

Create Vitis project

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1. Preface

This document describes a procedure to create a Vitis project and a sample application named “usb_grabber”.

2. Create an application

If not, create the following Vitis working directory.

[Project Directory]/U96-SVM/vitis

Launch Vitis, set the above directory as Vitis Workspace and click “Launch”.

Click “Create Application Project” to open “New Application Project” dialog.

Proceed with the following settings.

[Platform]

Create a new platform from hardware (XSA)

Click “Browse...”

[Project Directory]/U96-SVM/vivado/design_1_wrapper.xsa

[Application Project Details]

Application project name: usb_grabber

[Templates]

SW development templates: Empty Application

In “Application Project Settings”, click “Navigate to BSP Settings”.

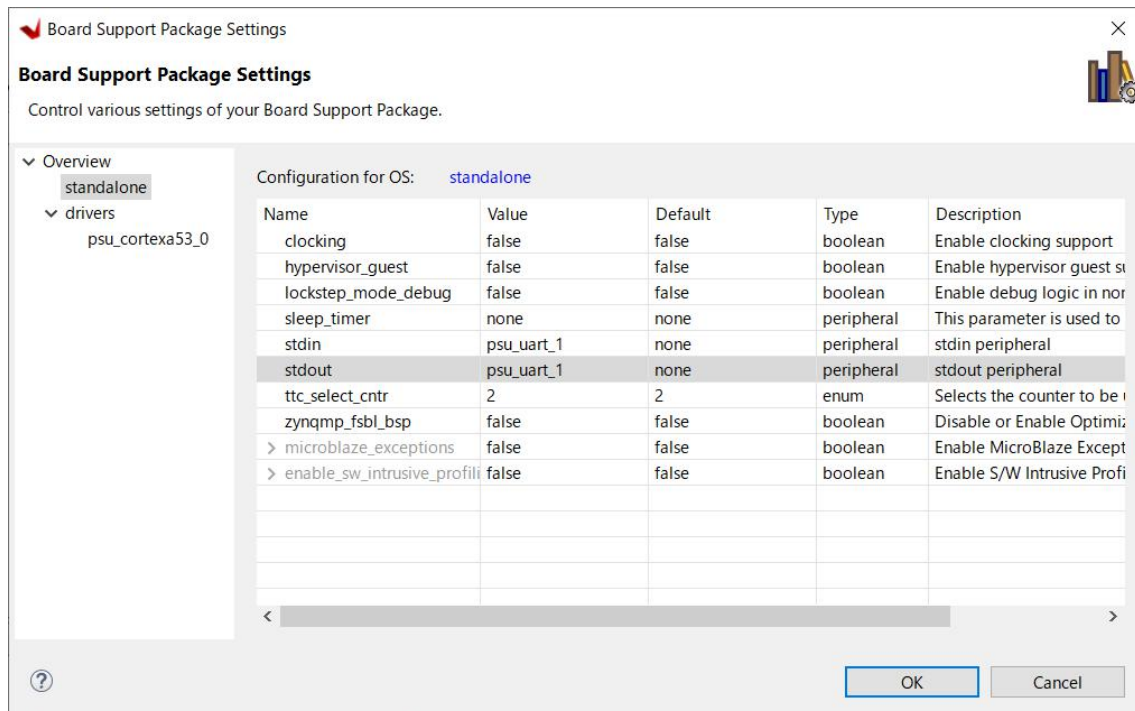
Click “Modify BSP Settings...” in “Board Support Package”.

“Board Support Package Settings” dialog will open.

Click “Overview->standalone” and make the following modification.

Name	Value
stdin	psu_uart_1
stdout	psu_uart_1

This change is necessary because uart_1 is used as stdin/out in Ultra96v2 board.



3. Import sources

Right click “usb_grabber_system->usb_grabber->src” in the “Explorer” and click “Import Sources...” from the menu to open “Import Sources” dialog.

Proceed with the following settings.

