

# 基于Simplicity Studio v5手动添加Matter GSDK

## 1. 手动下载GSDK

- 1.1 下载gecko\_sdk
- 1.2 下载matter\_extension

## 2. 在SSv5中手动添加Matter GSDK

- 2.1 创建一个新的 workspace
- 2.2 解压SDK
- 2.3 手动添加GSDK

## 3. 基于SSv5创建Matter工程

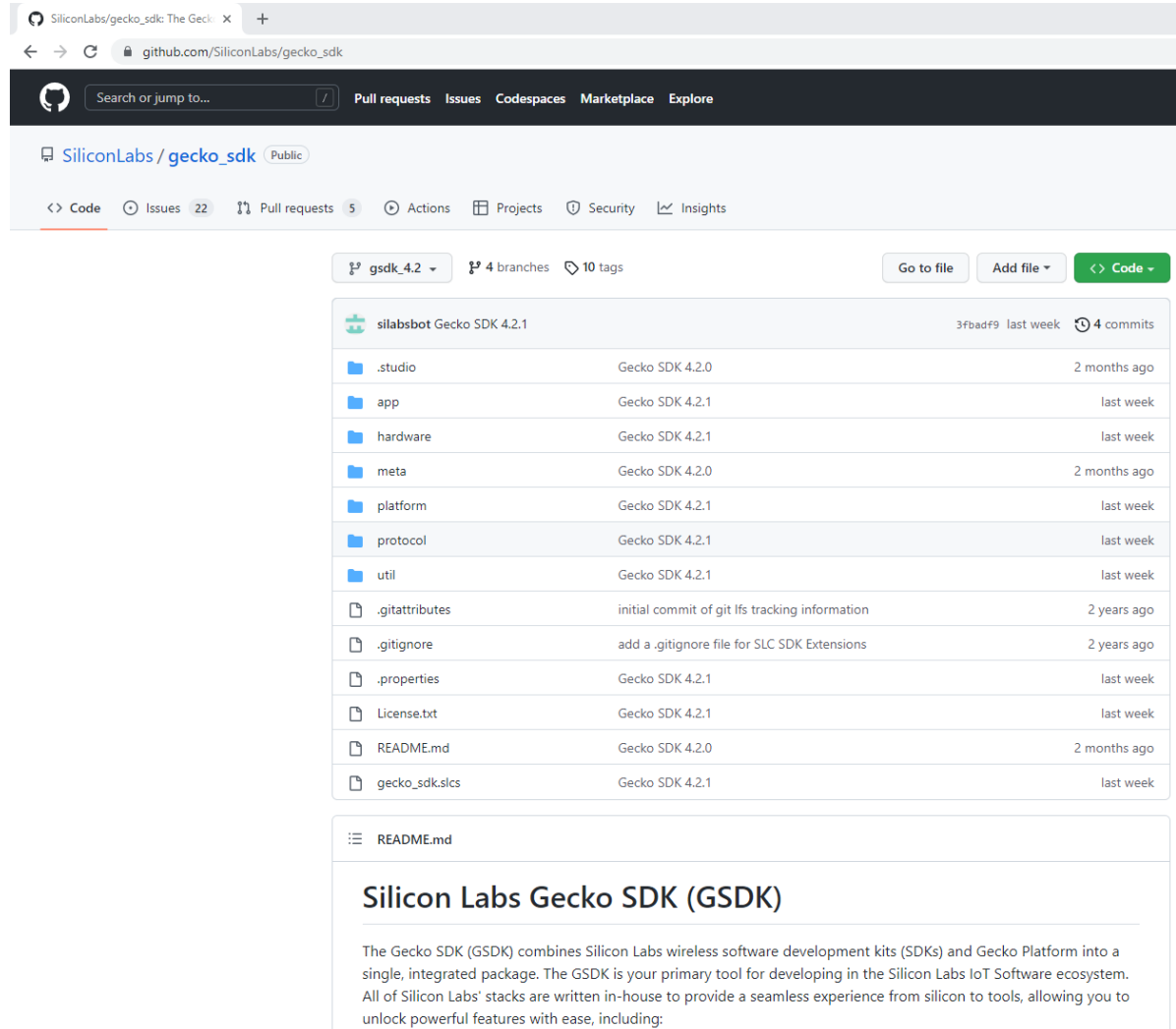
## 4. WIN10系统配置

# 1. 手动下载GSDK

## 1.1 下载gecko\_sdk

github地址: [https://github.com/SiliconLabs/gecko\\_sdk](https://github.com/SiliconLabs/gecko_sdk)

1. 在浏览器中打开这个地址后, 我们可以看到以下界面:

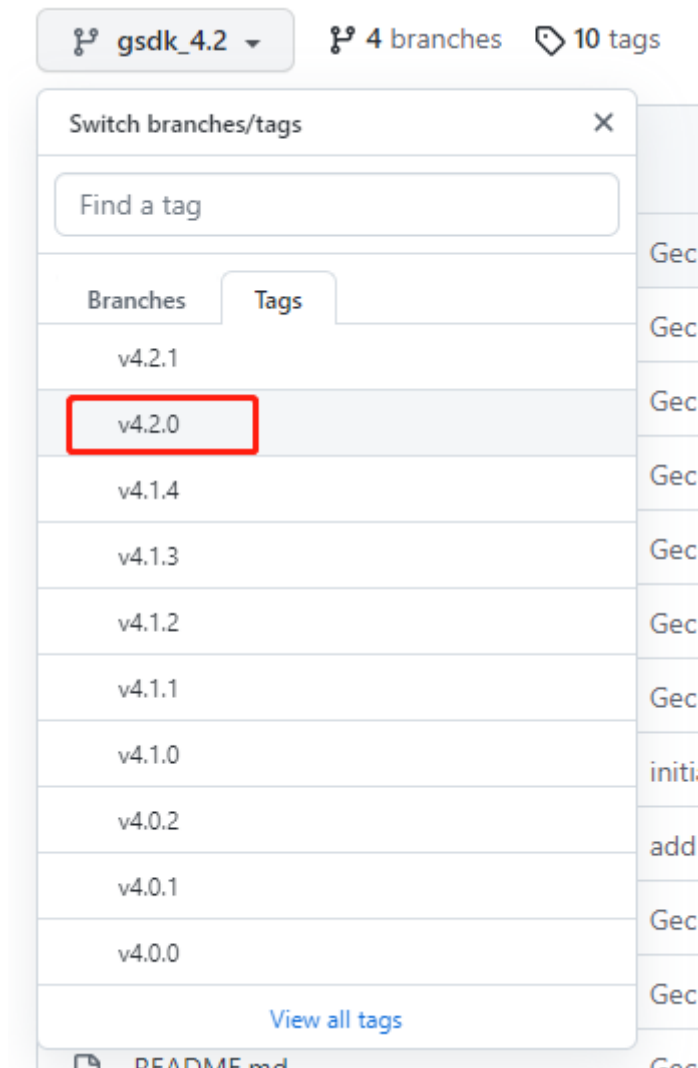


The screenshot shows the GitHub repository page for `SiliconLabs/gecko_sdk`. The repository is public and has 4 branches and 10 tags. The `gsdk_4.2` branch is selected. The file list shows various directories and files, including `.studio`, `app`, `hardware`, `meta`, `platform`, `protocol`, `util`, `.gitattributes`, `.gitignore`, `.properties`, `License.txt`, `README.md`, and `gecko_sdk.slcs`. The `README.md` file is selected, showing its content.

