

# CamelStudioX Tutorial

October 10, 2018

## 1 System Requirements

macOS version should be  $\geq 10.12.2$ .

## 2 Installation

We strongly advise you to make sure that **CamelStudioX** is installed in the **Application** directory, which **CamelStudioX** can perform reliably.

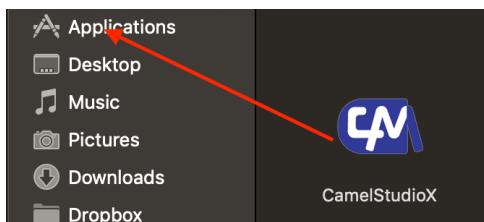


Figure 1: Install CamelStudioX to Application



Figure 2: LaunchPad

What's more, with **CamelStudioX** installed in **Application**, you can just click **LaunchPad** on your dock and then click **CamelStudioX** to launch it.



Figure 3: CamelStudioX in LaunchPad

## 3 Welcome Window

CamelStudioX shows you a welcome window when it is launched.

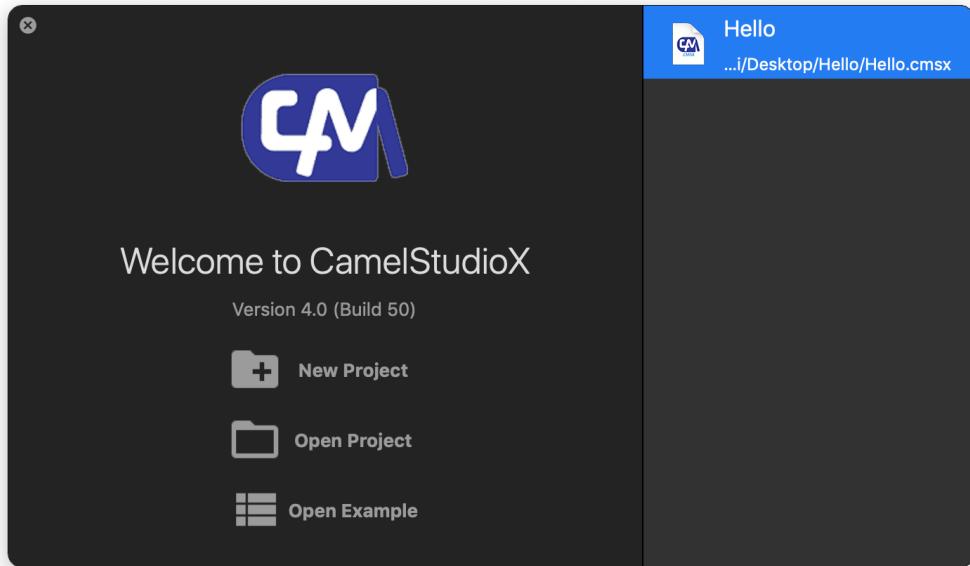


Figure 4: Welcome Window

The left section shows you the version three buttons to create, open a project or an example project we provide. The right section is a project inspector that shows projects you recently create and edit. You can simply double click a project to open it.

## 4 Create a new project

To create a new project, you can just simply click **New Project** in the **Welcome Window**, choose **New** in the **Main Menu** or just use key shortcut **Command + N**.

