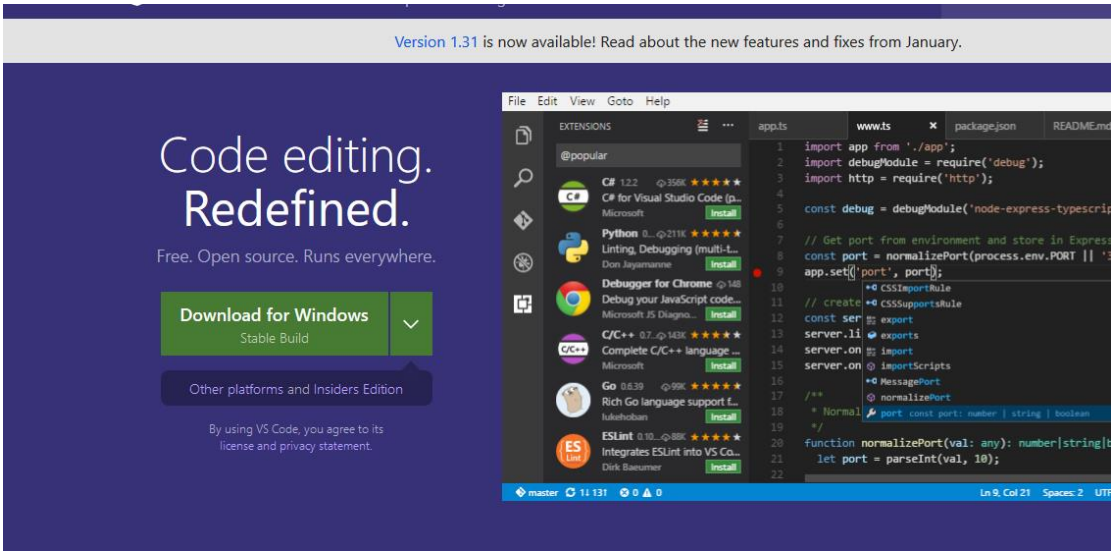
1、 下载并安装 VSCode

下载地址：https://code.visualstudio.com/



2、 下载 cmake

下载地址：https://cmake.org/download/

The release was packaged with CPack which is included as part of the release. The .sh files are self extracting gziped tar files. To install a .sh file, run it with /bin/sh and follow the directions. The OS-machine.tar.gz files are gziped tar files of the install tree. The OS-machine.tar.Z files are compressed tar files of the install tree. The tar file distributions can be untared in any directory. They are prefixed by the version of CMake. For example, the Linux-x86_64 tar file is all under the directory cmake-Linux-x86_64. This prefix can be removed as long as the share, bin, man and doc directories are moved relative to each other. To build the source distributions, unpack them with zip or tar and follow the instructions in Readme.txt at the top of the source tree. See also the CMake 3.14 Release Notes. Source distributions:

Platform	Files
Unix/Linux Source (has \n line feeds)	cmake-3.14.0-rc2.tar.gz
	cmake-3.14.0-rc2.tar.Z
Windows Source (has \r\n line feeds)	cmake-3.14.0-rc2.zip

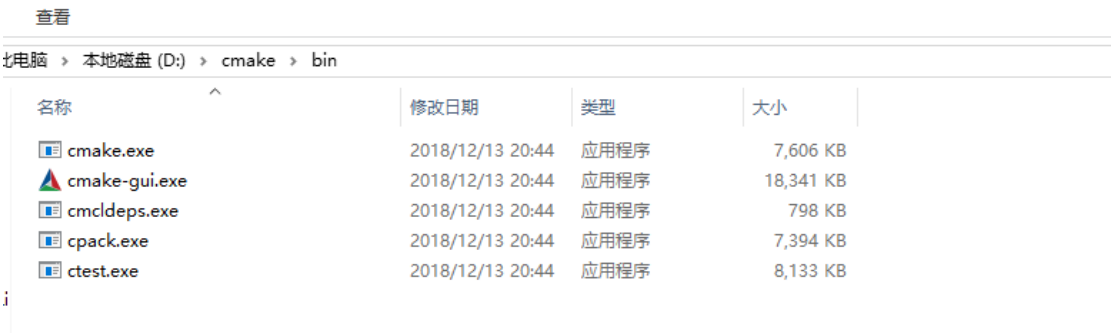
Binary distributions:

Platform	Files
Windows win64-x64 Installer: **Installer tool has changed. Uninstall CMake 3.4 or lower first!**	cmake-3.14.0-rc2-win64-x64.msi
Windows win64-x64 ZIP	cmake-3.14.0-rc2-win64-x64.zip
Windows win32-x86 Installer: **Installer tool has changed. Uninstall CMake 3.4 or lower first!**	cmake-3.14.0-rc2-win32-x86.msi
Windows win32-x86 ZIP	cmake-3.14.0-rc2-win32-x86.zip
Mac OS X 10.7 or later	cmake-3.14.0-rc2-Darwin-x86_64.dmg
	cmake-3.14.0-rc2-Darwin-x86_64.tar.gz
Linux x86_64	cmake-3.14.0-rc2-Linux-x86_64.sh
	cmake-3.14.0-rc2-Linux-x86_64.tar.gz

Download verification:

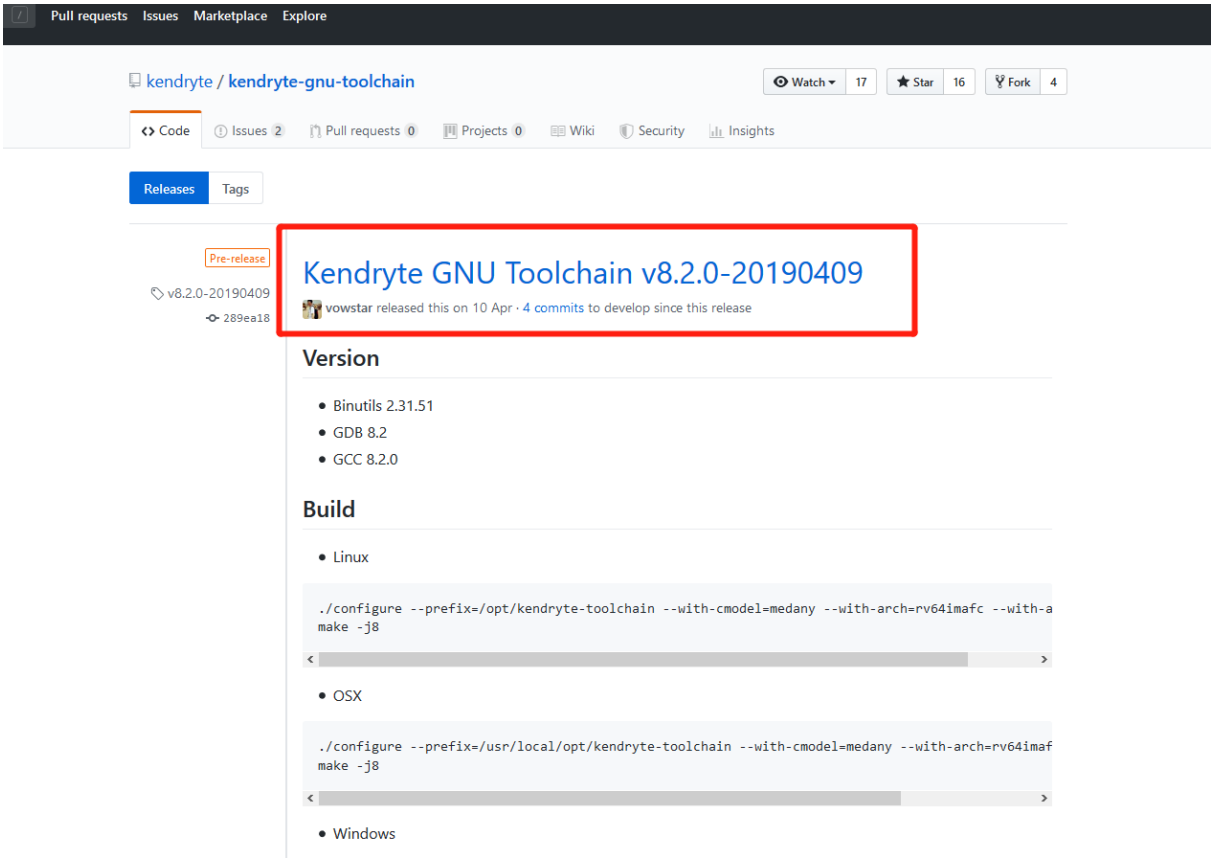
Role	Files

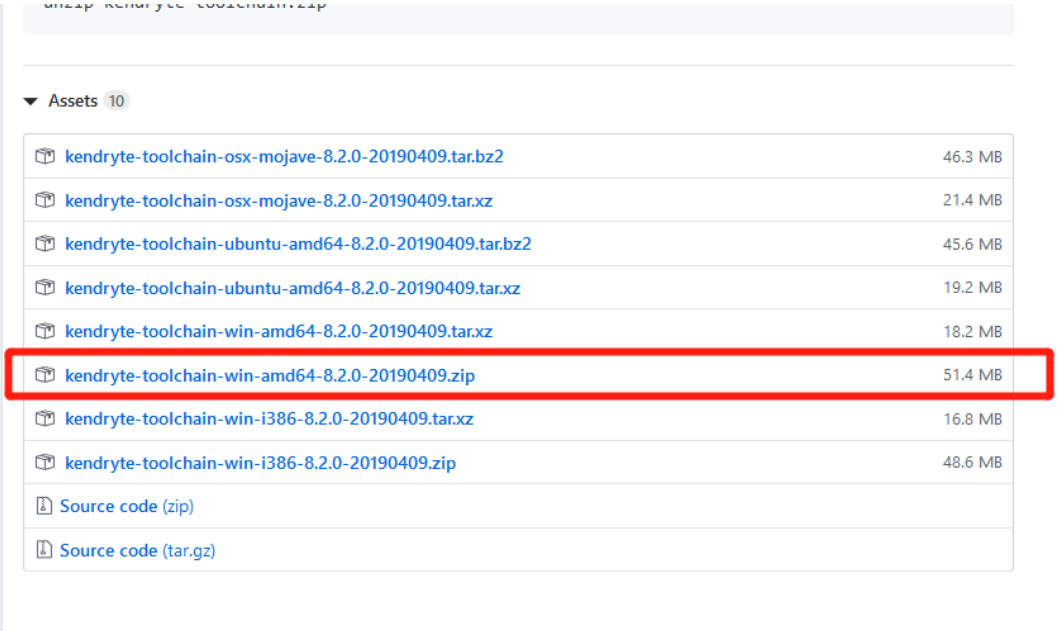
解压重命名为 cmake,放到 D 盘根目录下



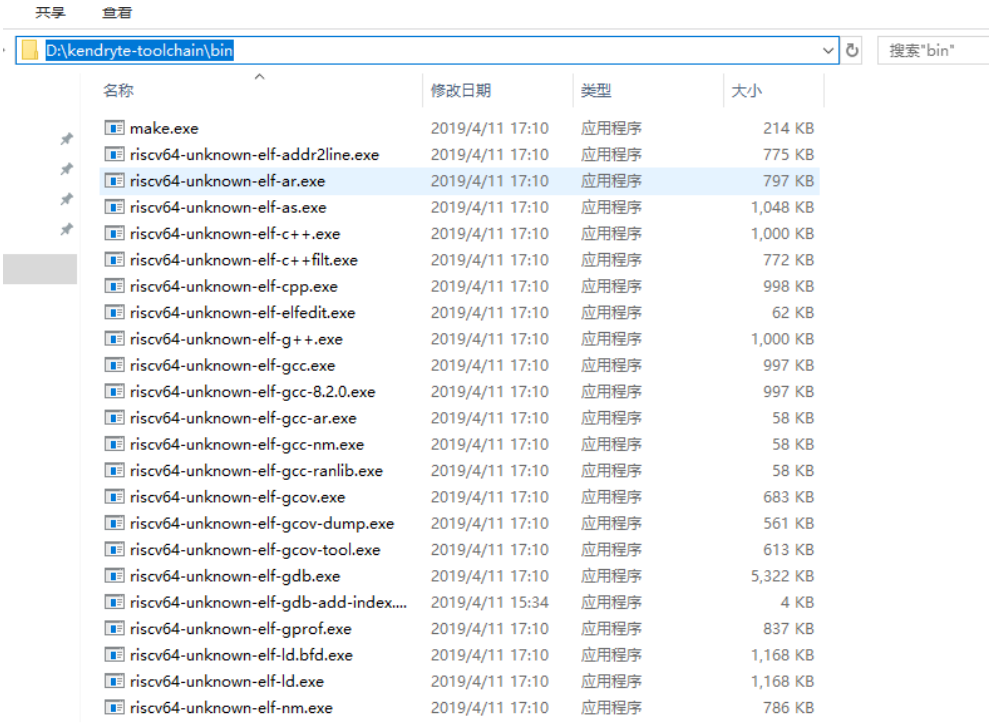
3、 下载 K210 的 toolchain 和 openocd