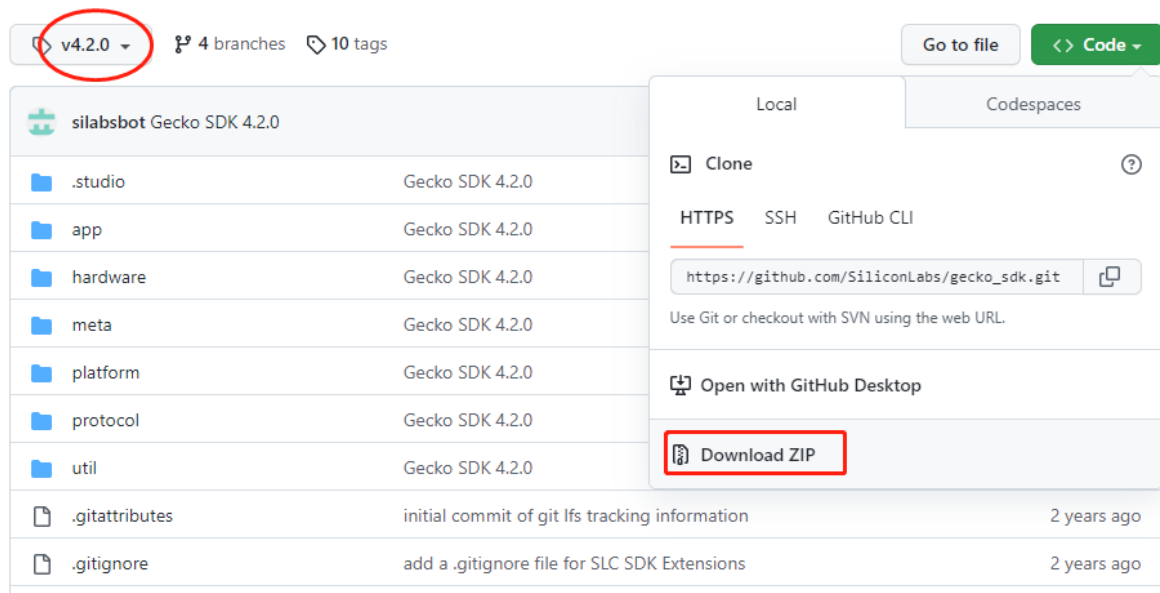
**Silicon Labs Gecko SDK (GSDK)**

The Gecko SDK (GSDK) combines Silicon Labs wireless software development kits (SDKs) and Gecko Platform into a single, integrated package. The GSDK is your primary tool for developing in the Silicon Labs IoT Software ecosystem. All of Silicon Labs' stacks are written in-house to provide a seamless experience from silicon to tools, allowing you to unlock powerful features with ease, including:

2. 点击 `gsdk_4.2` 切换到 `v4.2.0` 标签 (若是开发Matter, 需要 `v4.2.0` 及之后版本)



3. 切换后，我们可以看到 4.2.0 版本的 gSDK，点击 <>Code，然后选择 Download ZIP 下载 SDK。



4. 下载完成后，我们可以得到 gecko\_sdk-4.2.0.zip

## 1.2 下载matter\_extension

github地址: [https://github.com/SiliconLabs/matter\\_extension](https://github.com/SiliconLabs/matter_extension)

1. 在浏览器中打开这个地址后，我们可以看到以下界面：

SiliconLabs/matter\_extension: Sil x +

github.com/SiliconLabs/matter\_extension

Search or jump to... Pull requests Issues Codespaces Marketplace Explore

SiliconLabs / matter\_extension Public

<> Code Issues Pull requests Actions Projects Security Insights

main 2 branches 8 tags Go to file Add file > Code

HusseinElsheibini Silicon Labs Matter Extension v1.0.3 a1f49ac last week 2 commits

demos	Silicon Labs Matter Extension v1.0.3	last week
examples	Silicon Labs Matter Extension v1.0.3	last week
slc	Silicon Labs Matter Extension v1.0.3	last week
src	Silicon Labs Matter Extension v1.0.3	last week
third_party	Silicon Labs Matter Extension v1.0.3	last week
zzz_generated	Silicon labs Matter Extension v1.0.1	2 months ago
.gitmodules	Silicon labs Matter Extension v1.0.1	2 months ago
README.md	Silicon labs Matter Extension v1.0.1	2 months ago
matter.slce	Silicon Labs Matter Extension v1.0.3	last week
matter.slsdk	Silicon Labs Matter Extension v1.0.3	last week
matter_demos.xml	Silicon Labs Matter Extension v1.0.3	last week
matter_docs.xml	Silicon Labs Matter Extension v1.0.3	last week
matter_templates.xml	Silicon Labs Matter Extension v1.0.3	last week

README.md

## Silicon Labs Simplicity Studio Extension for Matter

This repository contains the code for the Simplicity Studio extension for Matter. The content of the repository is meant to be accessed through Silicon Labs Simplicity Studio and should not be used directly.