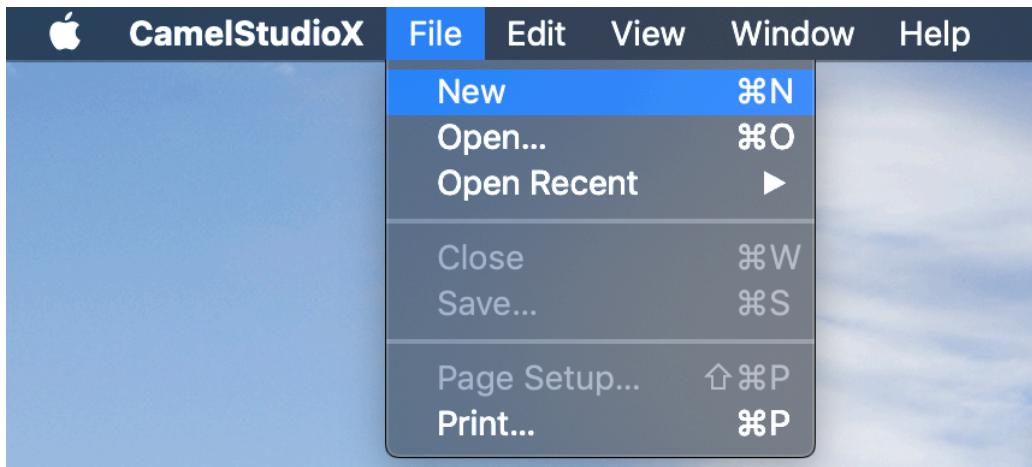


Figure 5: Main Menu of CamelStudioX

Then, type in the project name you like and click **Save**.

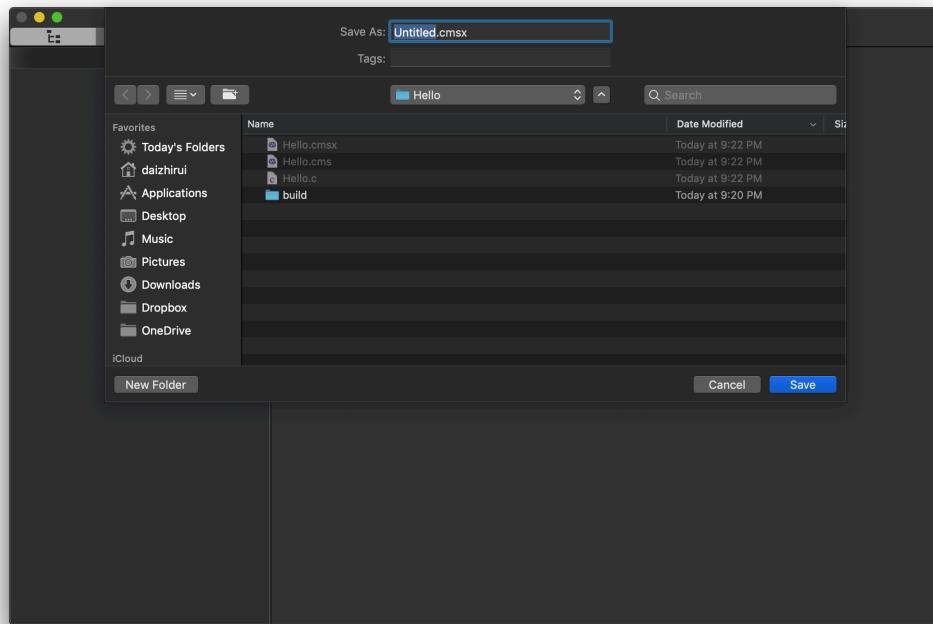


Figure 6: Create a new project

## 5 Main Window

The **Main Window** is consist of **Side Panel** and **Editor Area**.

### 5.1 Side Panel

In the **Side Panel**, you can switch three tools **File Manager**, **Project Setting** and **Serial Monitor** by simply clicking different button on the top of the **Side Panel**.

