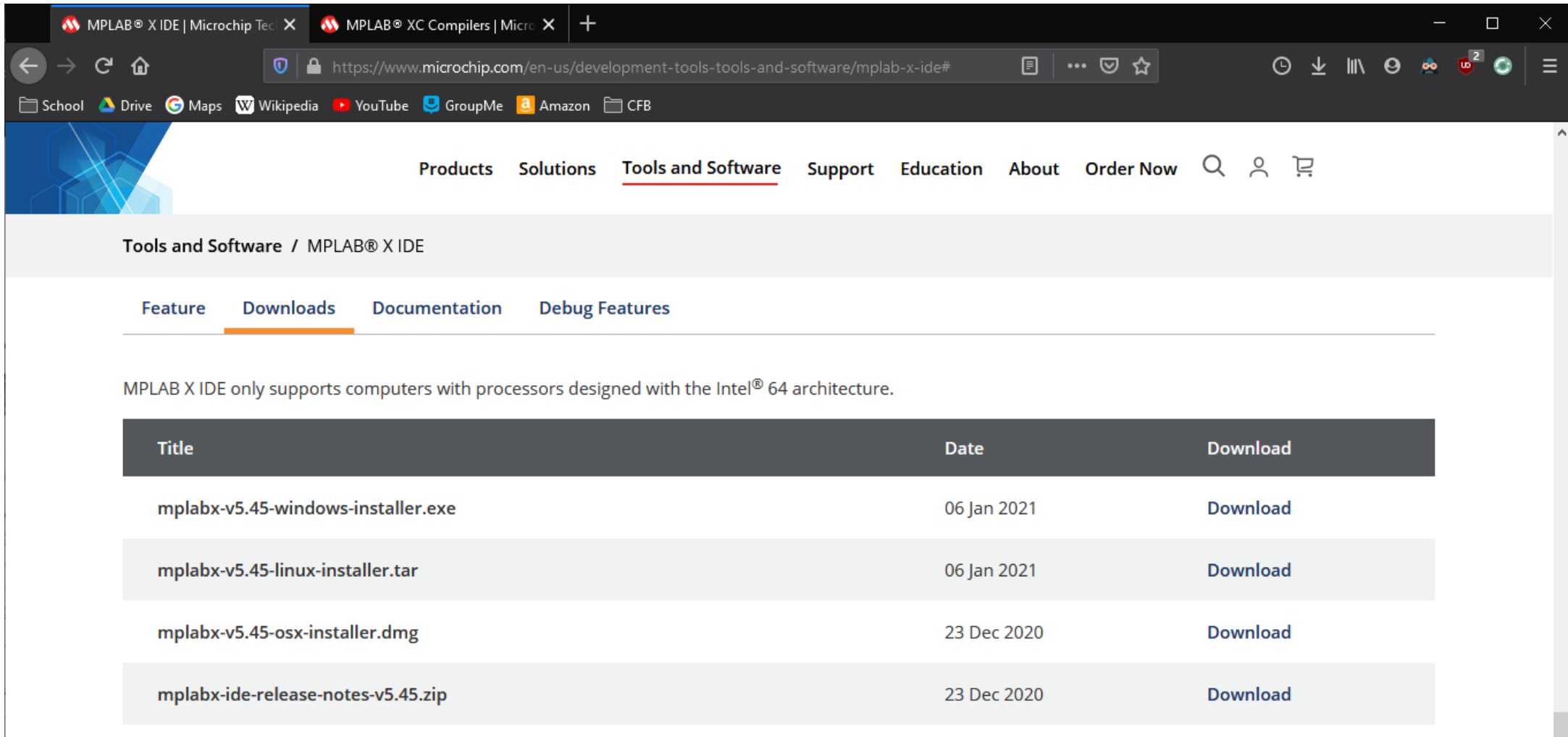


Software Installation Guide

ECE 3720

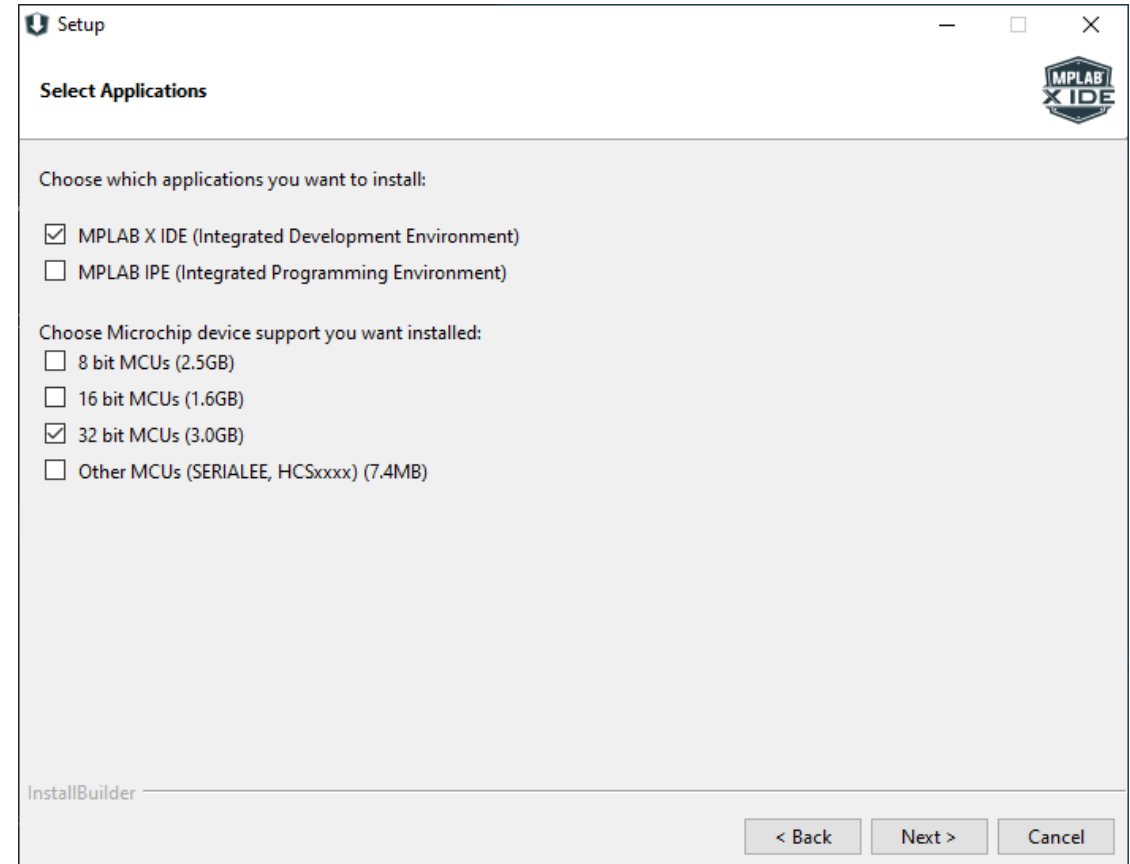
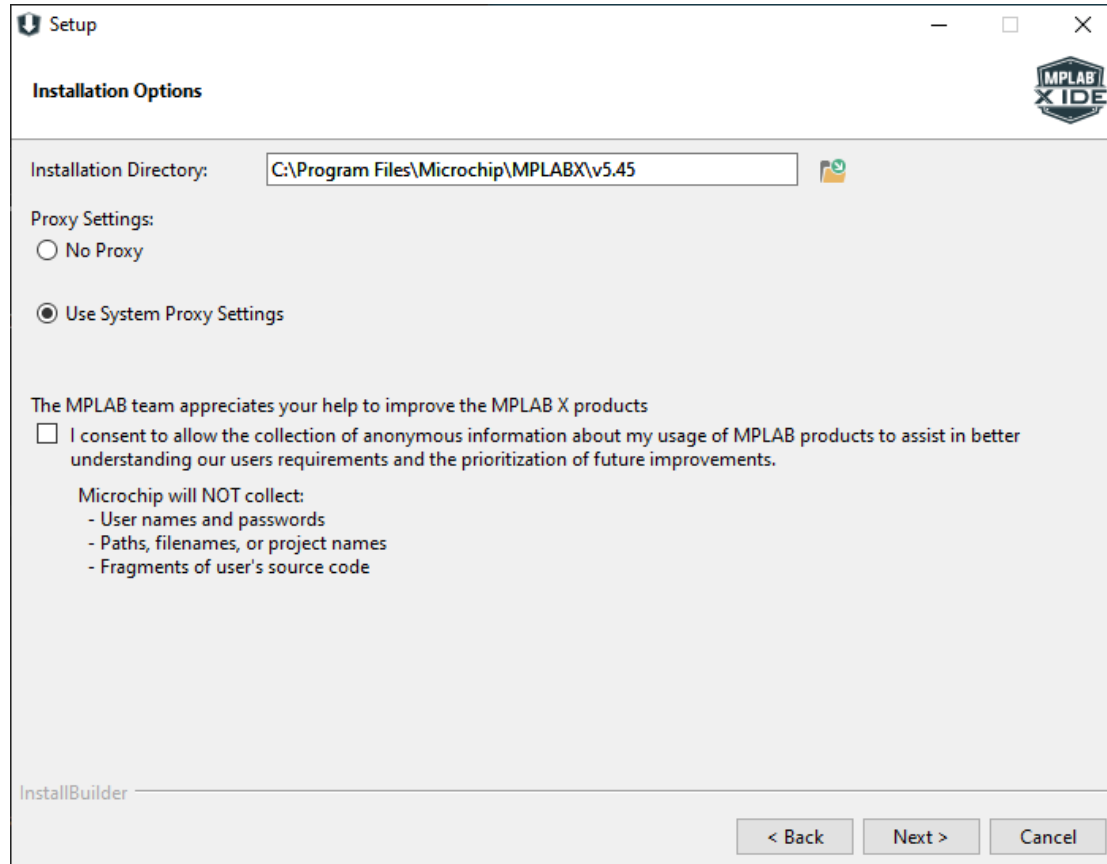
1. Download the MPLAB X IDE installer [here](#)