下载地址：https://github.com/kendryte/kendryte-gnu-toolchain/releases

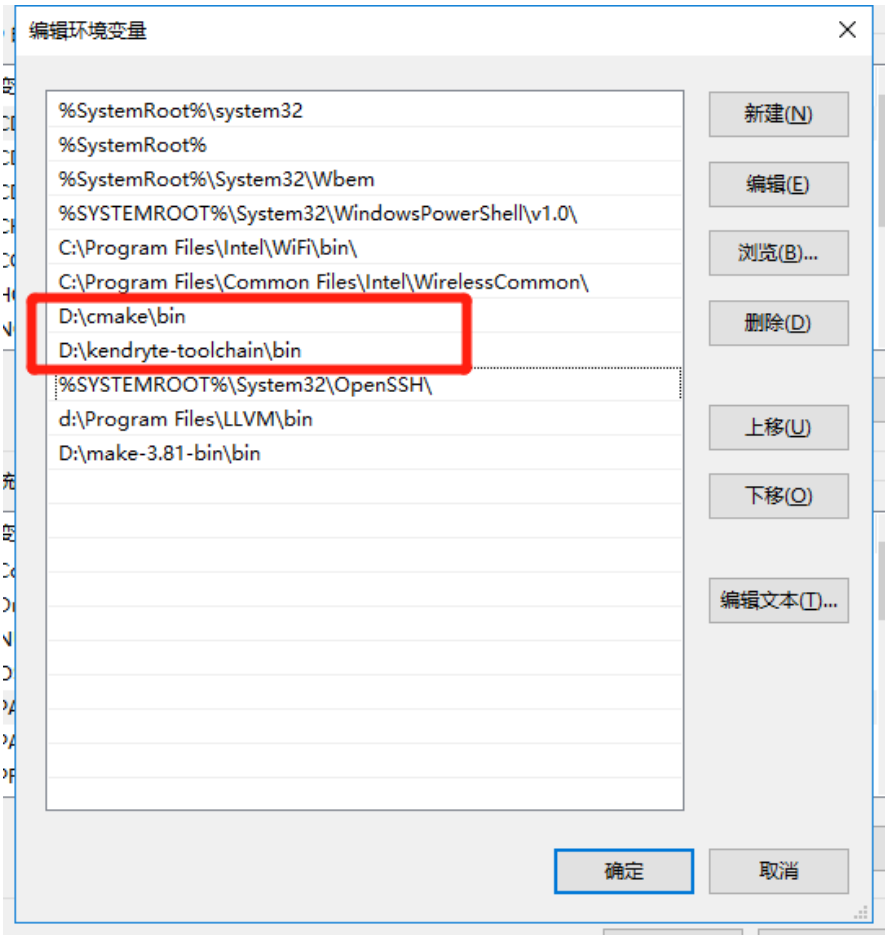




下载完成后，解压放到 D 盘根目录下。



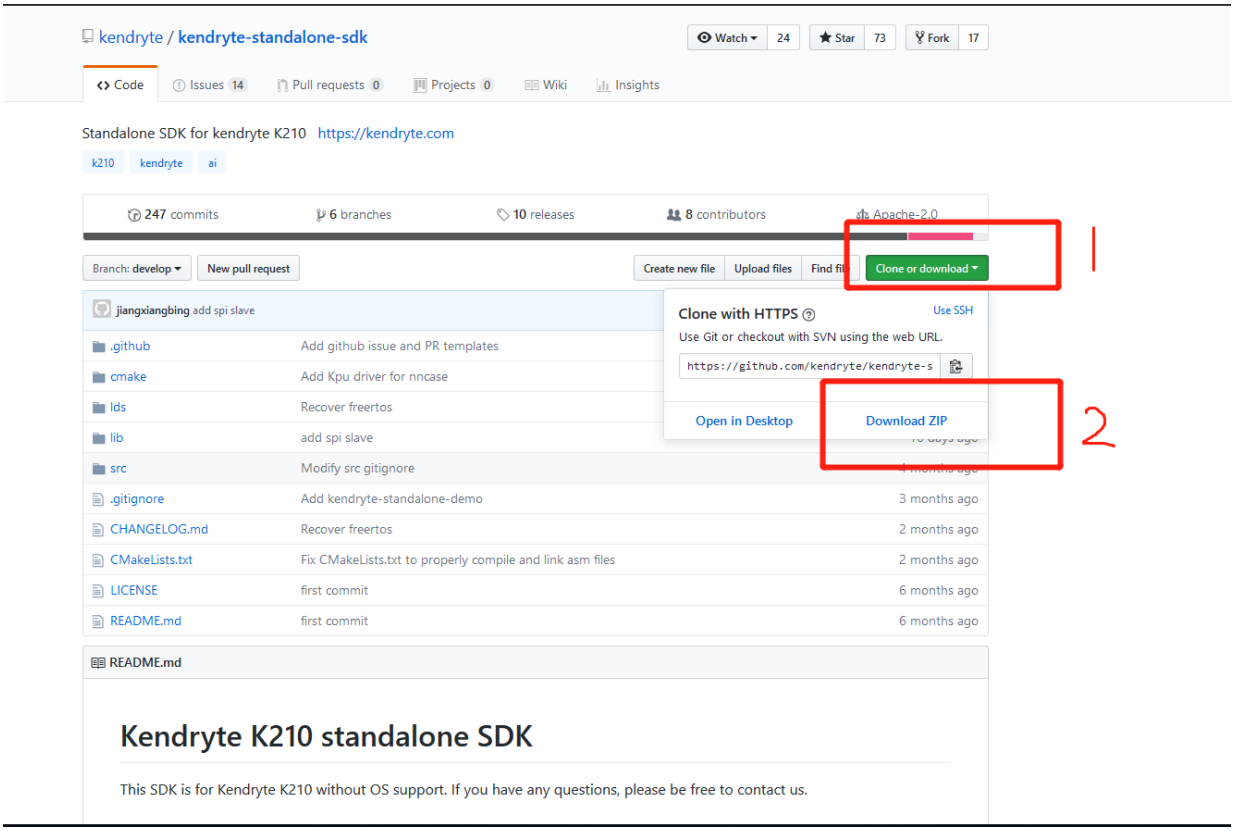
