

# LPCOpen v2.xx LPCXpresso quickstart guide for all platforms

## LPCXpresso Quickstart introduction

This quickstart guide will guide you through the steps of using LPCXpresso with the LPCOpen projects for your desired device and platform.

## Download and install the LPCXpresso LPCOpen package for your platform

If you haven't downloaded an LPCOpen package yet, go LPCXpresso on [www.nxp.com](http://www.nxp.com) to download the package for the device/platform you want to use. You will need to download a package that supports LPCXpresso with this quickstart guide.

Once you have downloaded your package, you will need to create a work directory somewhere and unzip the package in that directory.

*We highly recommend using /nxp/lpcopen as the install area, although you can install it anywhere.*

**Windows users only: Install LPCOpen close to the root drive on your system as path names can exceed the character limit if installed under too many directories. You'll get project errors if this happens.**

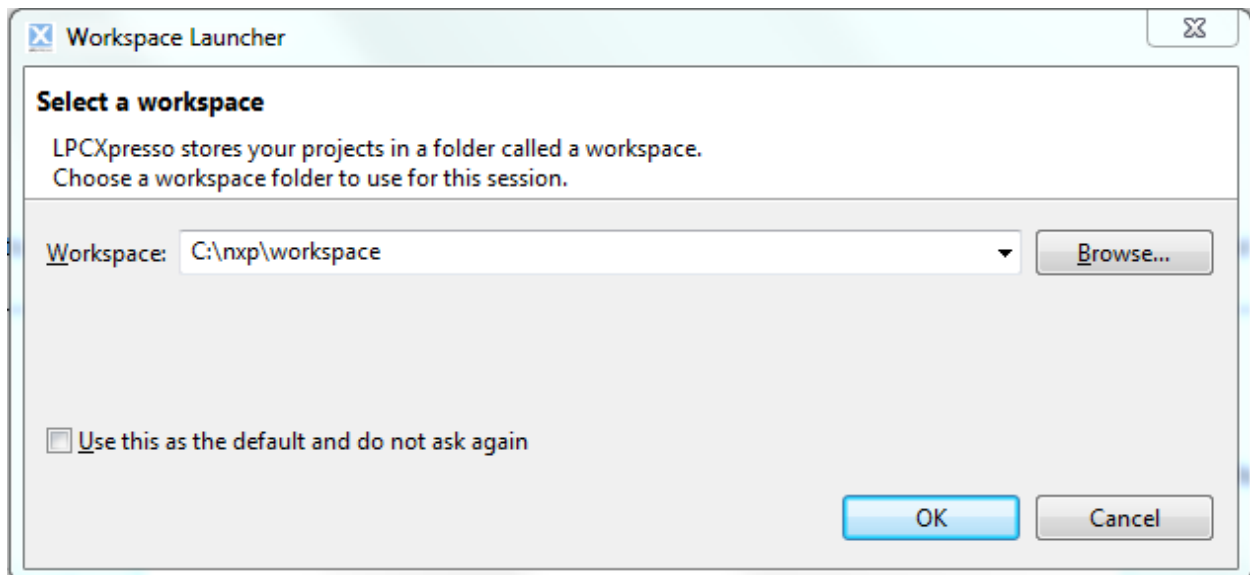
## Needed LPCXpresso tools

To use the LPCXpresso projects in LPCOpen, you will need LPCXpresso and the Link2 debugger or a board that has a built-in Link1 debugger.