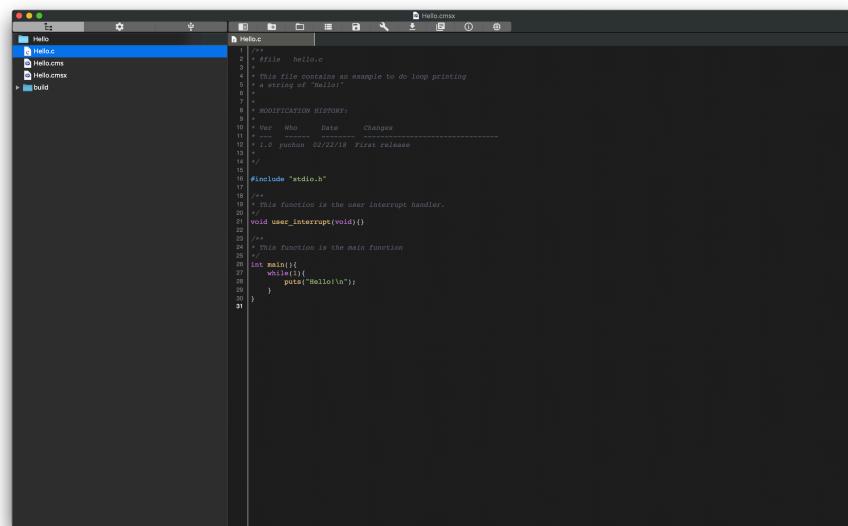


Figure 7: Main Window with File Manager

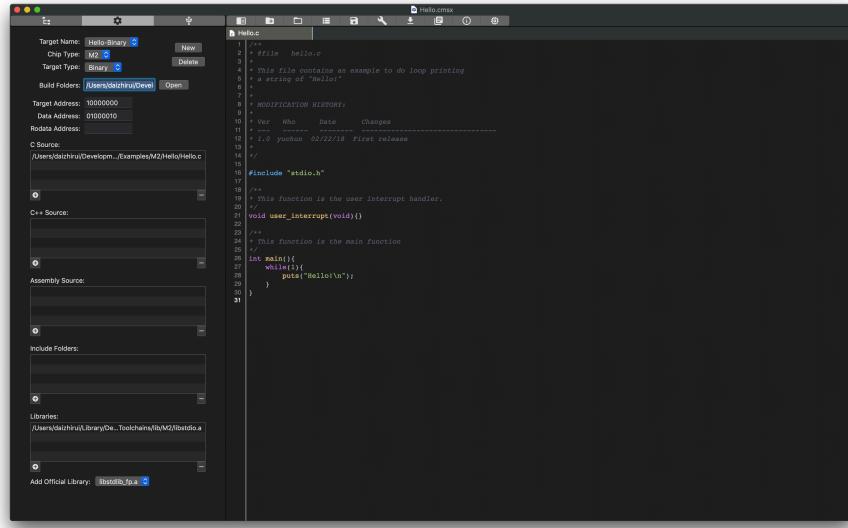


Figure 8: Main Window with Project Setting

### 5.1.1 Project Setting

- Choose a target you want to build or create a new target.

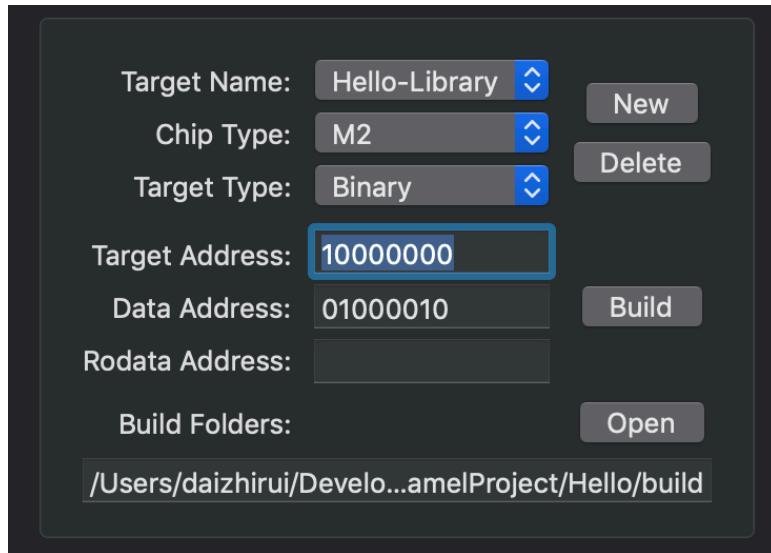


Figure 9: Target Box of Project Setting

For every target, you should specify at least the **Target Address**, **Data Address** and **Build Folders** to make the target buildable.

- Add C, C++, assembly, include folders, libraries to different tables respectively.

Under the target box showed above, there are 6 tables. The first 5 tables are for adding **C**, **C++**, **assembly**, **include folders** and **libraries** respectively.