2. 点击 main 切换到 v1.0.0 标签

main 2 branches 8 tags

Switch branches/tags

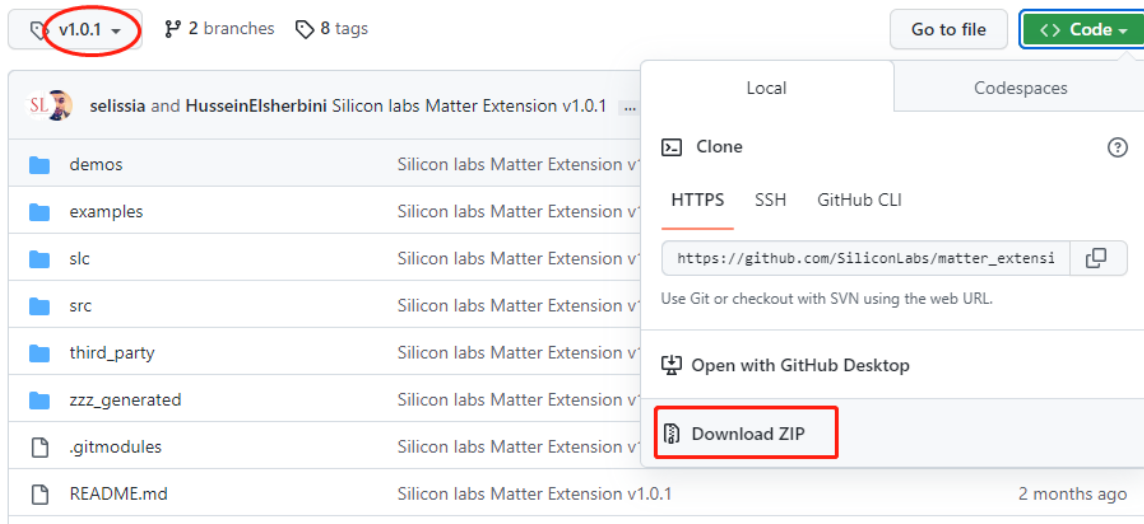
Find a tag

Branches Tags

v1.0.3	Silicon L
v1.0.1	Silicon L
v0.0.7	Silicon L
v0.0.6	Silicon L
v0.0.5	Silicon la
v0.0.4	Silicon la
v0.0.3	Silicon la
v0.0.2	Silicon L

View all tags

3. 切换后，我们可以看到 1.0.0 版本的 `matter_extension`，点击 `<>Code`，然后选择 `Download ZIP` 下载SDK。



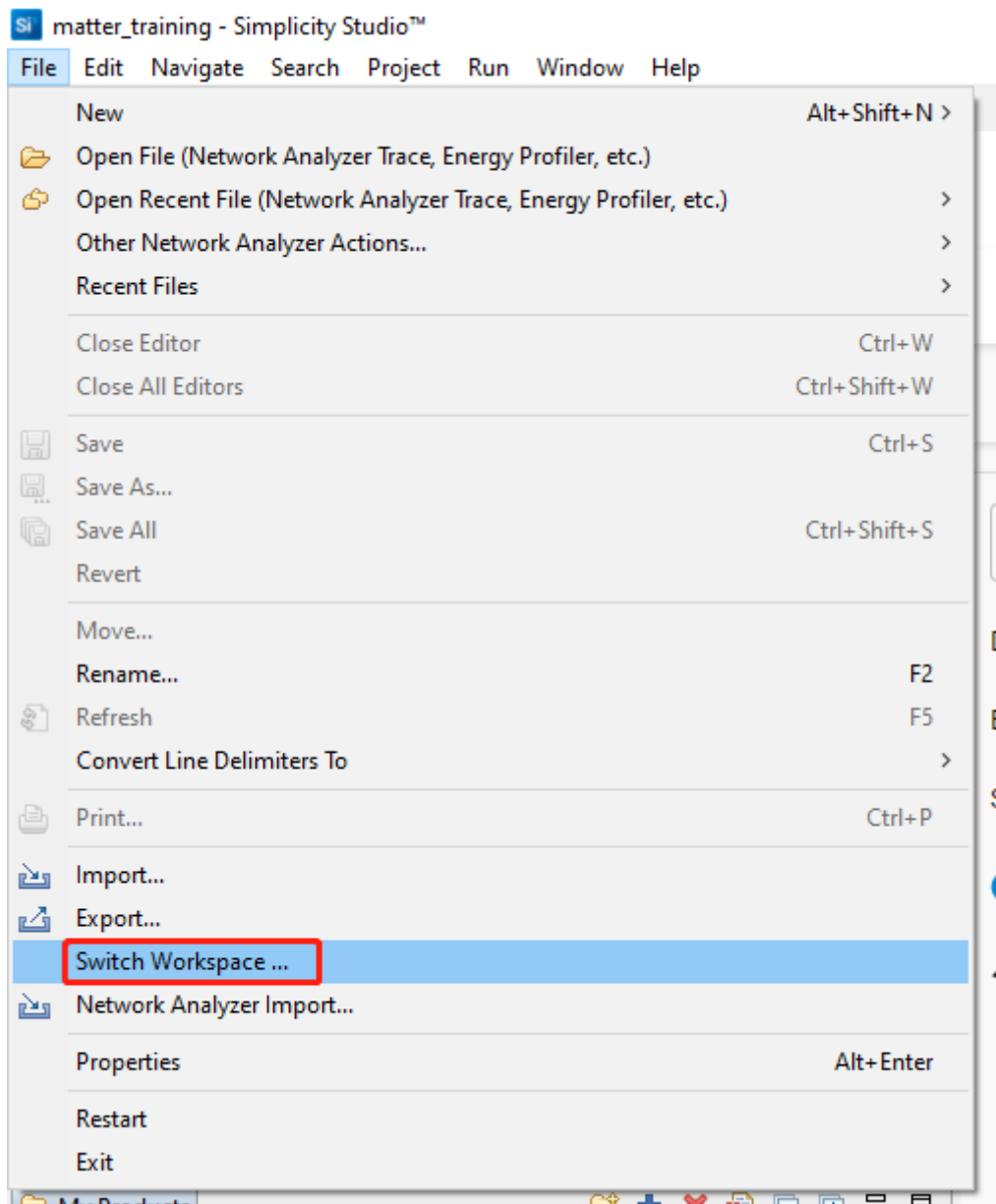
4. 下载完成后，我们可以得到 `matter_extension-1.0.1.zip`

## 2. 在SSv5中手动添加Matter GSDK

本章节主要演示如何在windows环境中基于Simplicity Studio开发Matter设备。

### 2.1 创建一个新的workspace

1. 打开SSv5后，点击 File 菜单，选择 Switch workspace ...