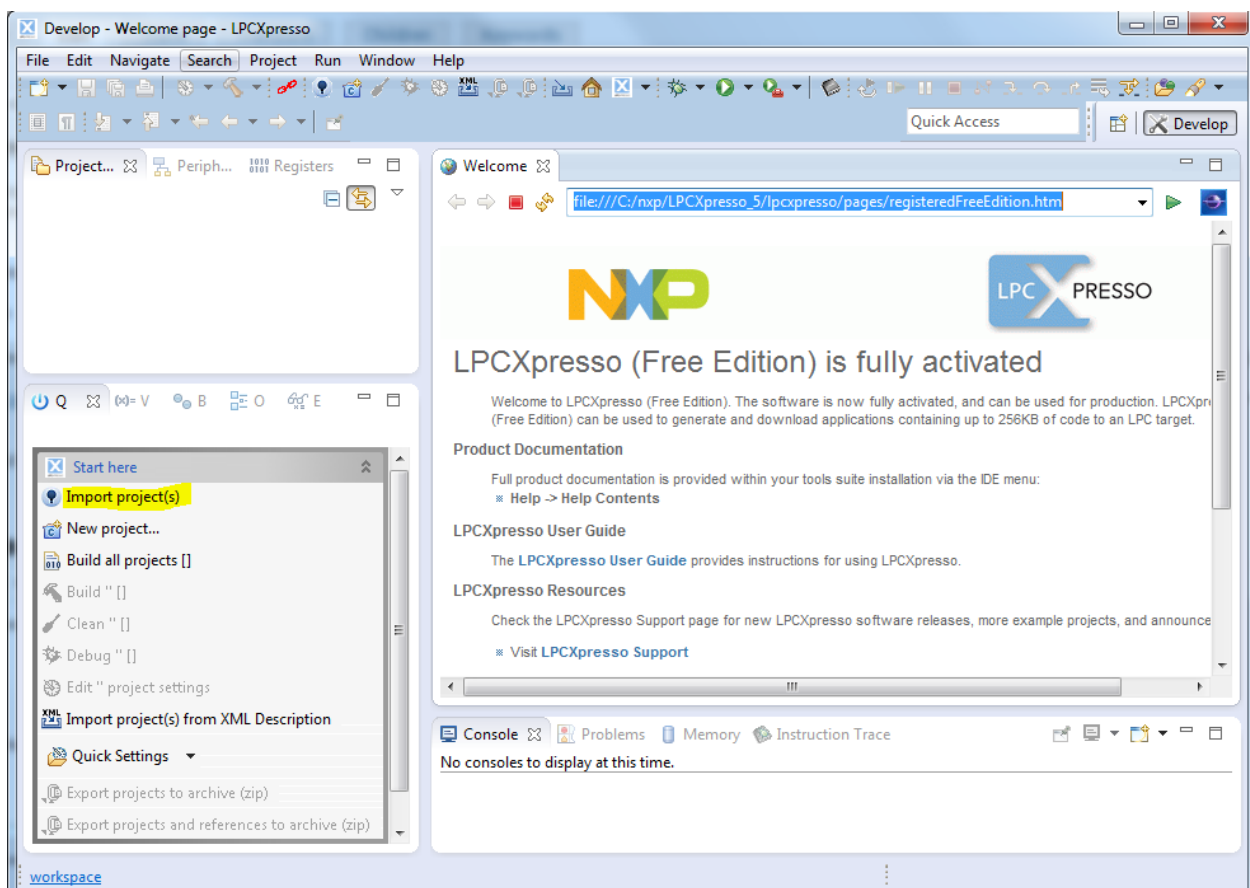
## LPCXpresso project startup

To bring up the LPCOpen v2.xx projects using LPCXpresso, start the LPCXpresso toolchain and create a new workspace.

