment of the document, here take VS2022 as an example.





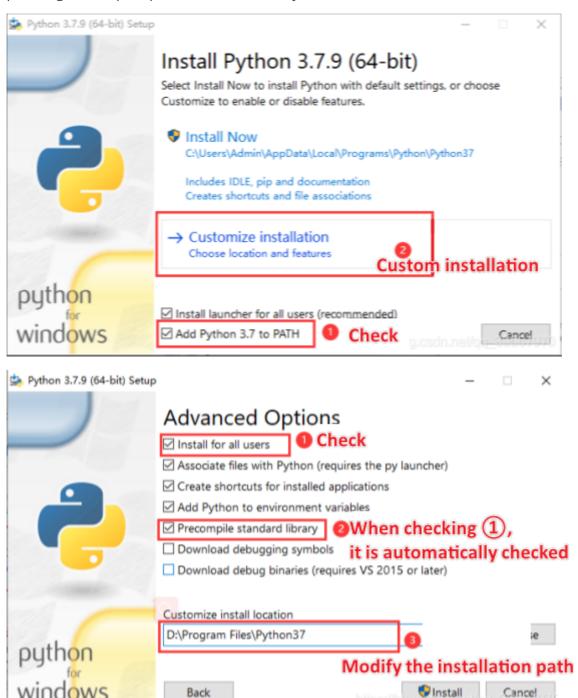




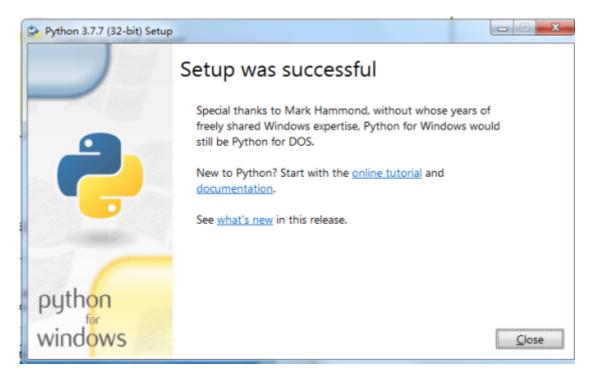
#### **INSTALL PYTHON3**

During the installation process, follow the prompts of the installer to add Python 3.7 to the system path for all users.

Additionally, when installing Python, select Customize installation, click Optional Features, and then select Install for all users under Advanced Features. You should also disable the maximum path length when prompted at the end of the Python installation.

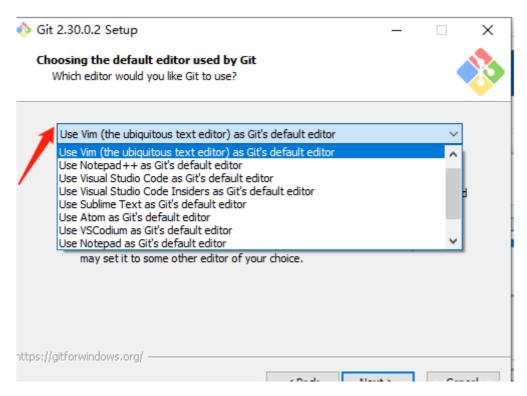


Back



### **Install GIT**

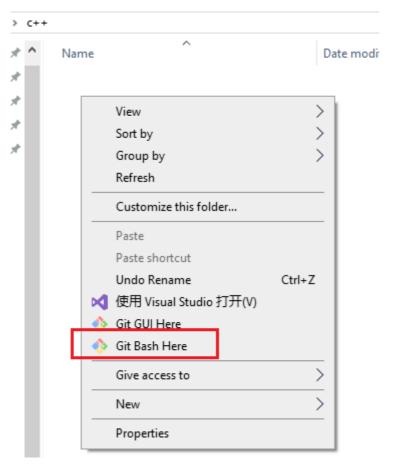
When installing Git, you should make sure to change the default editor from vim, see the image below. The default configuration is fine



# Get the SDK and examples for Pico 2

The following source code can be obtained in the provided materials.