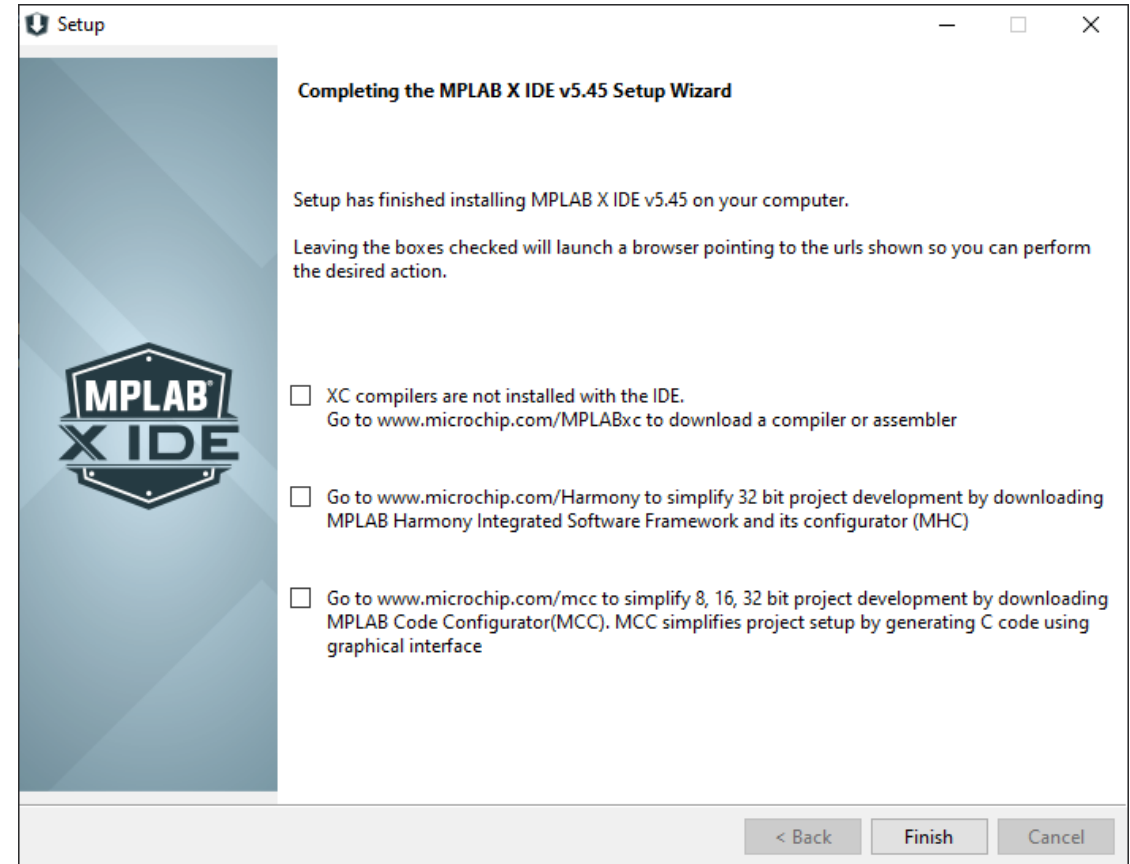
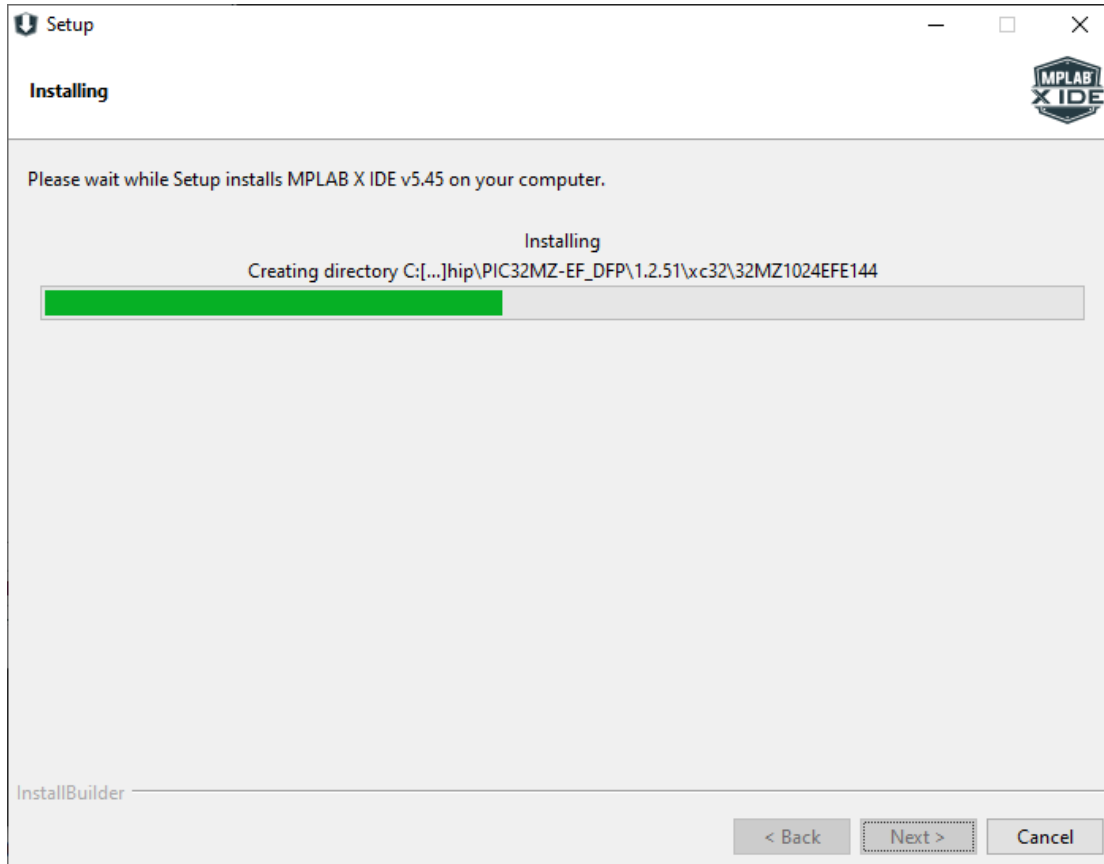


The screenshot shows a web browser window with the URL <https://www.microchip.com/en-us/development-tools-tools-and-software/mplab-x-ide#>. The page is titled "Tools and Software / MPLAB® X IDE". The "Downloads" tab is selected, showing a table of download links for the MPLAB X IDE installer. The table has three columns: Title, Date, and Download. The downloads are for Windows, Linux, and OSX installers, as well as release notes. A note states that MPLAB X IDE only supports computers with processors designed with the Intel® 64 architecture.