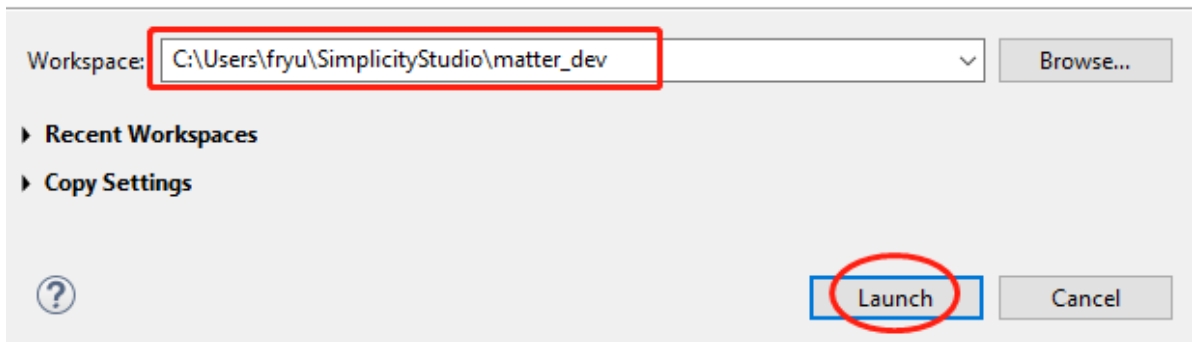


2. 在弹出的对话框中设置 workspace 的路径，这里我们以 C:\Users\fryu\SimplicityStudio\matter\_dev 为例，然后点击 Launch 完成创建。

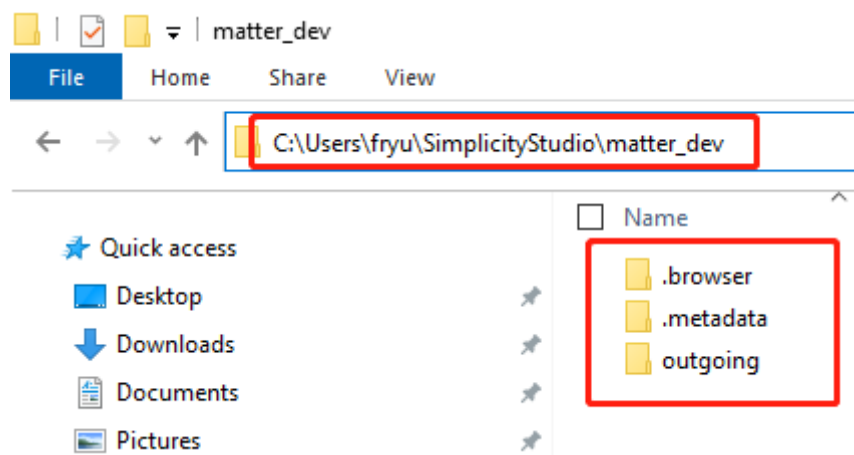
注：这一步操作会自动重启SSv5。

## Select a directory as workspace

Simplicity Studio™ uses the workspace directory to store its preferences and development artifacts.



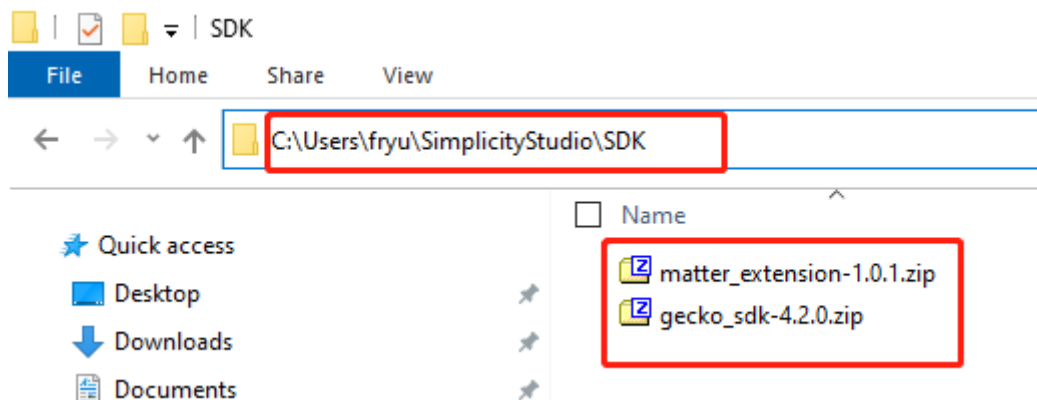
3. 我们切换到刚才设置的目录就可以看到已创建了三个文件夹。这些文件夹主要是存放这个 workspace 的一些配置信息。