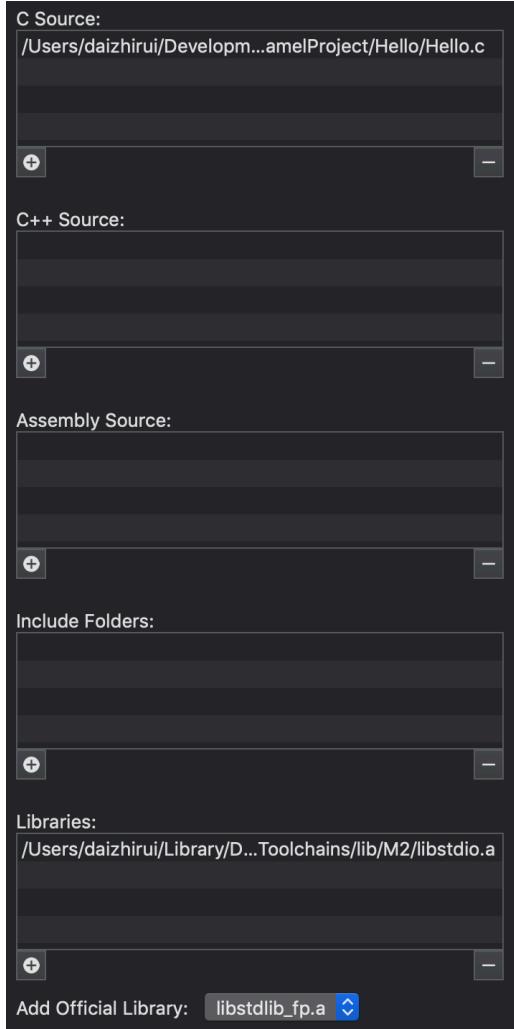


Figure 10: File Tables of Project Setting

To add official libraries, click the button under the library table. This button will update its content when **Chip Type** is changed.

- Now you can click **Build Target** button in the **Editor Area** if you want to build the target you select and setup just now.



Figure 11: Click to Build the Selected Target

- You may want to build more than one target together. Switching between different targets and clicking the build button is very inconvenient. Well, the 6th table will satisfy your requirement.

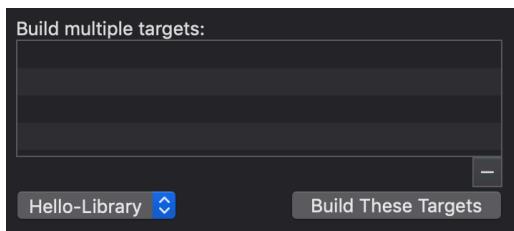


Figure 12: Build Multiple Targets

You can choose a target and add it from the button at the left-bottom corner. And then click the **Build These Targets** button.

### 5.1.2 Serial Monitor

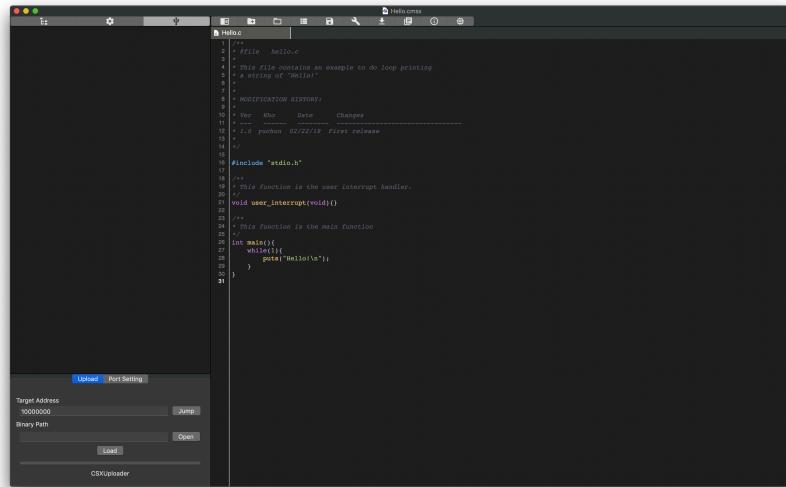


Figure 13: Main Window with Serial Monitor

In **Serial Monitor**, you can not only receive the output from the chip via serialport, but also upload a specific binary to the chip with a specific target address.