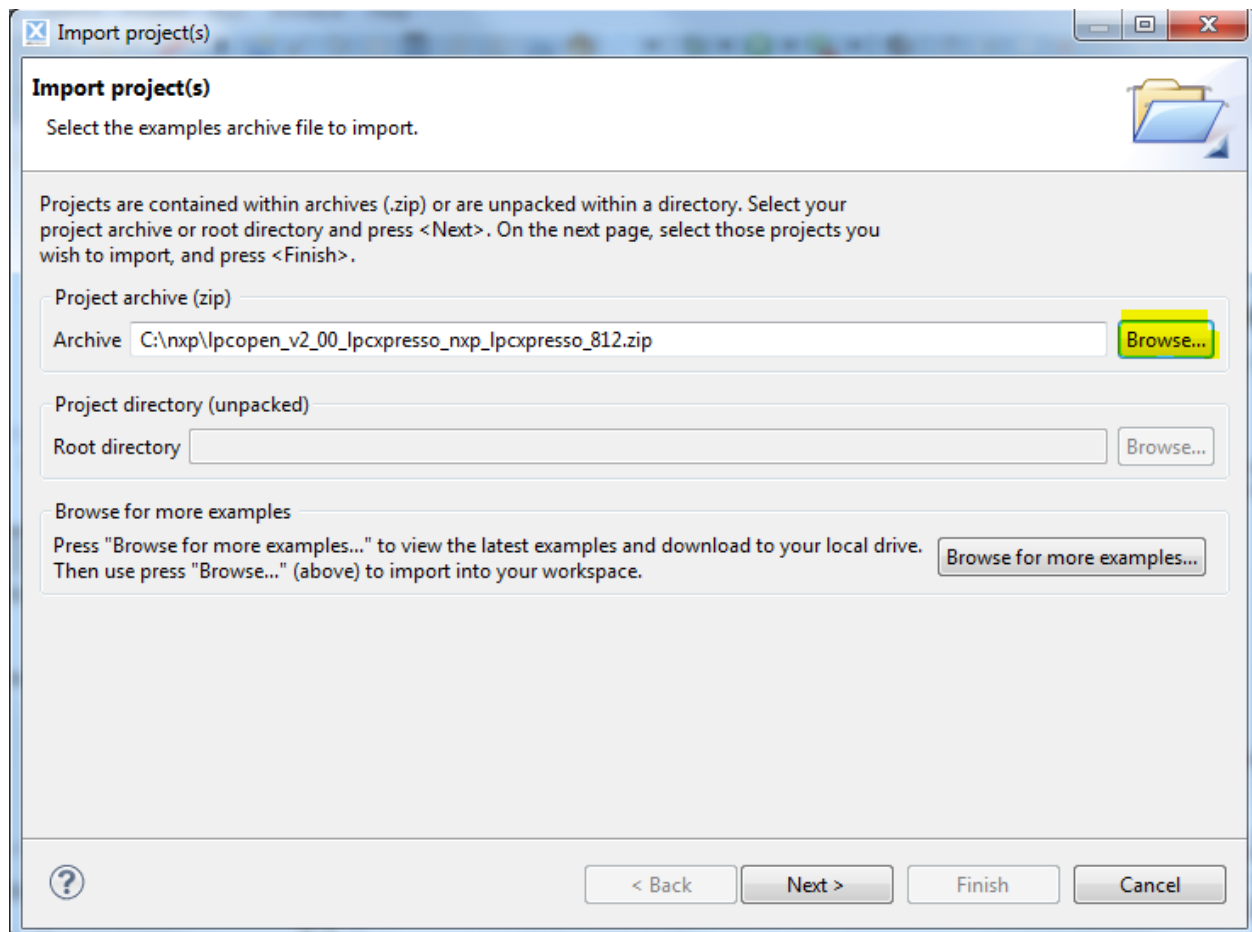




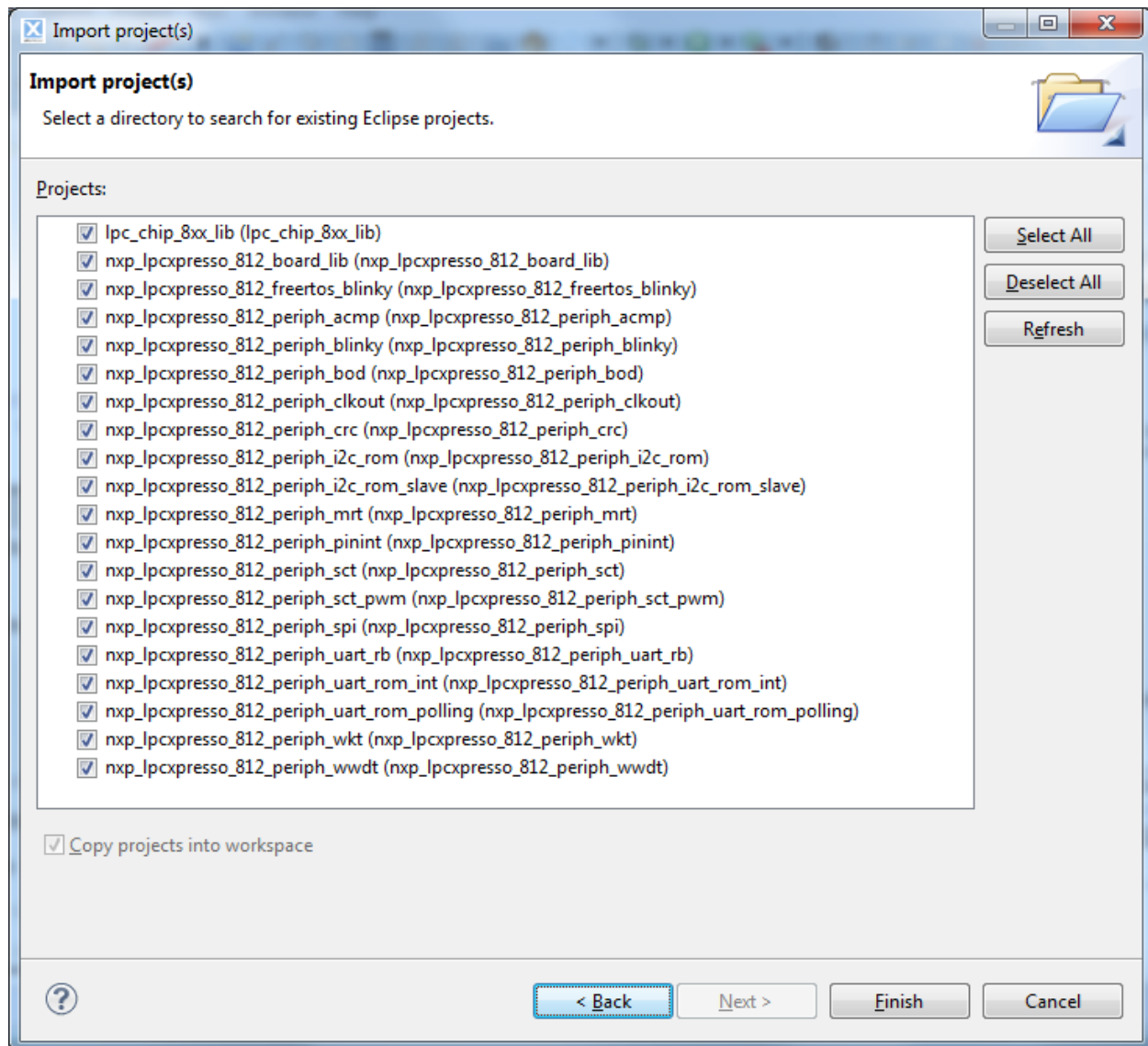
After LPCXpresso loads, select the 'Import project(s)' option from the quickstart menu.