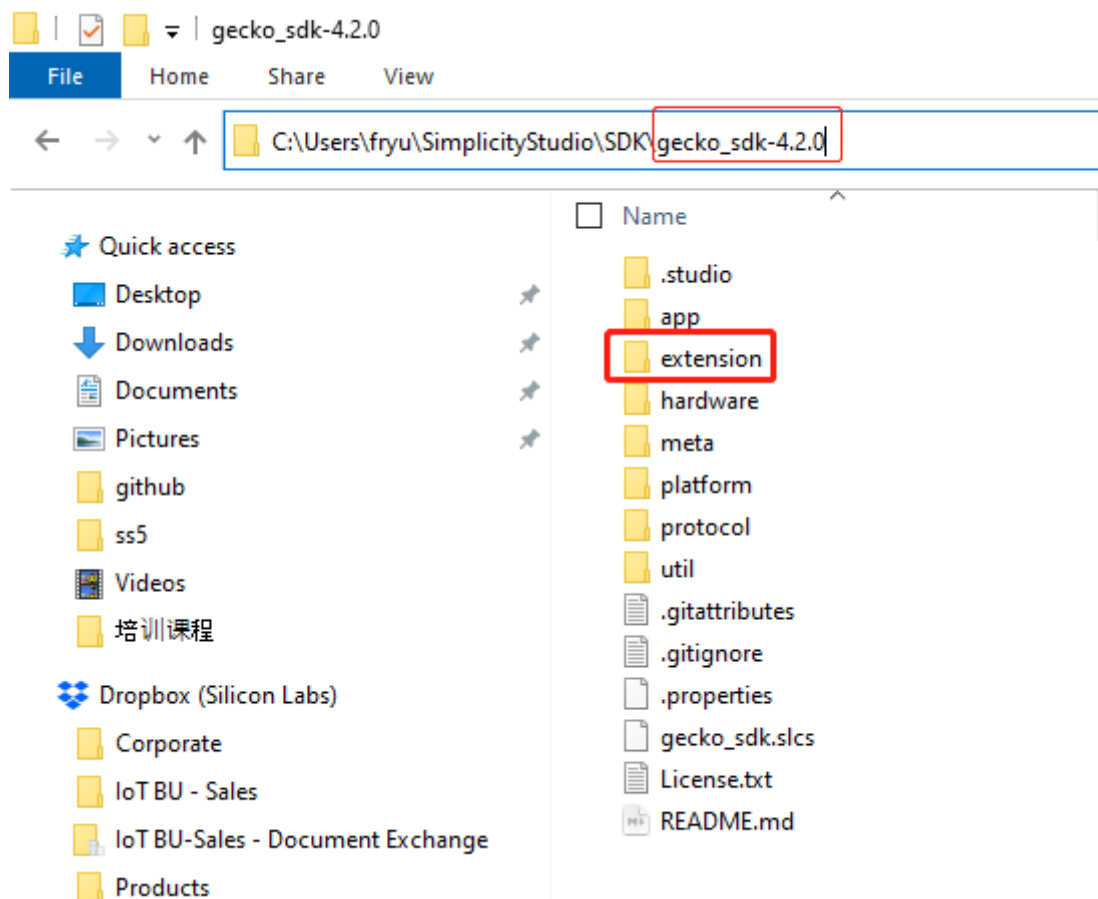
## 2.2 解压SDK

1. 创建一个SDK目录，并把刚才下载的两个文件拷贝进去。目录位置可以根据实际情况选择，最好是全英文路径。

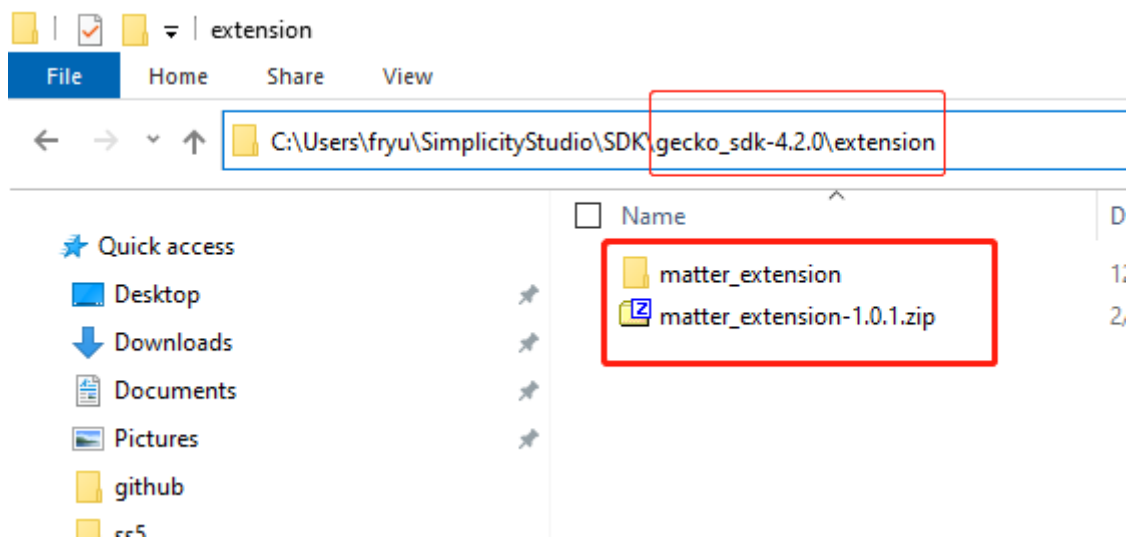
如图所示：



2. 解压 gecko\_sdk-4.2.0.zip 到当前路径，并在 gecko\_sdk-4.2.0 中创建 extension 文件夹



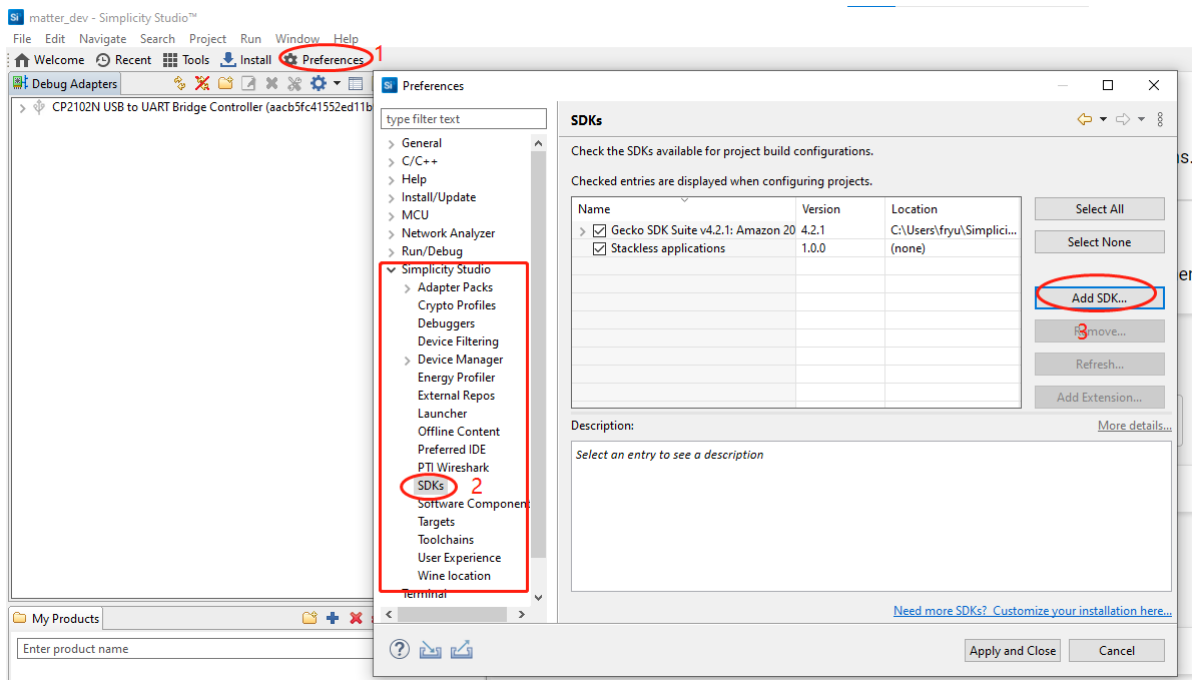
3. 将matter\_extension-1.0.1.zip 拷贝到 extension 目录，解压后改名为 matter\_extension