4、 设置环境变量

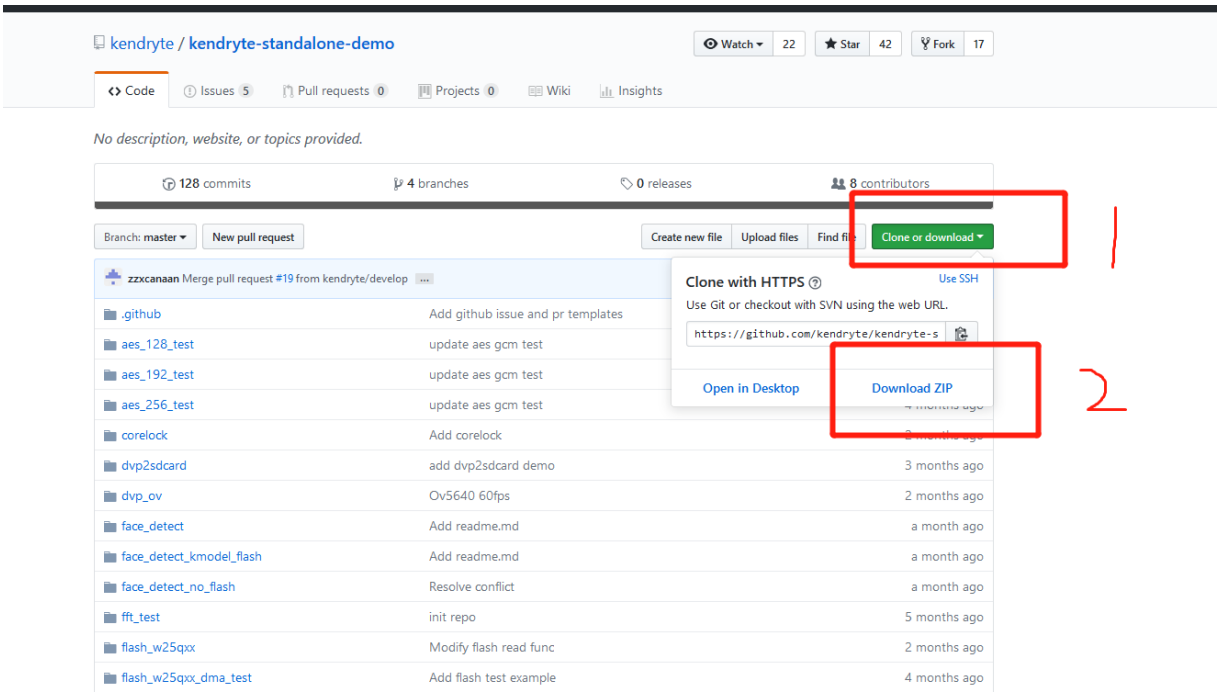


5、 下载 K210 的最新 SDK 和 demo package

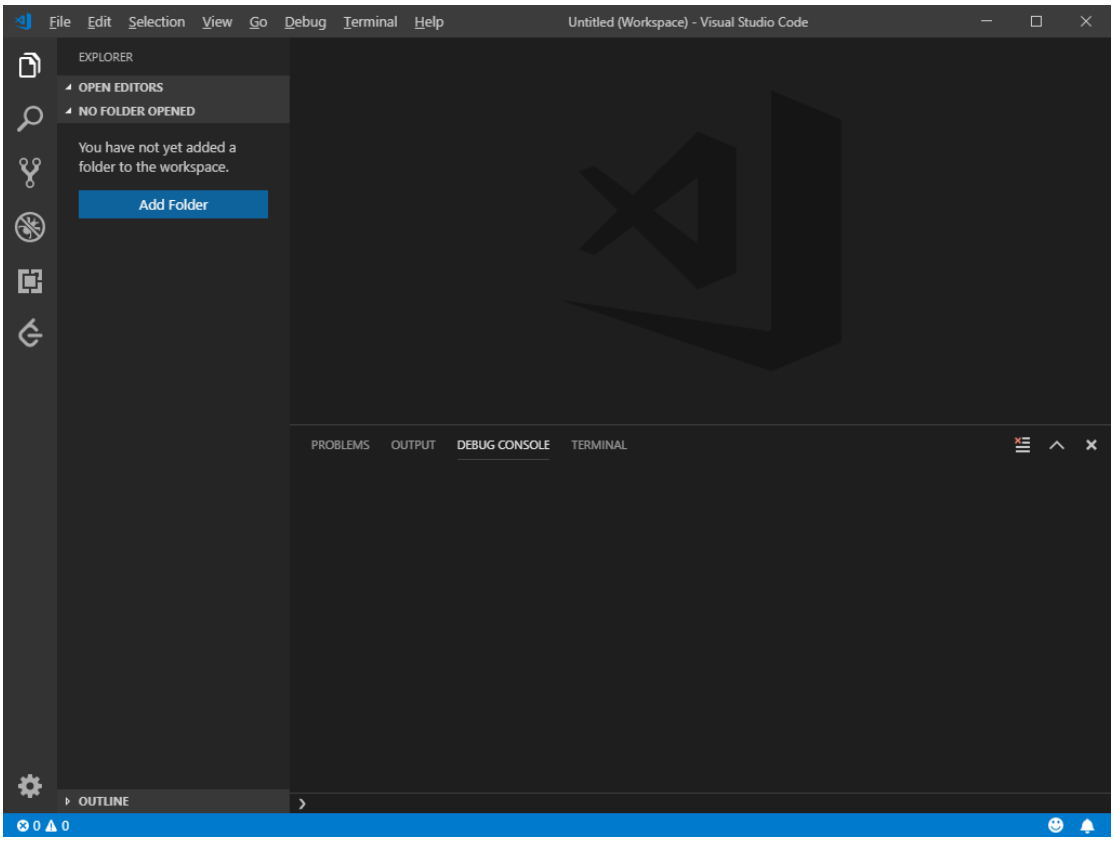
下载地址：https://github.com/kendryte/kendryte-standalone-sdk