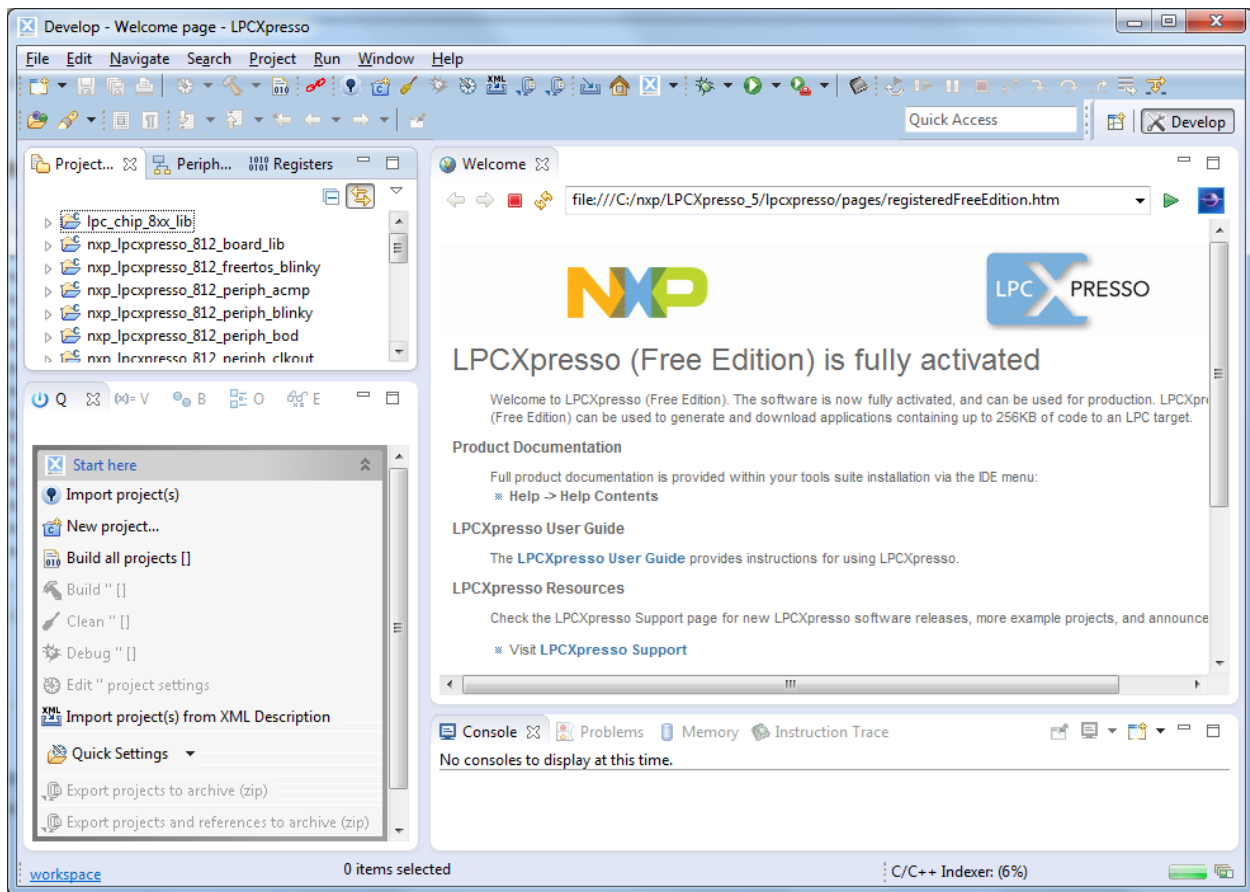
In the import dialog, select the 'Browse' button next to the Archive text box and select the LPCOpen file you downloaded as the archive file.



Then press 'Next' to go to the project import dialog.



Select any projects you want to load and hit 'Finish'. Your projects will load into your workspace.