Create a folder, right-click it and select Git bash Here



In the command box that appears, enter

```
git clone -b master https://github.com/raspberrypi/pico-sdk.git
cd pico-sdk
git submodule update --init
cd ..
git clone -b master https://github.com/raspberrypi/pico-examples.git
```

```
Administrator@USER-202306290L MINGW64 /d/c++
$ git clone -b master https://github.com/raspberrypi/pico-sdk.git
Cloning into 'pico-sdk'...
remote: Enumerating objects: 10600, done.
remote: Counting objects: 100% (4337/4337), done.
remote: Compressing objects: 100% (1414/1414), done.
remote: Total 10600 (delta 3256), reused 3123 (delta 2851), pack-reused 6263 (fr om 1)
Receiving objects: 100% (10600/10600), 4.94 MiB | 5.39 MiB/s, done.
Resolving deltas: 100% (5493/5493), done.

Administrator@USER-202306290L MINGW64 /d/c++
$ |
```

Open the pico-sdk folder and proceed to the next step (this step takes a long time)

```
emote: Counting objects: 100% (4347/4347), done.
 emote: Compressing objects: 100% (1415/1415), done.
emote: Total 10600 (delta 3212), reused 3131 (delta 2860), pack-reused 6253 (fr
Receiving objects: 100% (10600/10600), 4.79 MiB | 167.00 KiB/s, done.
Resolving deltas: 100% (5489/5489), done.
Administrator@USER-202306290L MINGW64 /d/c++
$ cd pico-sdk
Administrator@USER-202306290L MINGW64 /d/c++/pico-sdk (master)
$ git submodule update --init
Submodule 'lib/btstack' (https://github.com/bluekitchen/btstack.git) registered
for path 'lib/btstack'
Submodule 'lib/cyw43-driver' (https://github.com/georgerobotics/cyw43-driver.git
) registered for path 'lib/cyw43-driver
           'lib/lwip' (https://github.com/lwip-tcpip/lwip.git) registered for pat
Submodule
h 'lib/lwip
Submodule 'lib/mbedtls' (https://github.com/Mbed-TLS/mbedtls.git) registered for
 path 'lib/mbedtls'
Submodule 'tinyusb' (https://github.com/hathach/tinyusb.git) registered for path
 'lib/tinyusb'
Cloning into 'D:/c++/pico-sdk/lib/btstack'...
```

#### Installation routine

```
Administrator@USER-202306290L MINGW64 /d/c++/pico-sdk (master)

$ git clone -b master https://github.com/raspberrypi/pico-examples.git
Cloning into 'pico-examples'...
remote: Enumerating objects: 3379, done.
remote: Counting objects: 100% (1195/1195), done.
remote: Compressing objects: 100% (635/635), done.
remote: Total 3379 (delta 701), reused 854 (delta 557), pack-reused 2184 (from 1)
Receiving objects: 100% (3379/3379), 8.32 MiB | 7.34 MiB/s, done.
Resolving deltas: 100% (1679/1679), done.

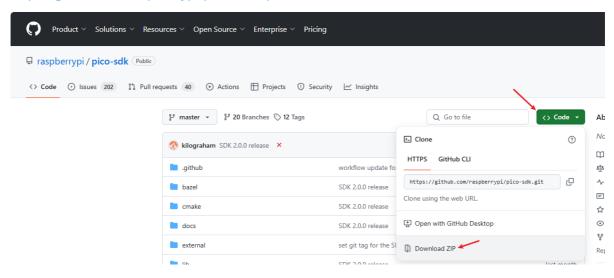
Administrator@USER-202306290L MINGW64 /d/c++/pico-sdk (master)

$
```

Extension: You can download it manually from Github. The link is as follows (this method is said to be feasible online, but it has not been verified and is only for reference)

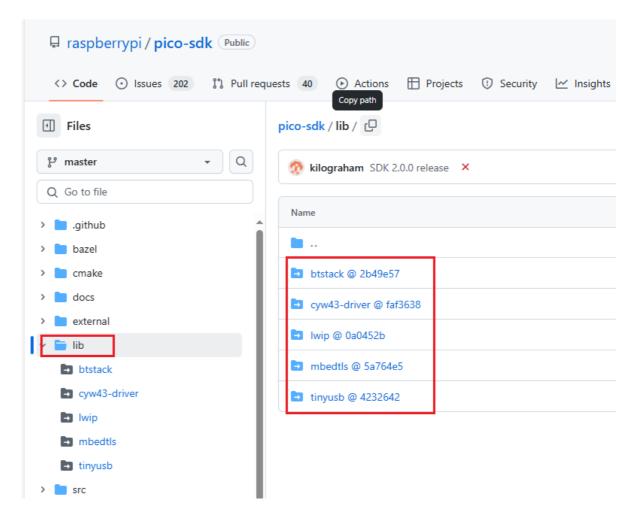
https://github.com/raspberrypi/pico-sdk

https://github.com/raspberrypi/pico-examples



After downloading and unzipping, delete the -master after the folder name

Note that the previous git submodule update The --init command clones a tinyusb file to the lib path of the SDK, so if you download it yourself, you also need to download tinyusb and put it in this path.