https://github.com/kendryte/kendryte-standalone-demo

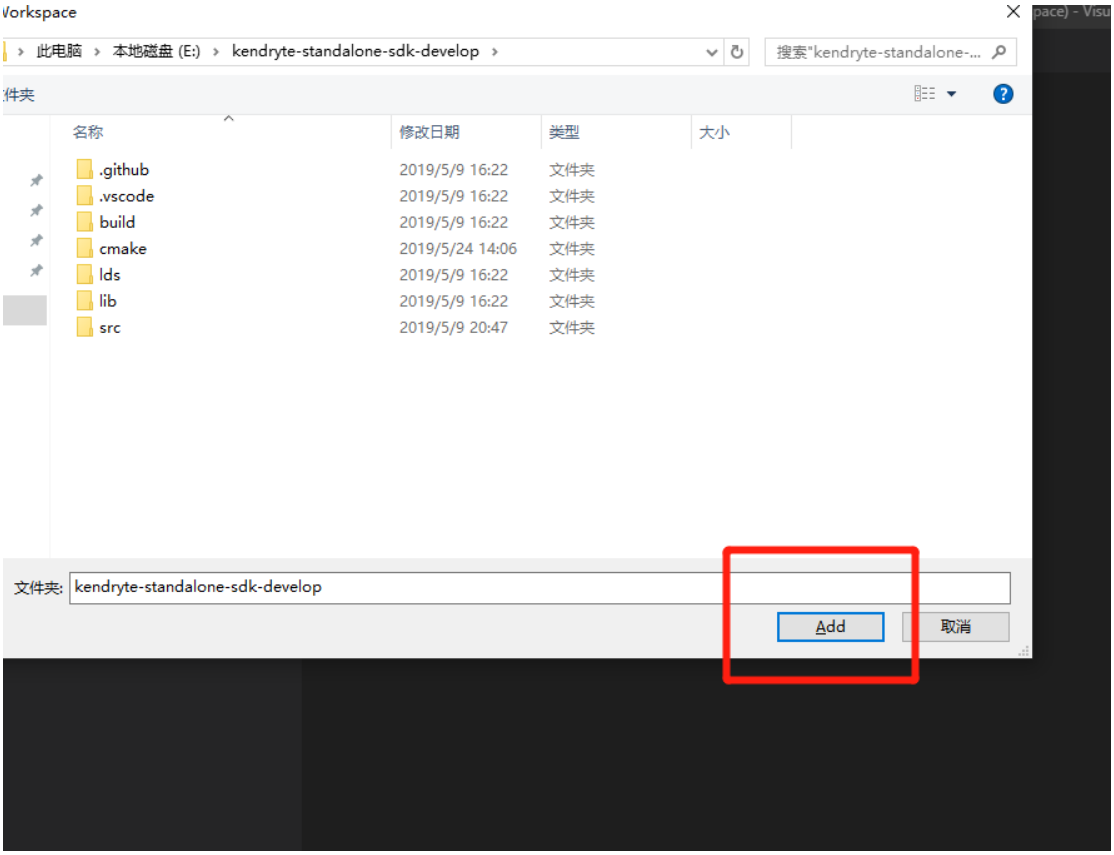




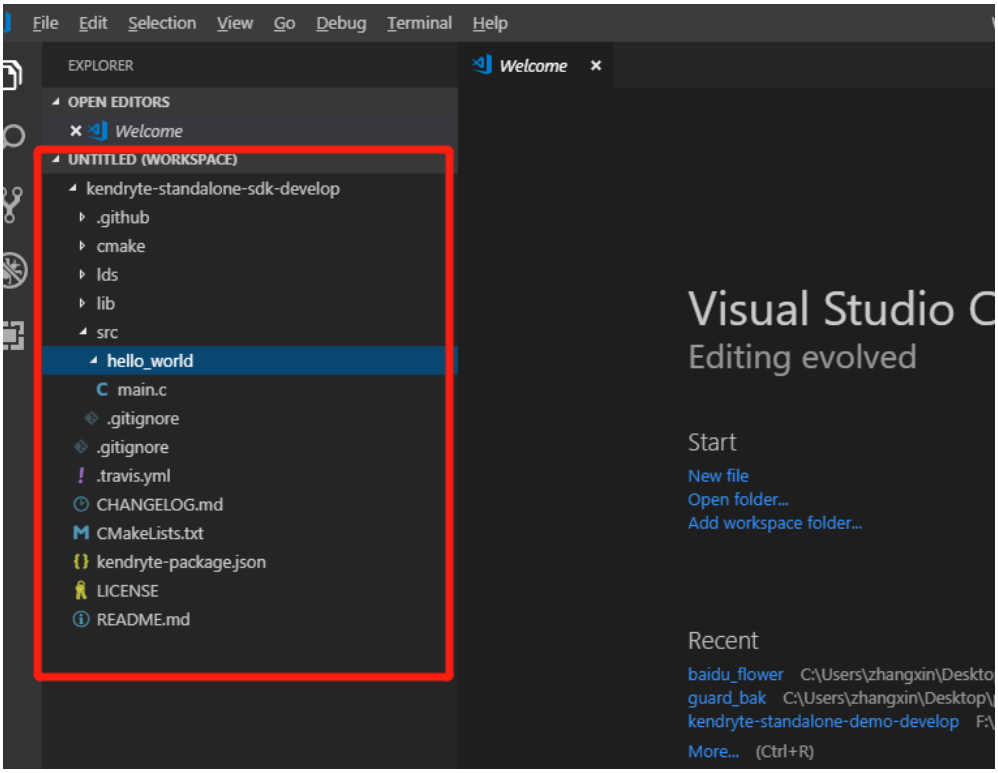
6、 打开 VSCode



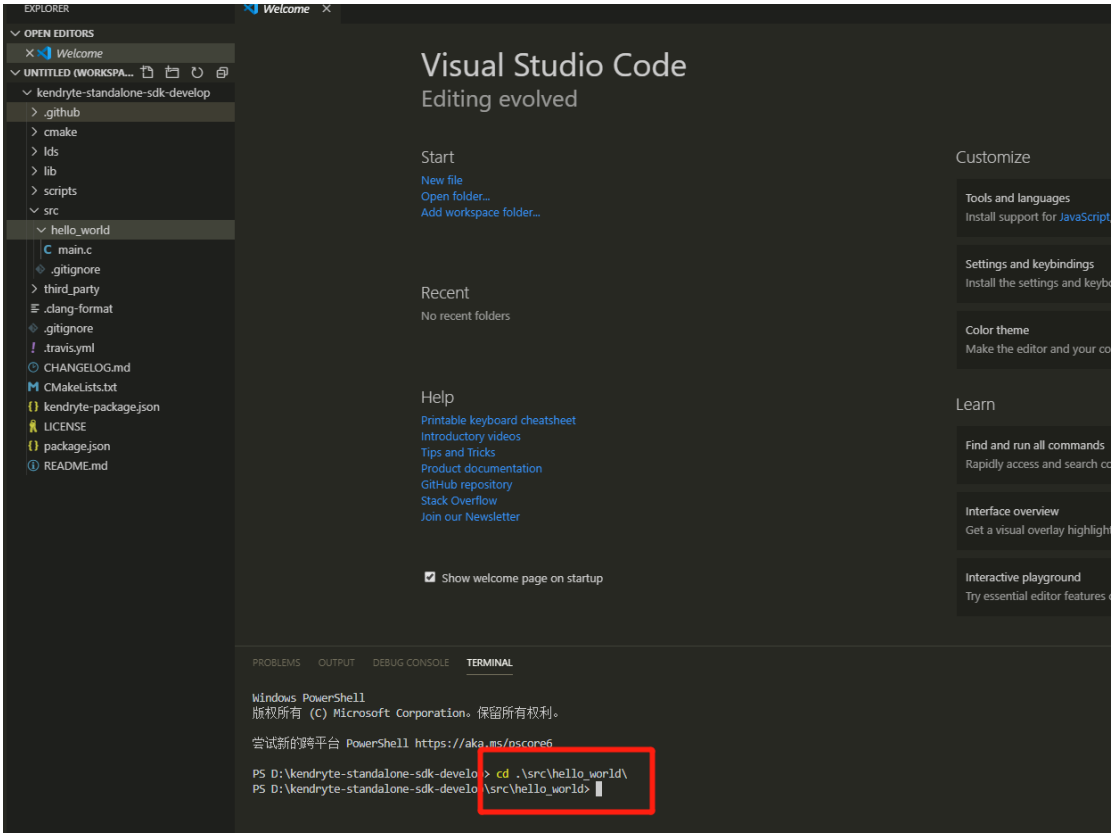
添加 kendryte-standalone-sdk-develop 文件夹到 VSCode 中,点击“Add”