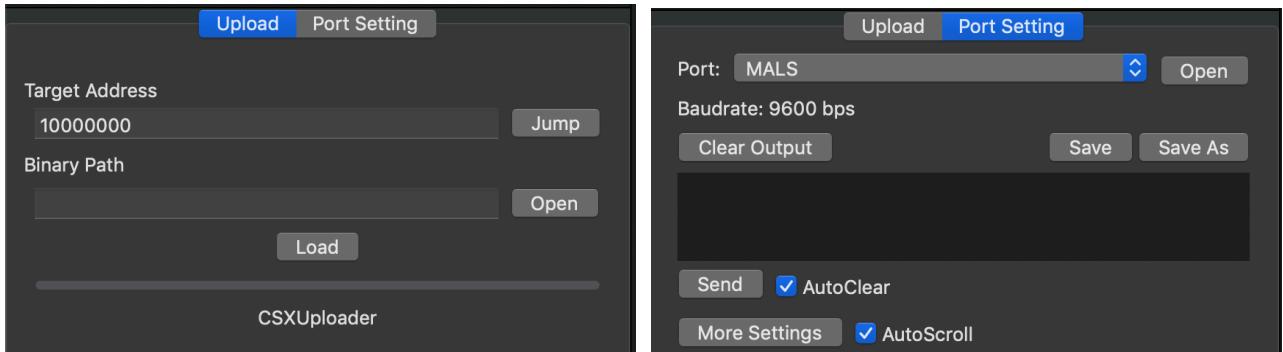


Figure 14: Panels for Uploading a Binary and Serial Port Setting

If you cannot find your chip in the port list, you may have to install a suitable serial port driver. Click the **Install Serial Driver** button in the **Editor Area** to open the serial driver installation sheet and choose a driver installer you need.

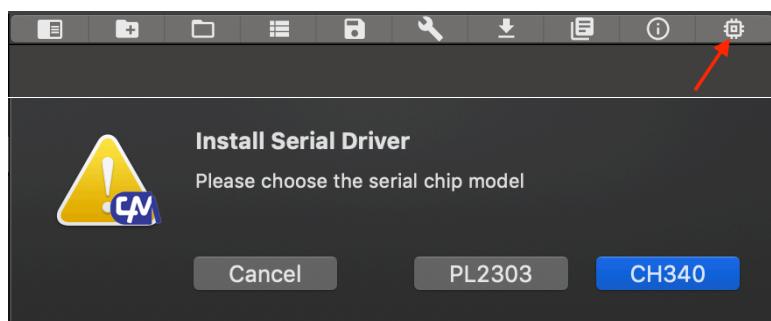


Figure 15: Install Serial Driver

## 5.2 Editor Area

The integrated editor supports multiple tabs, syntax highlighting and auto completion suggestion.

To change the syntax highlighting theme, open **Preference** (key shortcut: Command + ,) and choose a code theme you like.