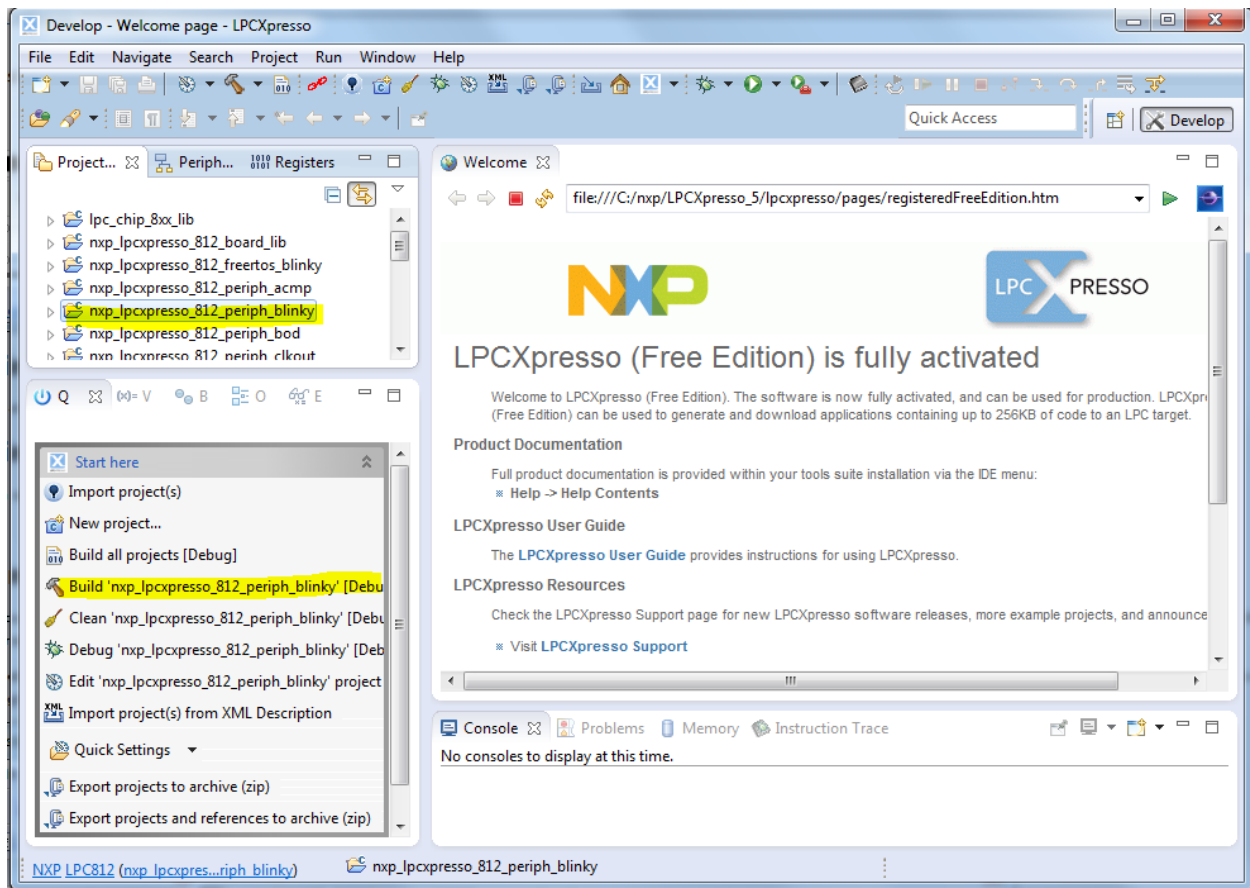


## Building the libraries

Unlike IAR and Keil toolchains, libraries will automatically build on LPCXpresso when they are needed by your project. You don't have to do anything here.