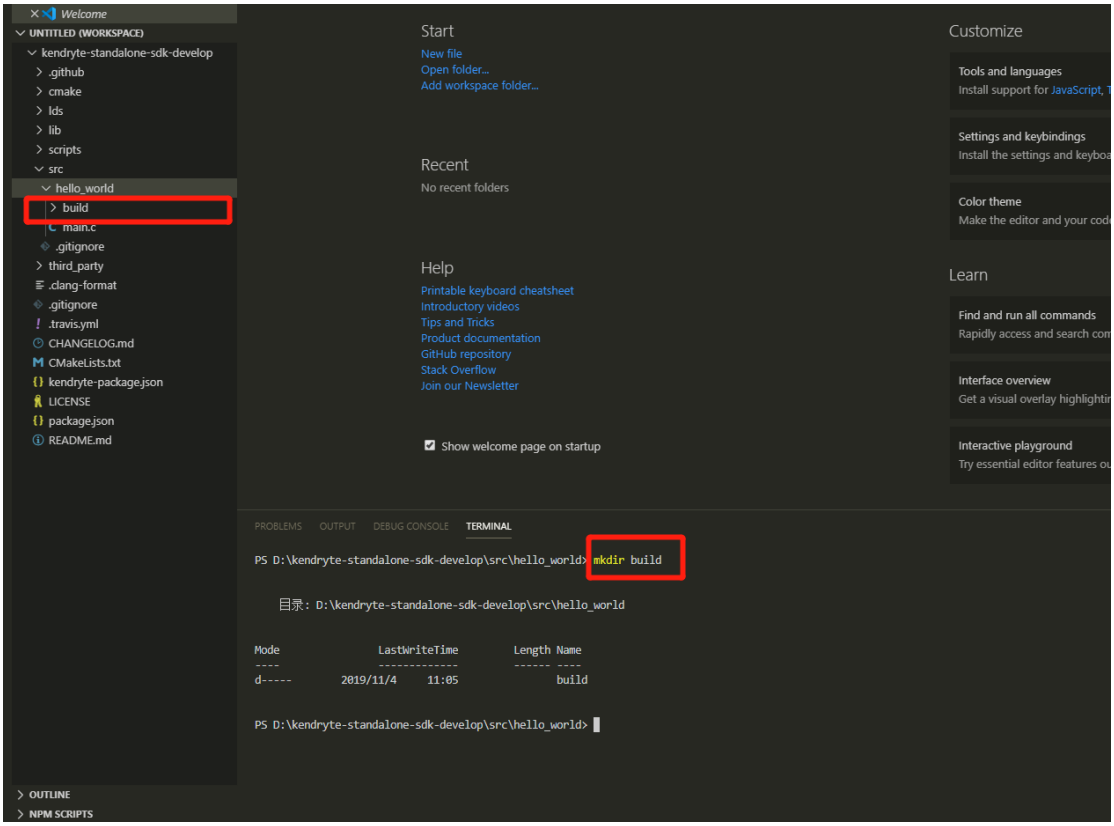
成功添加工程后的界面



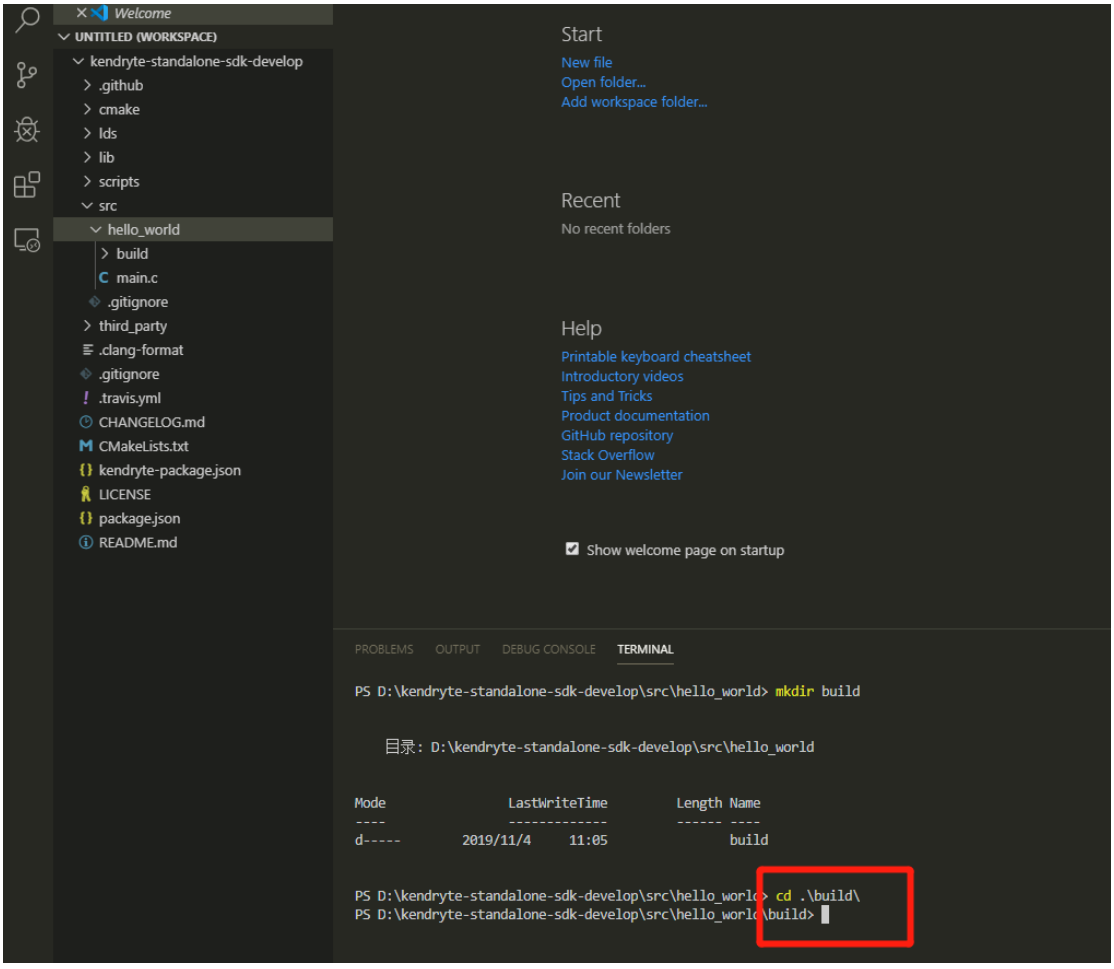
按键盘 ctrl+shift+~,下方出现命令终端，
使用 cd 命令进入 /src/hello_world 文件夹内