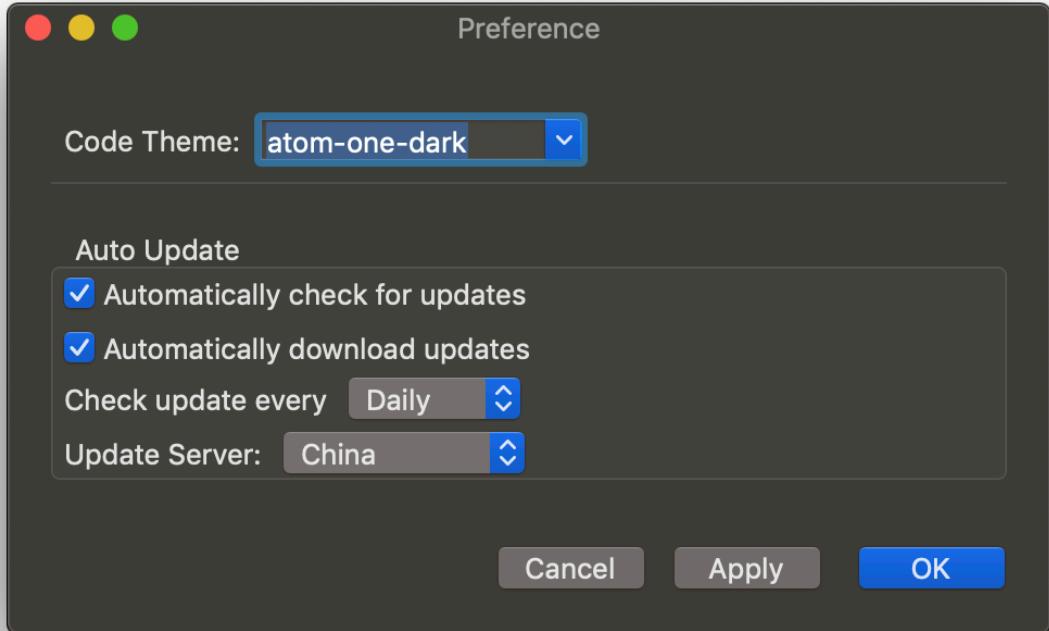


Figure 16: Preference of CamelStudioX

There is a tool bar at the top. The function of each button is showed below.

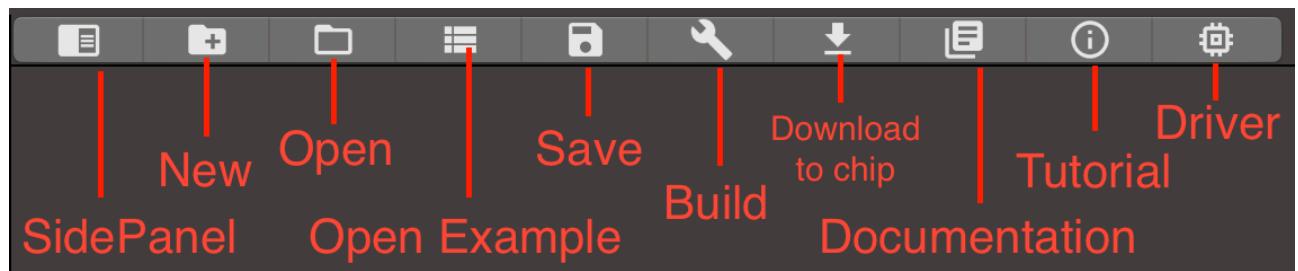


Figure 17: Toolbar in Editor Area

## 6 Documentation

If you have any question about the official library, you can check the documentation at first.