## Building an example

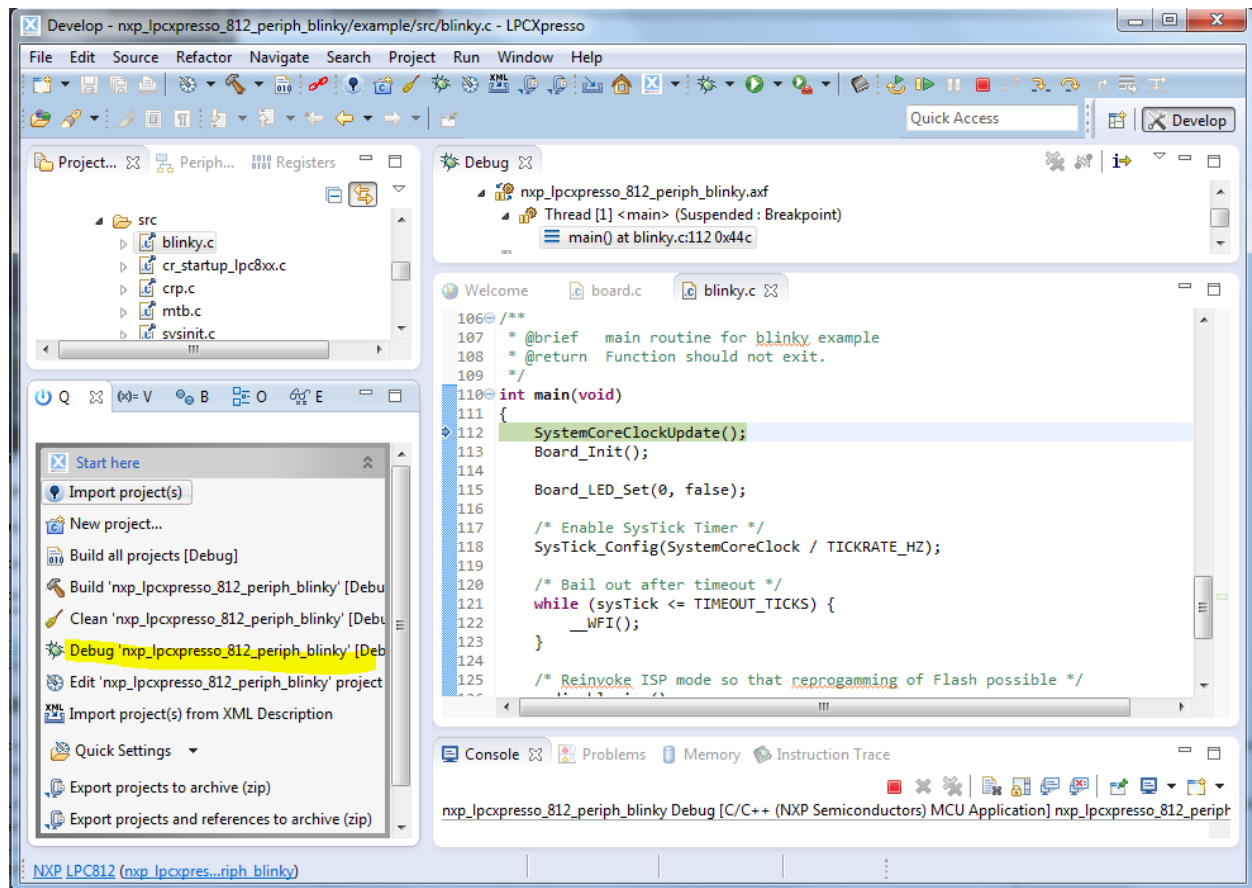
To build an example, select the example by clicking on it and then select build from the quickstart menu. The project will build and is ready for debug.



## Starting a debug session

Power up your board that you are using with LPCOpen and LPCXpresso. If you are using a LPCXpresso board with a built-in LINK1 debugger, your debugger is automatically connected when you power up the board via the USB cable. If using the LINK2 debugger, connect the LINK2 debugger to the debug (SW/JTAG) connector on the board. Connect a USB cable between the LINK2 and the host machine running LPCXpresso.

From the quickstart menu, select 'Debug' to program the image to the board and start it. For most projects, the debugger will automatically either stop at `main()` or at the startup code. Select commands from the Run menu to run the program, set breakpoints, stop debugging, etc.



That's all there is to it!

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### **USA/Europe or Locations Not Listed:**

NXP Semiconductor

Technical Information Center, EL516

2100 East Elliot Road

Tempe, Arizona 85284

+1-800-521-6274 or +1-480-768-2130

[www.nxp.com/support](http://www.nxp.com/support)

### **Europe, Middle East, and Africa:**

NXP Halbleiter Deutschland GmbH

Technical Information Center

Schatzbogen 7

81829 Muenchen, Germany

+44 1296 380 456 (English)

+46 8 52200080 (English)

+49 89 92103 559 (German)

+33 1 69 35 48 48 (French)

[www.nxp.com/support](http://www.nxp.com/support)

### **Japan:**

NXP Semiconductor

ARCO Tower 15F

1-8-1, Shimo-Meguro, Meguro-ku,

Tokyo 153-0064, Japan

0120 191014 or +81 3 5437 9125

[support.japan@nxp.com](mailto:support.japan@nxp.com)

### **Asia/Pacific:**

NXP Semiconductor Hong Kong Ltd.

Technical Information Center

2 Dai King Street

Tai Po Industrial Estate

Tai Po, N.T., Hong Kong

+800 2666 8080

[support.asia@nxp.com](mailto:support.asia@nxp.com)

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