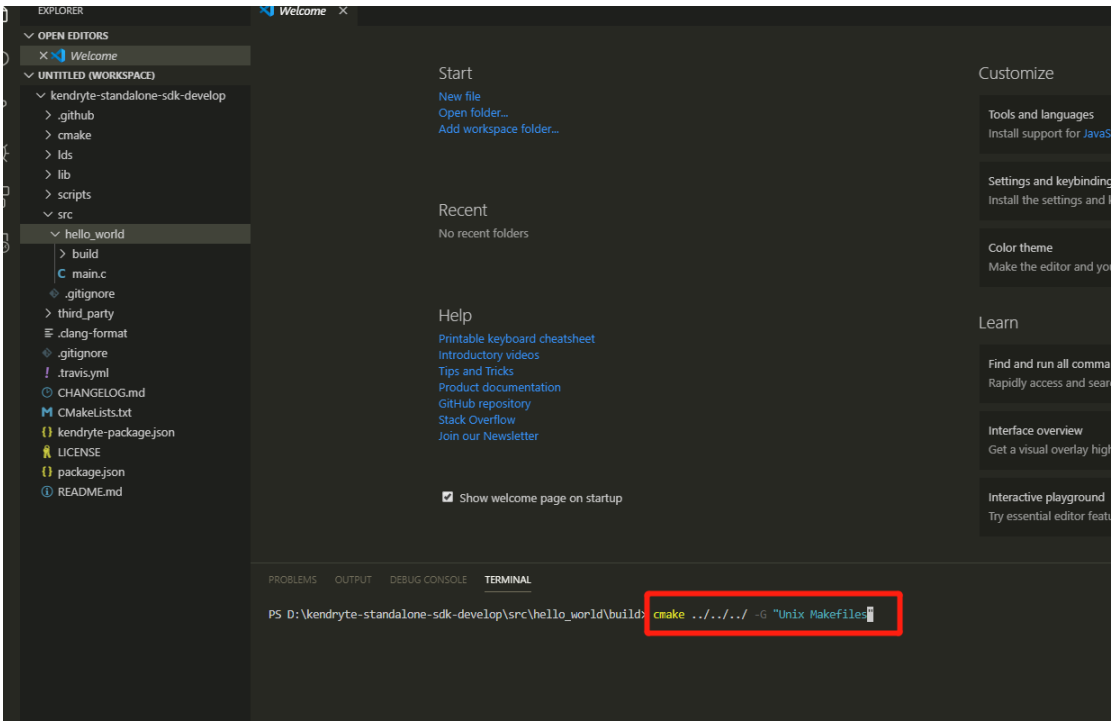
输入命令 mkdir build ，回车，创建 build 文件夹



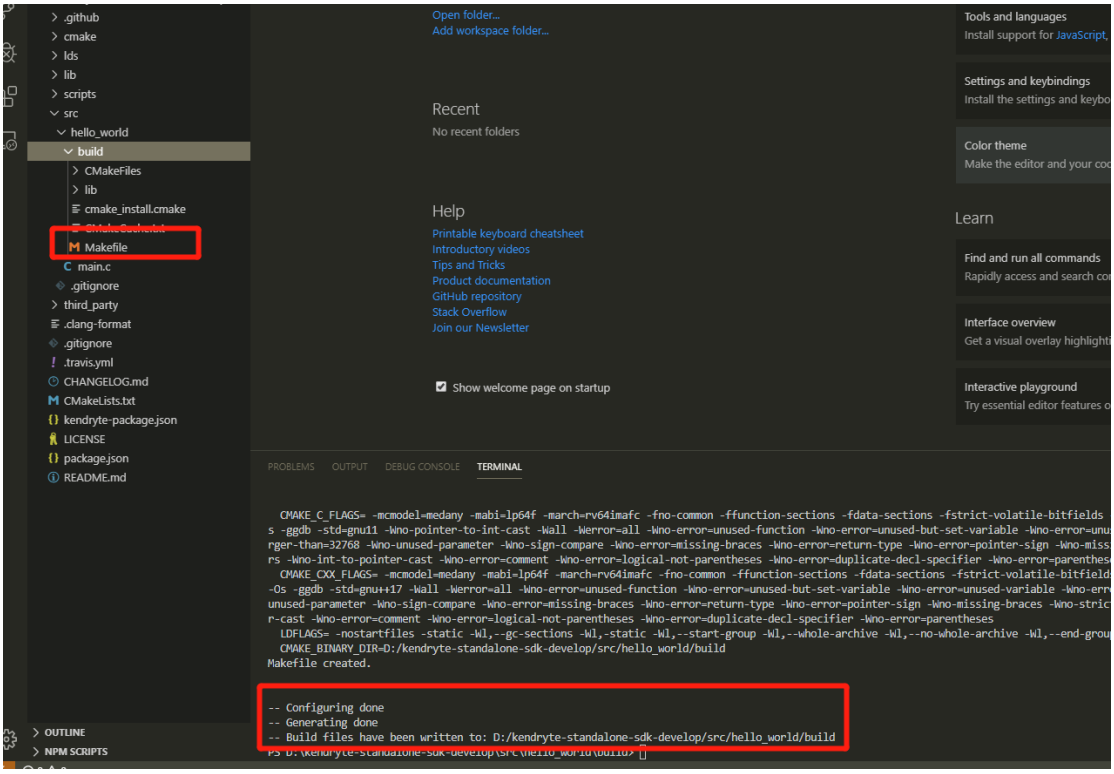
cd build 回车，进入 build 文件夹内。



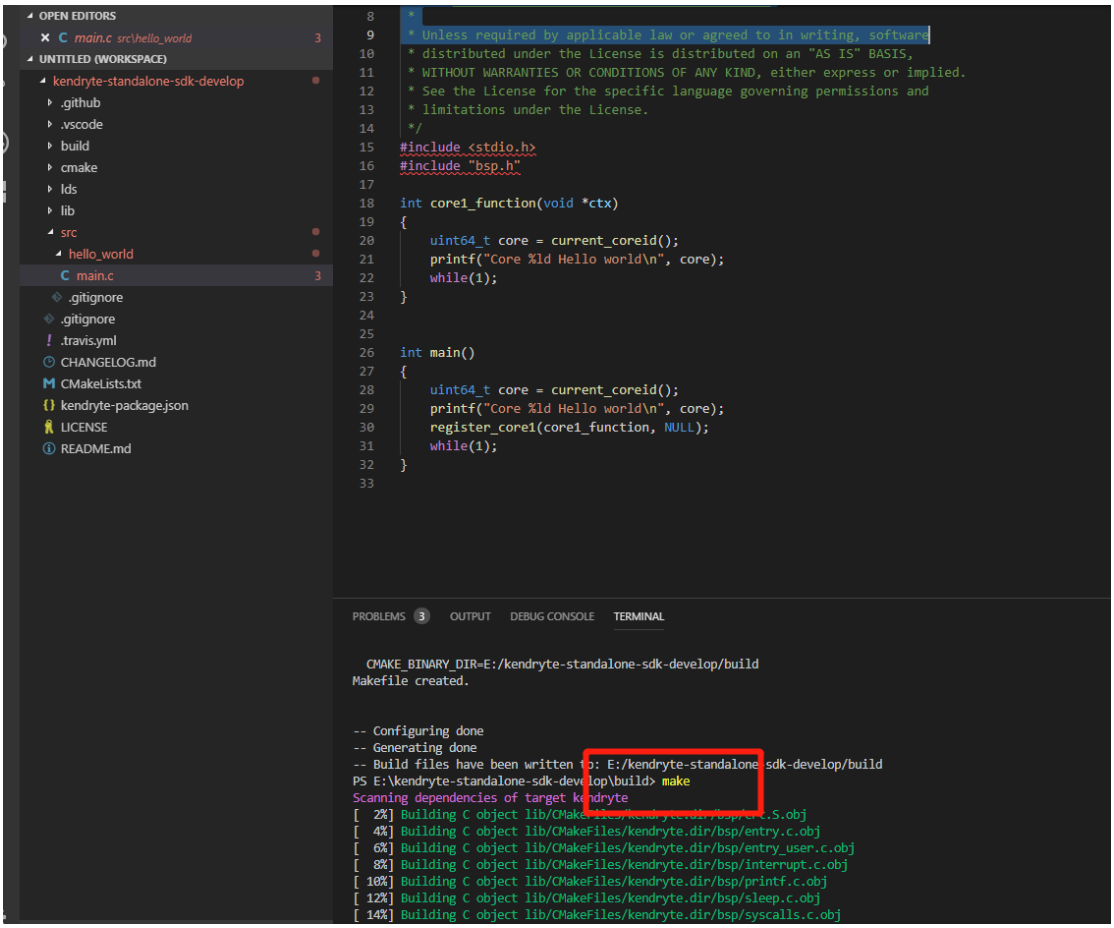
输入 cmake ../../../ -G “Unix Makefiles”
回车