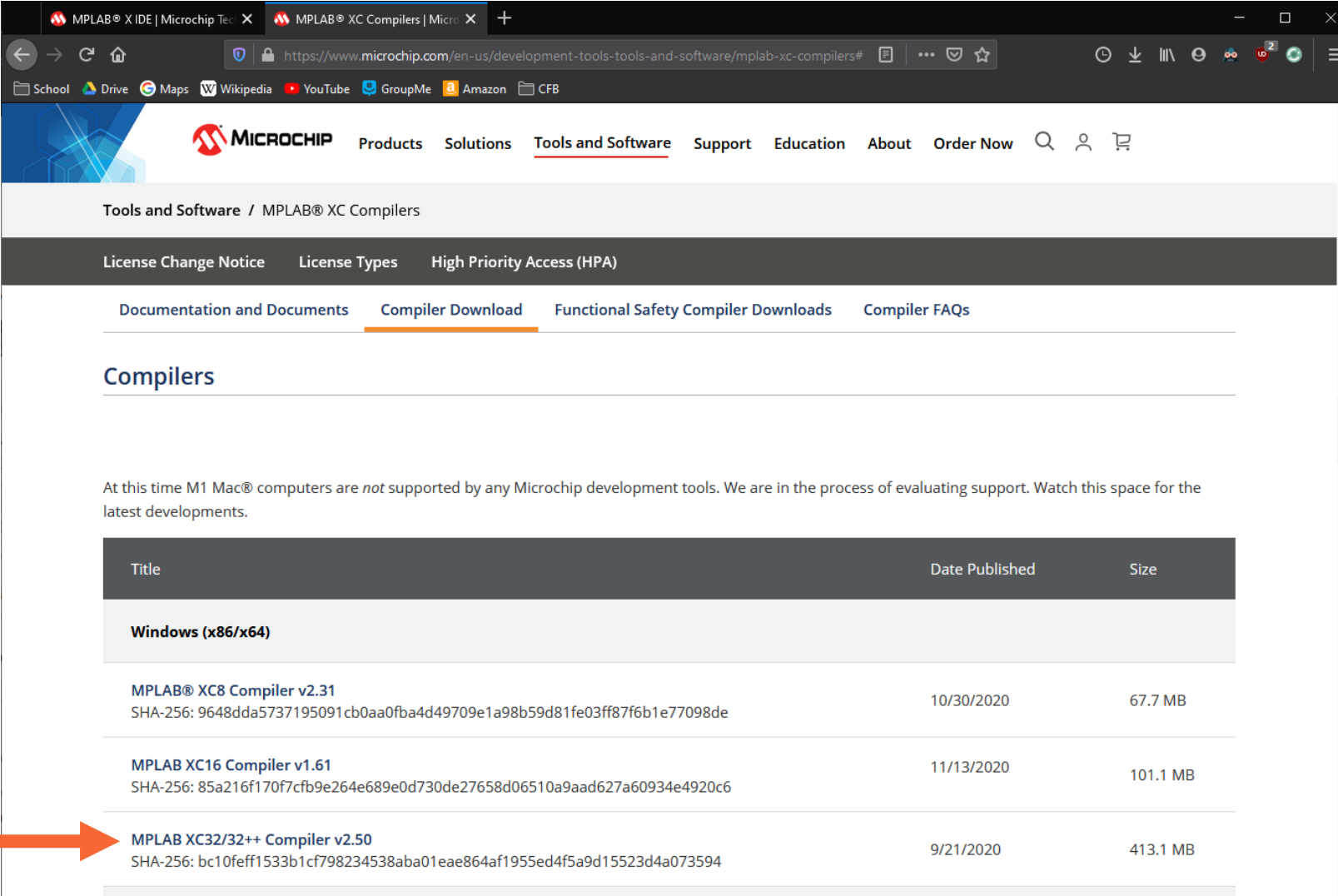
Title	Date	Download
mplabx-v5.45-windows-installer.exe	06 Jan 2021	Download
mplabx-v5.45-linux-installer.tar	06 Jan 2021	Download
mplabx-v5.45-osx-installer.dmg	23 Dec 2020	Download
mplabx-ide-release-notes-v5.45.zip	23 Dec 2020	Download

2. Run the MPLAB X installer with the options shown below





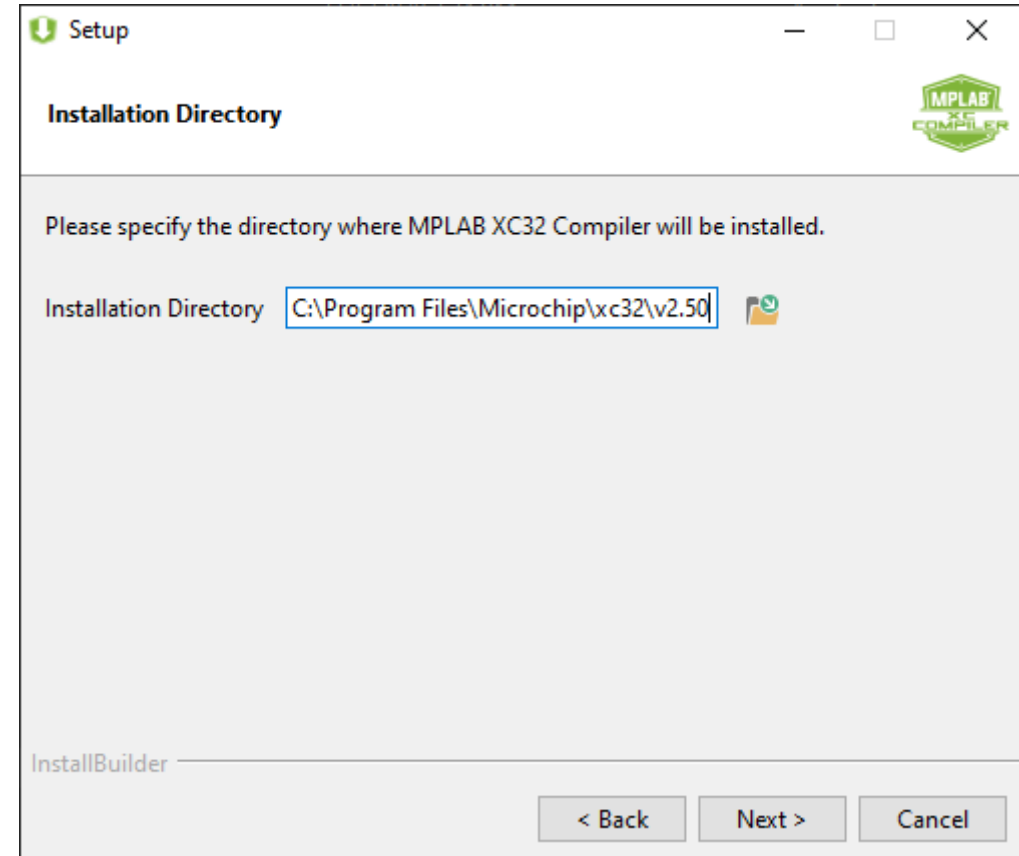