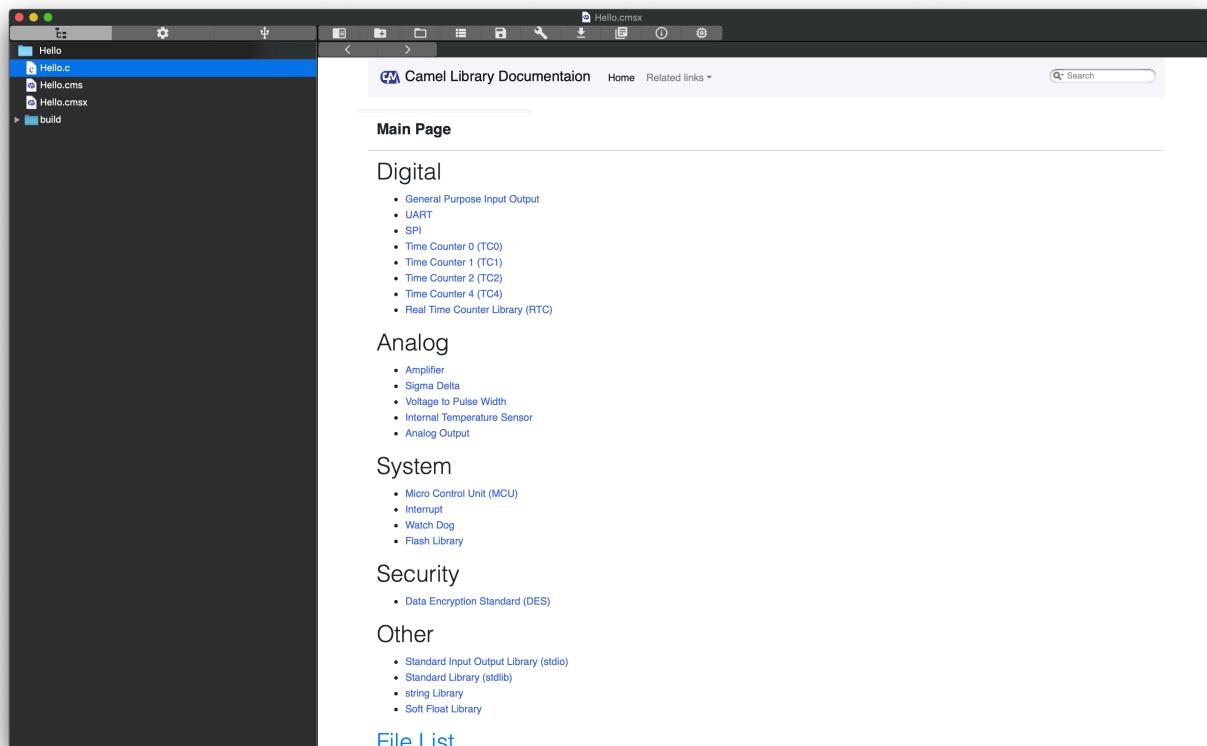


Figure 18: CamelStudioX Documentation

## 7 Dark Mode for macOS $\geq$ 10.14

For users who use macOS Mojave or newer version, they can switch between **Light Mode** and **Bold Mode** in the **System Preference - General** panel. CamelStudioX is adapted to macOS Mojave and it supports dark mode according to the system setting. This is a system feature. So CamelStudioX cannot provide a dark mode in system older than 10.14 yet.