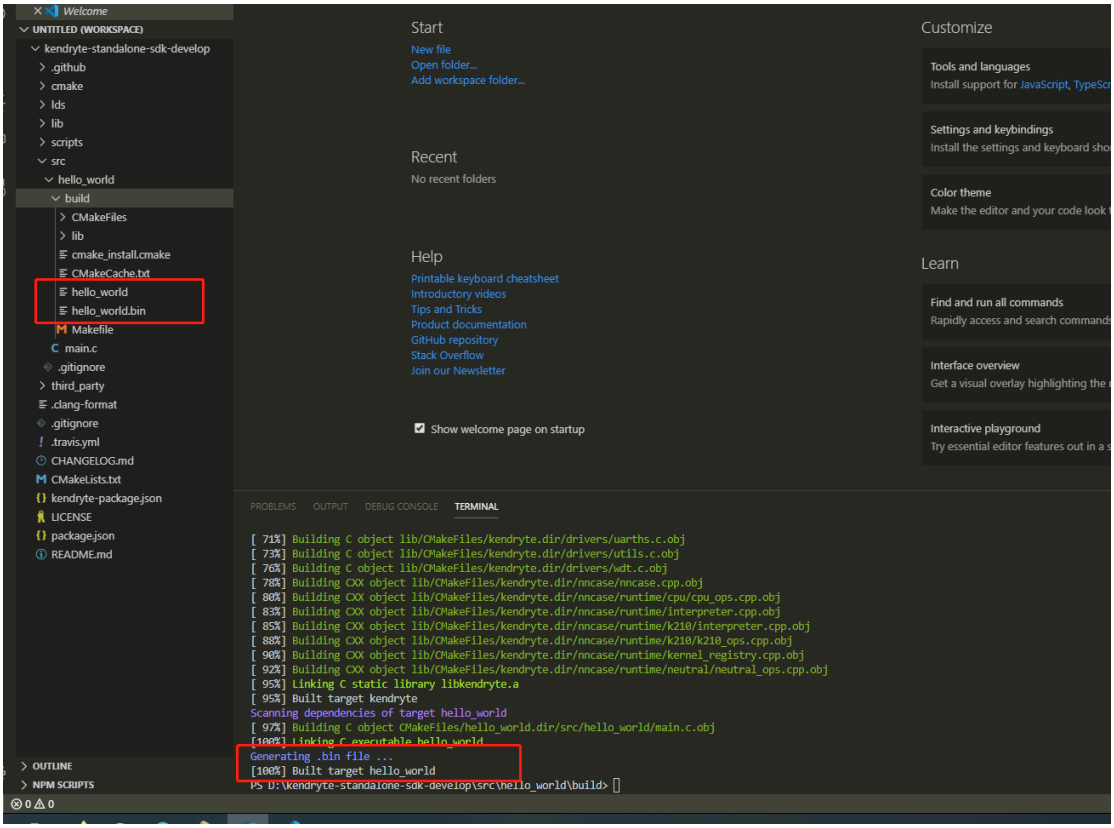


此时，在 build 目录，makefile 文件已创建。



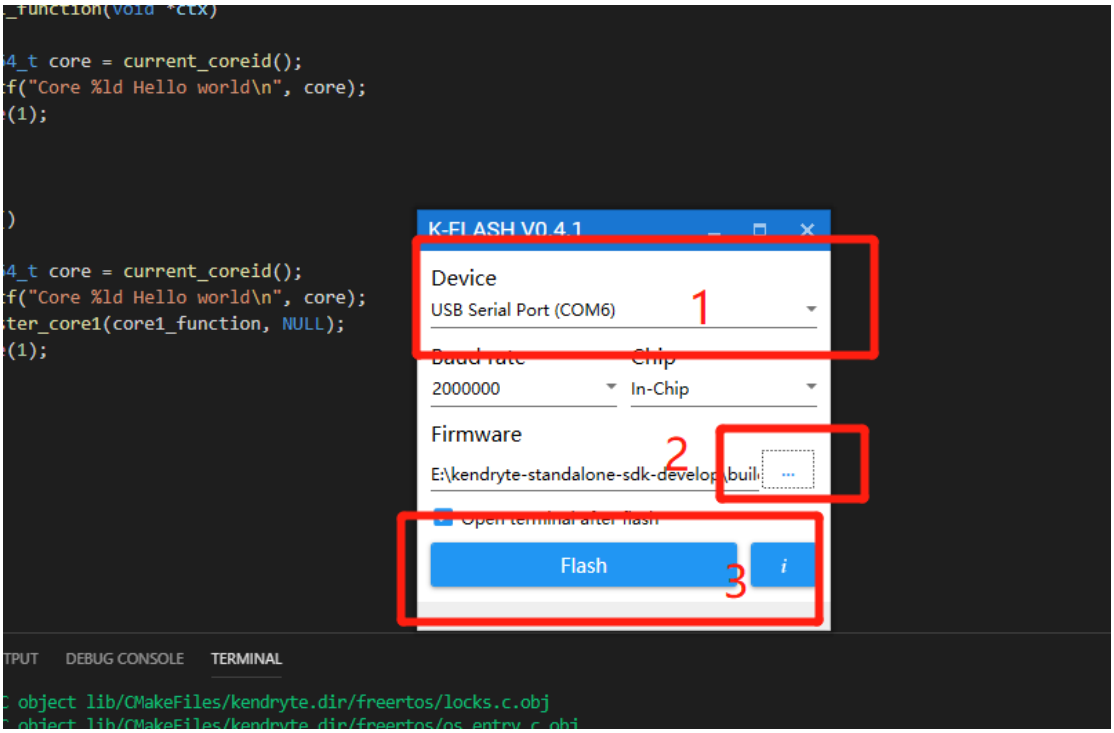
继续输入命令 make,回车





完成编译。其中 hello_world.bin 为可直接烧写的文件。

打开 K-Flash 工具，加载刚才生成的 bin 文件,点击“Flash”等待完成即可。



下载完成后，自动弹出的命令行窗口会直接打印“hello_wolrd”。