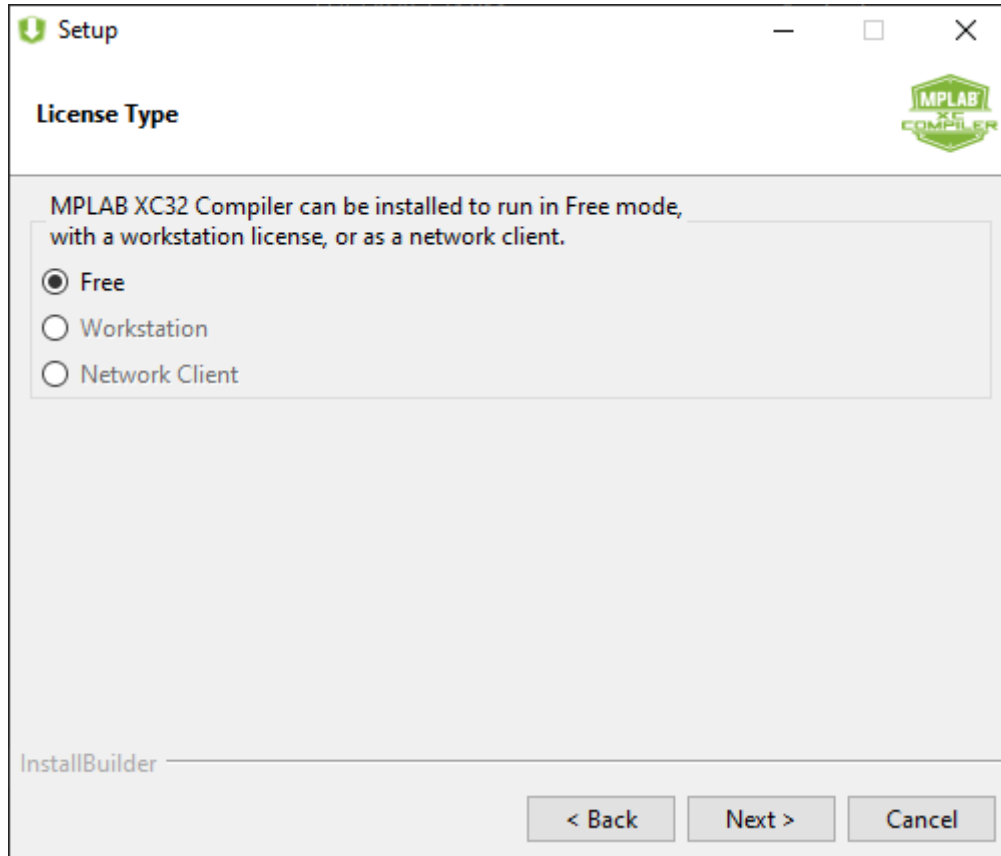
3. Download the XC32 compiler installer [here](#)

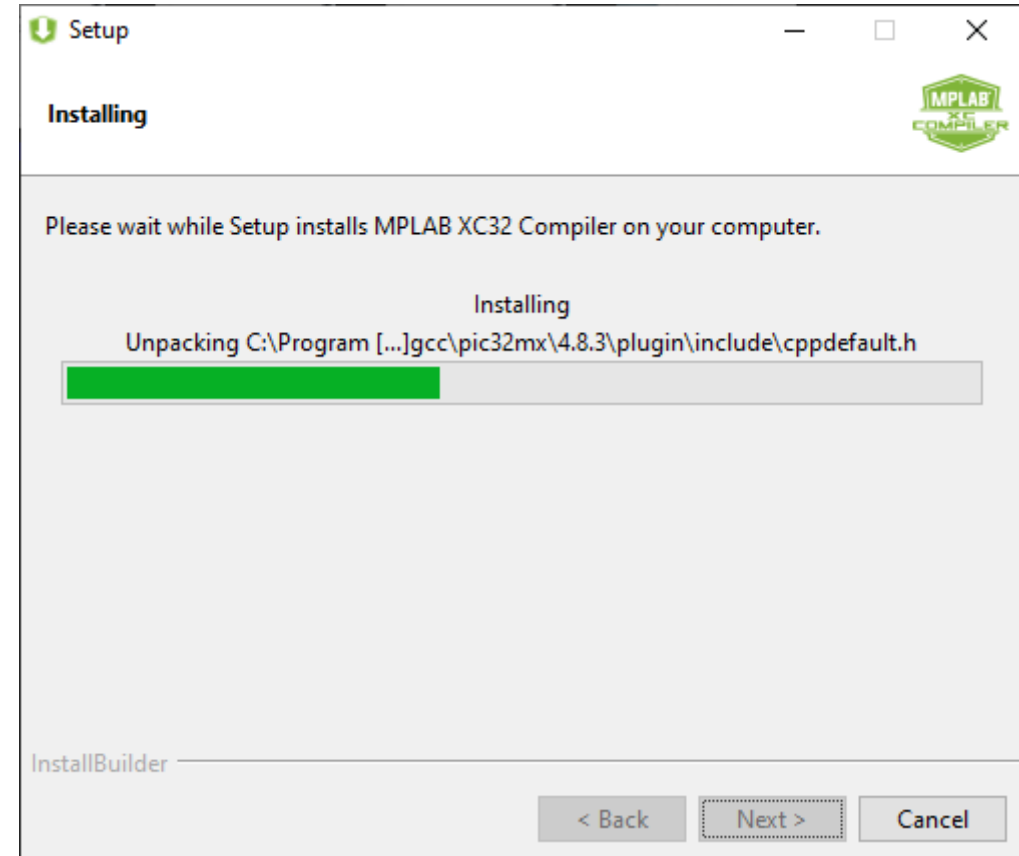
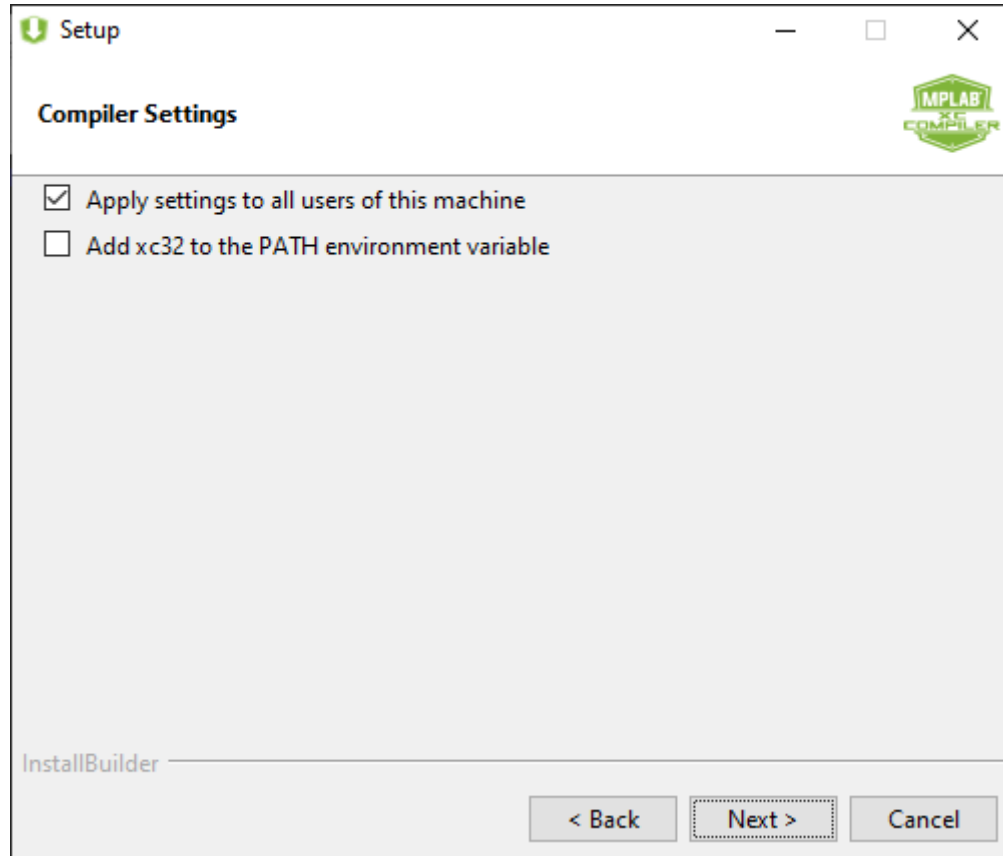


The screenshot shows the Microchip website's "Tools and Software" section for MPLAB XC Compilers. The "Compiler Download" tab is selected. Below the "Compilers" heading, a notice states that M1 Mac computers are not supported. A table lists available compilers, with the MPLAB XC32/32++ Compiler v2.50 highlighted by an orange arrow.

Title	Date Published	Size
Windows (x86/x64)		
MPLAB® XC8 Compiler v2.31 SHA-256: 9648dda5737195091cb0aa0fba4d49709e1a98b59d81fe03ff87f6b1e77098de	10/30/2020	67.7 MB
MPLAB XC16 Compiler v1.61 SHA-256: 85a216f170f7cfb9e264e689e0d730de27658d06510a9aad627a60934e4920c6	11/13/2020	101.1 MB
MPLAB XC32/32++ Compiler v2.50 SHA-256: bc10feff1533b1cf798234538aba01eae864af1955ed4f5a9d15523d4a073594	9/21/2020	413.1 MB

4. Run the XC32 installer with the options shown below





You should now be able to run the MPLAB X application. The XC32 compiler will show up as an option when creating a new project, and in the *project properties* window.