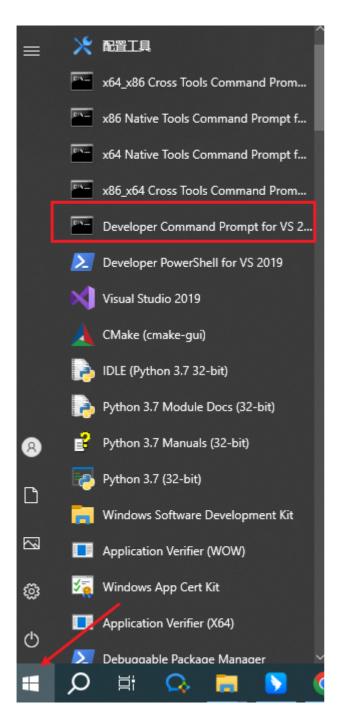


## Raspberry Pi Pico 2 Windows Development Environment - Compile and Build Projects in Command Line

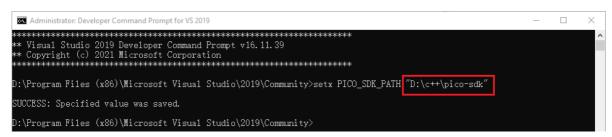
Configure SDK Path

Open a Developer Command Prompt window from the Windows menu by selecting Windows > Visual Studio

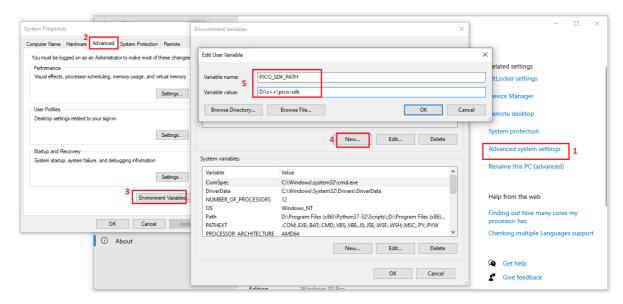
2022 > Developer Command Prompt Menu.



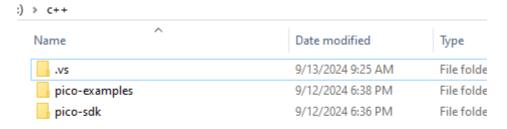
Then set the SDK path as follows: setx PICO\_SDK\_PATH "...pico-sdk" Close the window after successful setting