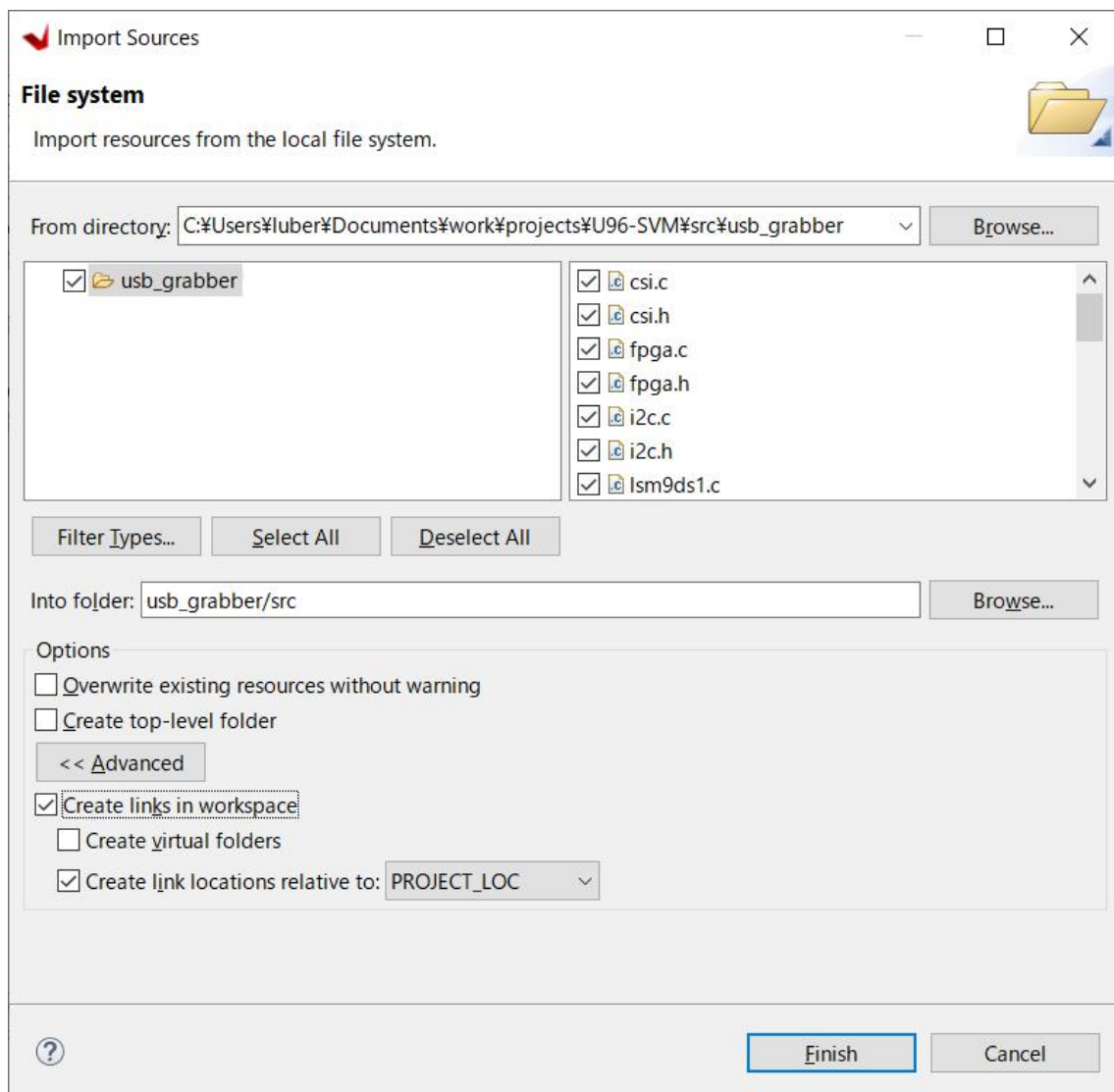
From directory: [Project Directory]/U96-SVM/src/usb_grabber

Click “Select All”.

Click “Advanced”.

Create links in workspace: Checked.

(This will create symbolic links under the project directory without actual copying.)



Click “Project->Build Project” to build the project.