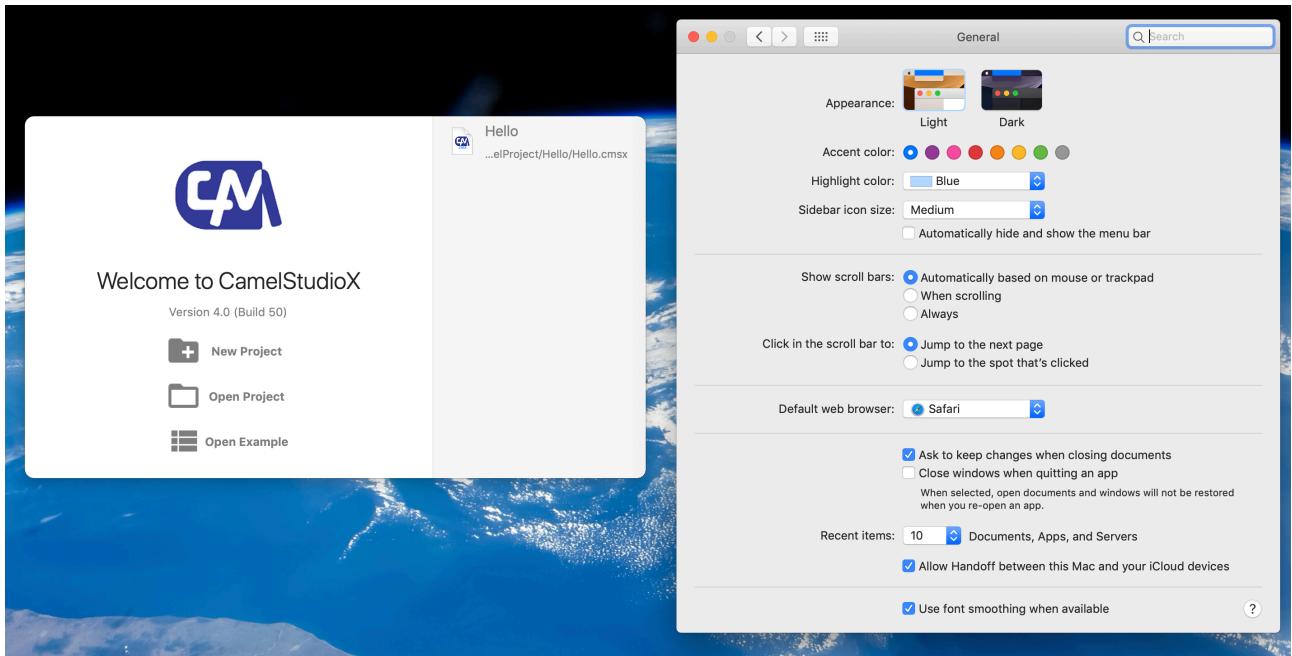


Figure 19: Light Mode

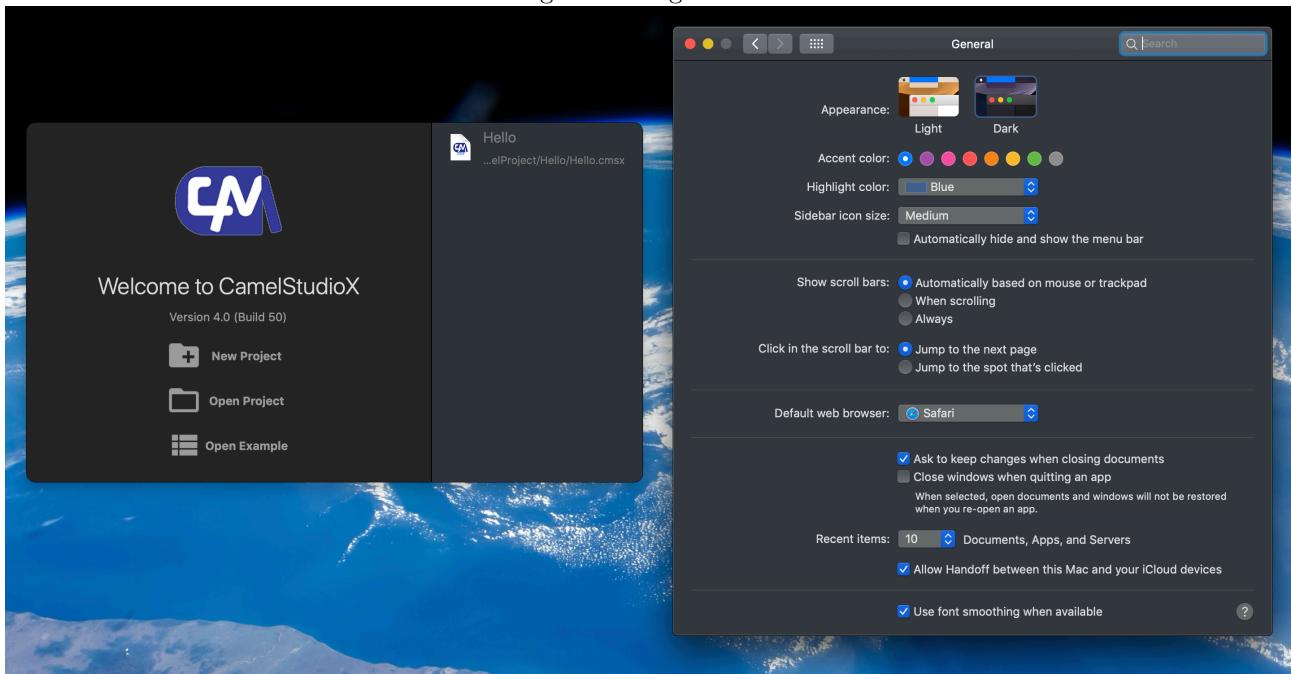


Figure 20: Dark Mode