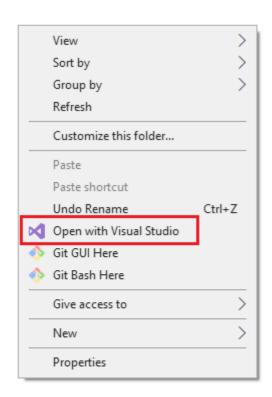


You can also set environment variables through this step

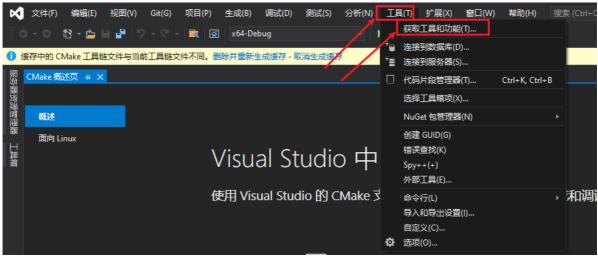


Use Visual Studio 2022 in the path where Pico SDK is saved Open

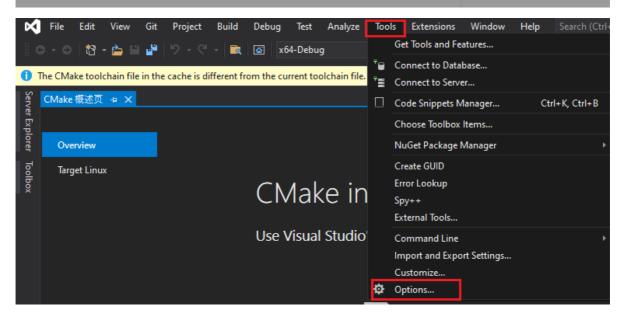


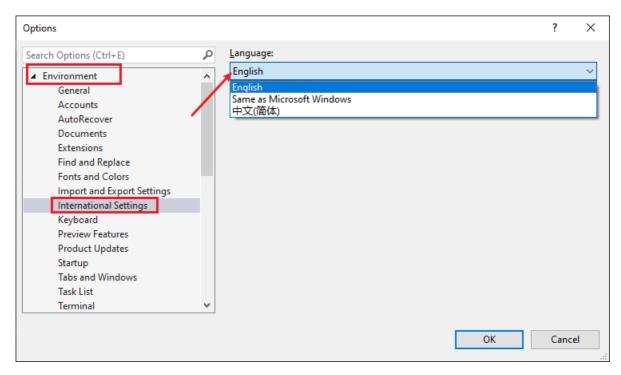


You can go to Tools(工具)->Get tools and features(获取工具和功能)->Language pack(语言包)->Select English(英语), then click Modify(修改).



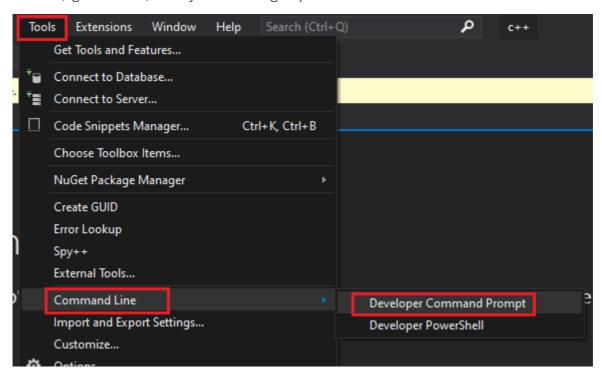






Click OK and restart the software.

Find the command line in the tool, open the developer command prompt, if the output prompts an error, ignore it first, and try the following steps to see if it works



Enter the following commands in the opened command line

```
cd pico-examples
mkdir build
cd build
cmake -DPICO_BOARD=pico2 -DPICO_PLATFORM=rp2350 -G "NMake Makefiles" ..
#If it shows that the SDK path cannot be found, run the following command
../pico-sdk is the actual path of your SDK
cmake -DPICO_BOARD=pico2 -DPICO_PLATFORM=rp2350 -DPICO_SDK_PATH=../pico-sdk -G
"NMake Makefiles" ..

nmake
```

#### Wait for the compilation to complete

```
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/lib/mbedtls/library/ssl_cli.c obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/lib/mbedtls/library/ssl_cooki
s.c.obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/lib/mbedtls/library/ssl_msg.c.
obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/lib/mbedtls/library/ssl_msg.c.
obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/lib/mbedtls/library/ssl_srv.c.
obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/lib/mbedtls/library/ssl_tlcke
t.c.obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/lib/mbedtls/library/ssl_tls.c.
obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/src/rp2_common/pico_rand/rand
oc.obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/src/rp2_common/pico_rand/rand
oc.obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/src/rp2_common/hardware_flash
/flash.c.obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/src/rp2_common/hardware_flash
/flash.c.obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/src/rp2_common/hardware_dma/d
ma.c.obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/src/rp2_common/hardware_sha256/shaa256.c.obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/src/rp2_common/hardware_sha256/shaa256.c.obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/src/rp2_common/hardware_sha256/shaa256.c.obj
[100%] Building C object sha/mbedtls_sha256/CMakeFiles/mbedtls_sha256.dir/D_/pico/pico-sdk/src/rp
```

After the compilation is completed, find the corresponding compiled files bin elf u2f in the bulid folder. Drag the u2f in the above file into the disk recognized by Pico 2 (Note: When burning for the first time, it is an empty code. Pico 2 can directly recognize the disk when connected to USB. When there is an executable program in it, you need to press and hold the BOOTSEL button and then connect USB) After dragging in, the disk is disconnected and execution begins (the blink compiled file used here has the LED on the board flashing)