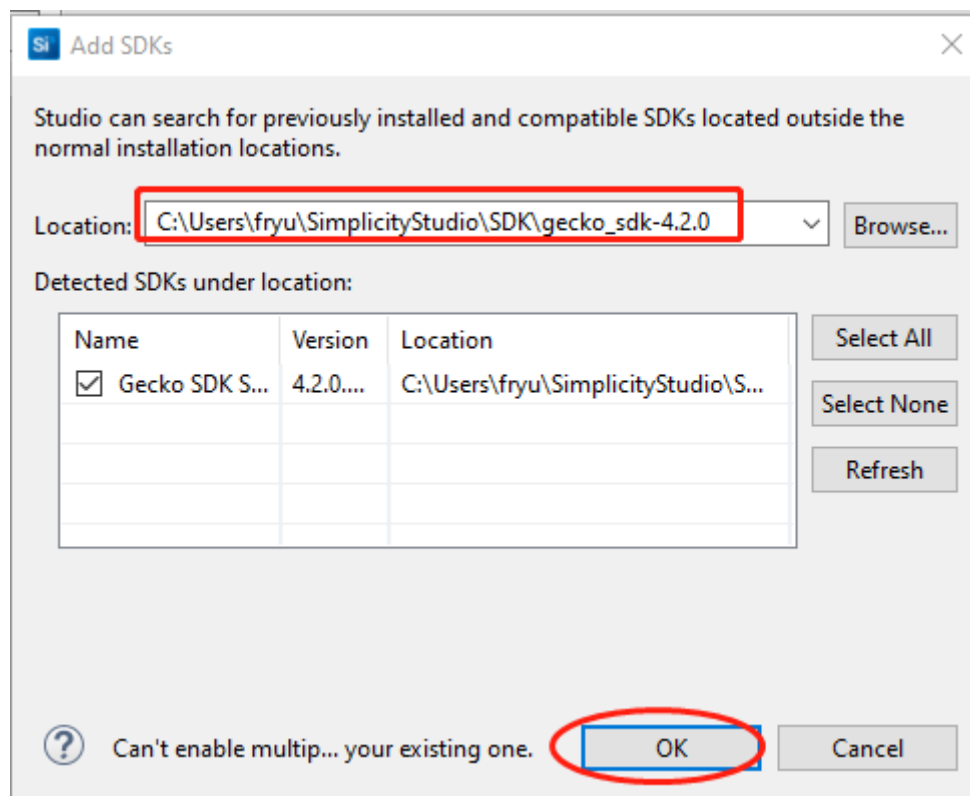
## 2.3 手动添加GSDK

1. 点击SSv5菜单栏 Preferences，选择到 Simplicity Studio/SDKs，并点击 Add SDK ... 来添加刚才下载的SDK。

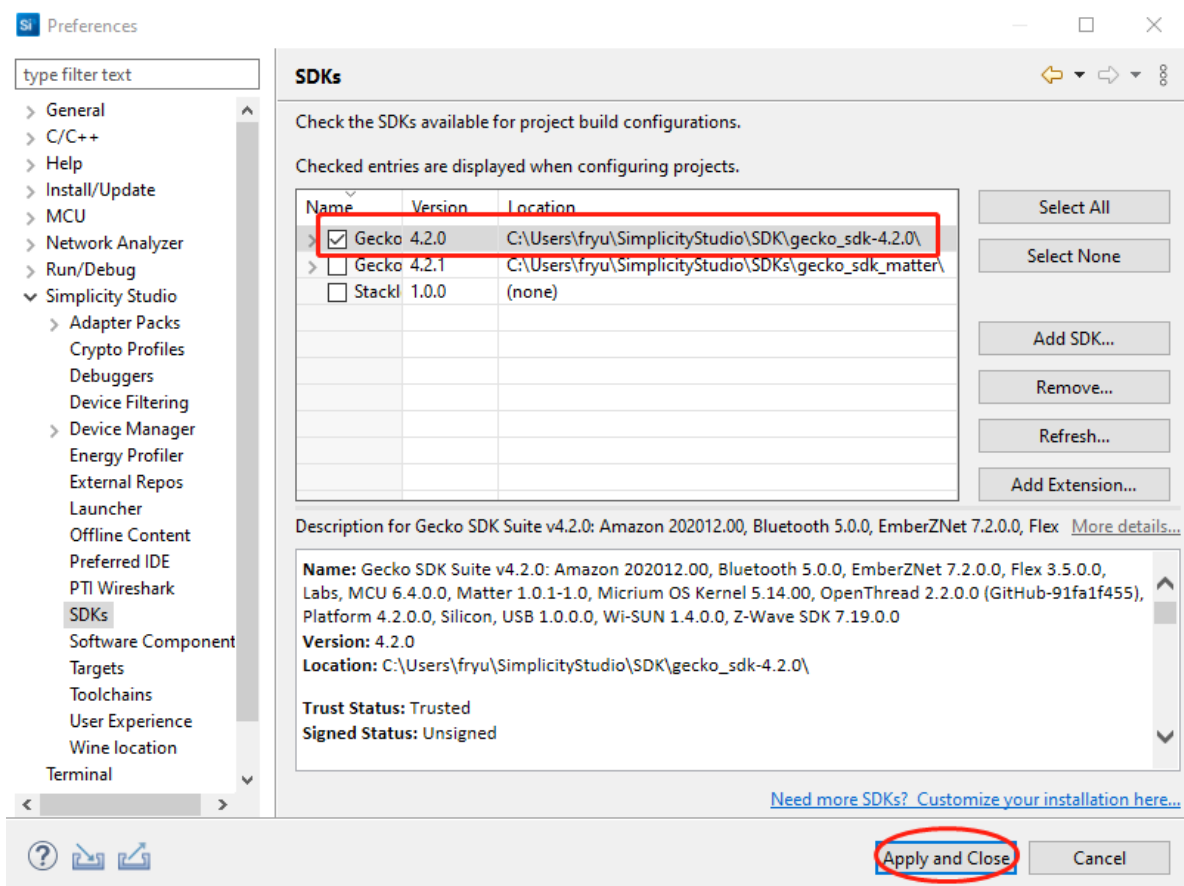




2. 在弹出的对话框中选择刚才的路径后，点击OK。

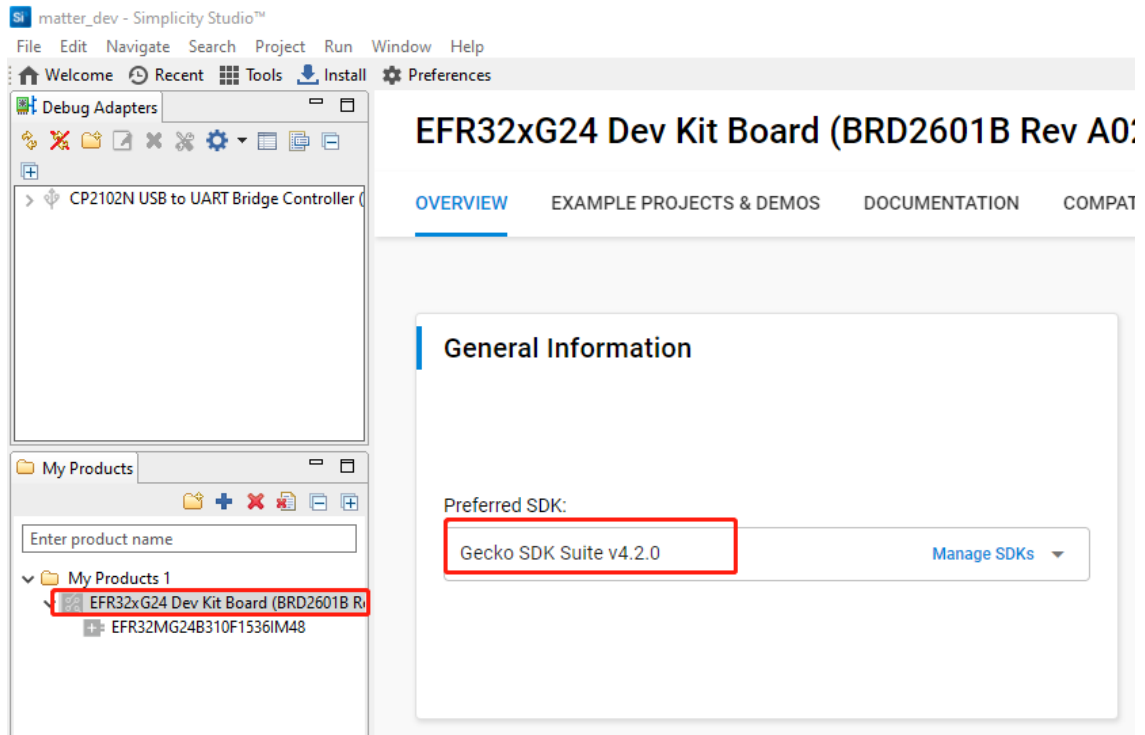


3. 添加后我们可以看到刚才路径的SDK已经添加进来，版本为 4.0.2，然后点击 Apply and Close

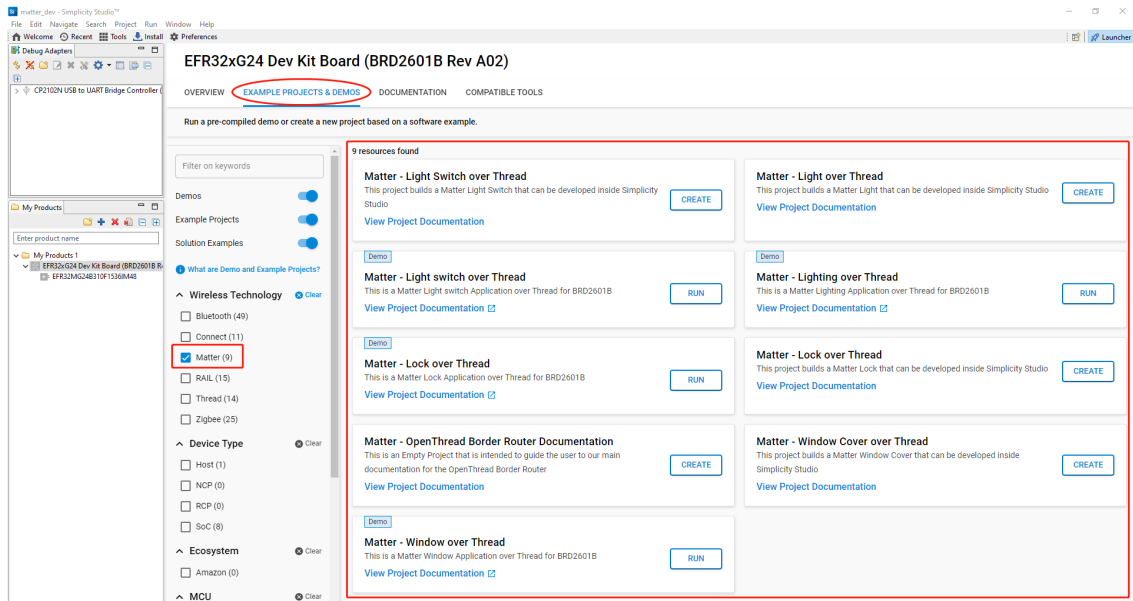


### 3. 基于SSv5创建Matter工程

1. 添加开发板 BRD2601， 并选择刚才添加的SDK版本 v4.0.2



2. 切换到 EXAMPLE PROJECTS & DEMOS 查看Matter相关工程



3. 选择对应示例工程创建即可。需要注意的是在工程配置页面需要选择 Link sdk and copy project sources。

**Project Configuration**

Select the project name and location.

✓ Target, SDK

✓ Examples

✎ Configuration

Project name: MatterLightOverThread

☒ Use default location

Location: C:\Users\fryu\SimlicityStudio\matter\_dev\MatterLightOverThread

BROWSE

With project files:

☐ Link to sources☒ Link sdk and copy project sources☐ Copy contents

CANCEL

BACK

NEXT

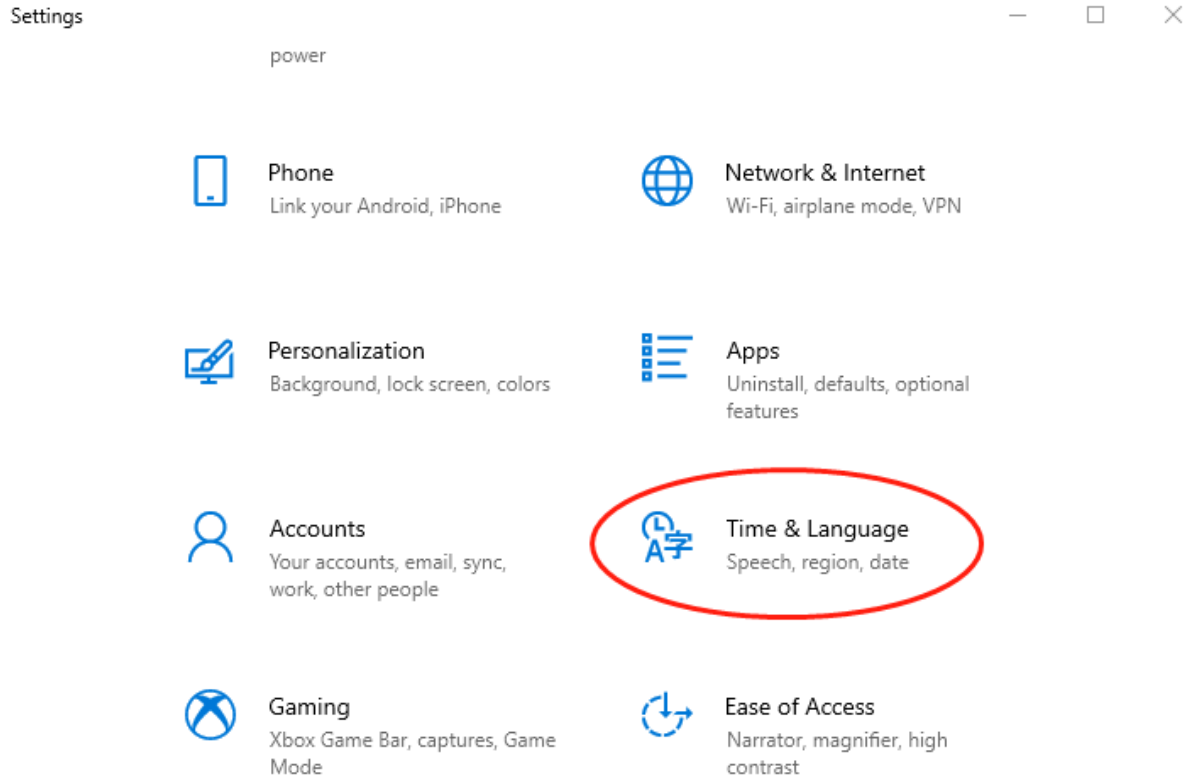
FINISH

## 4. WIN10系统配置

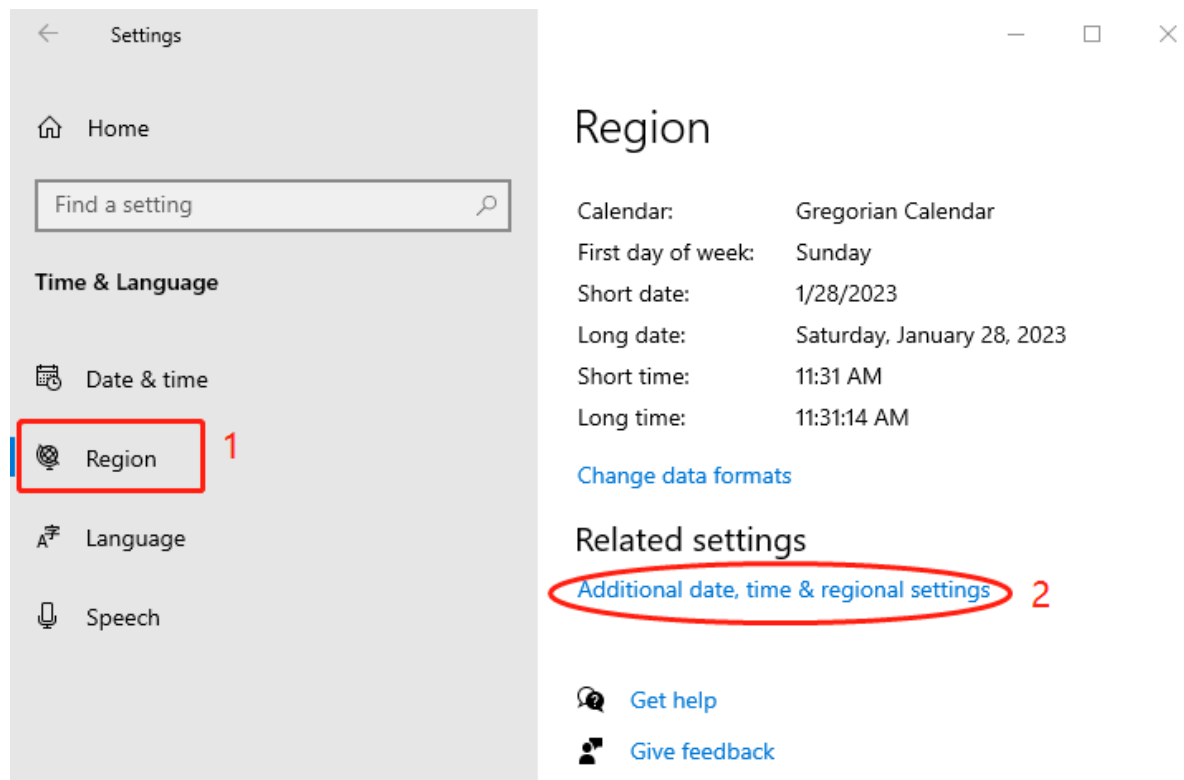
有时WIN10系统还是无法正常使用Matter GSDK，我们需要将系统的 Region 语言修改为 English。

参考步骤如下：

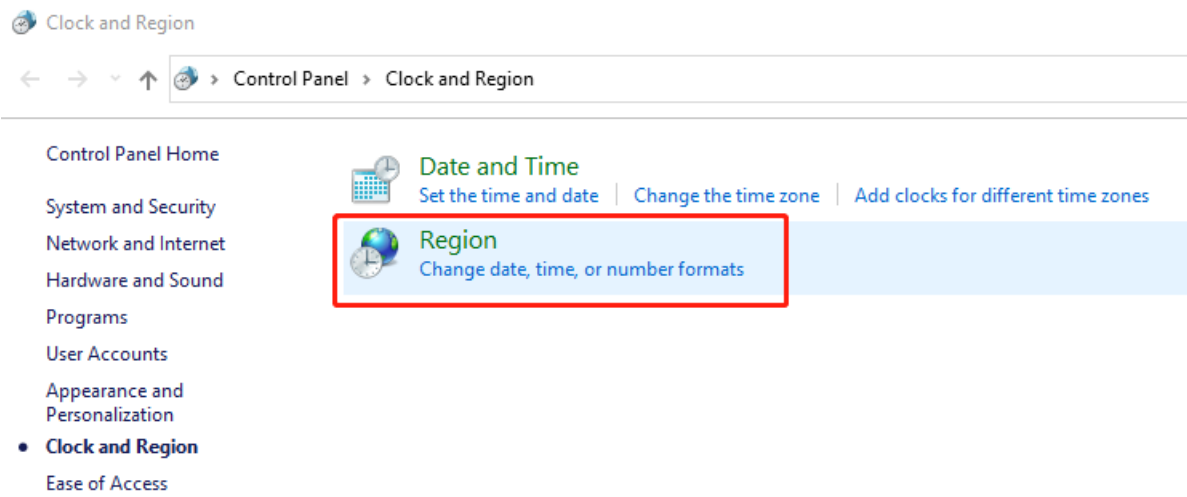
### 1. 进入 Time&Language 设备页面



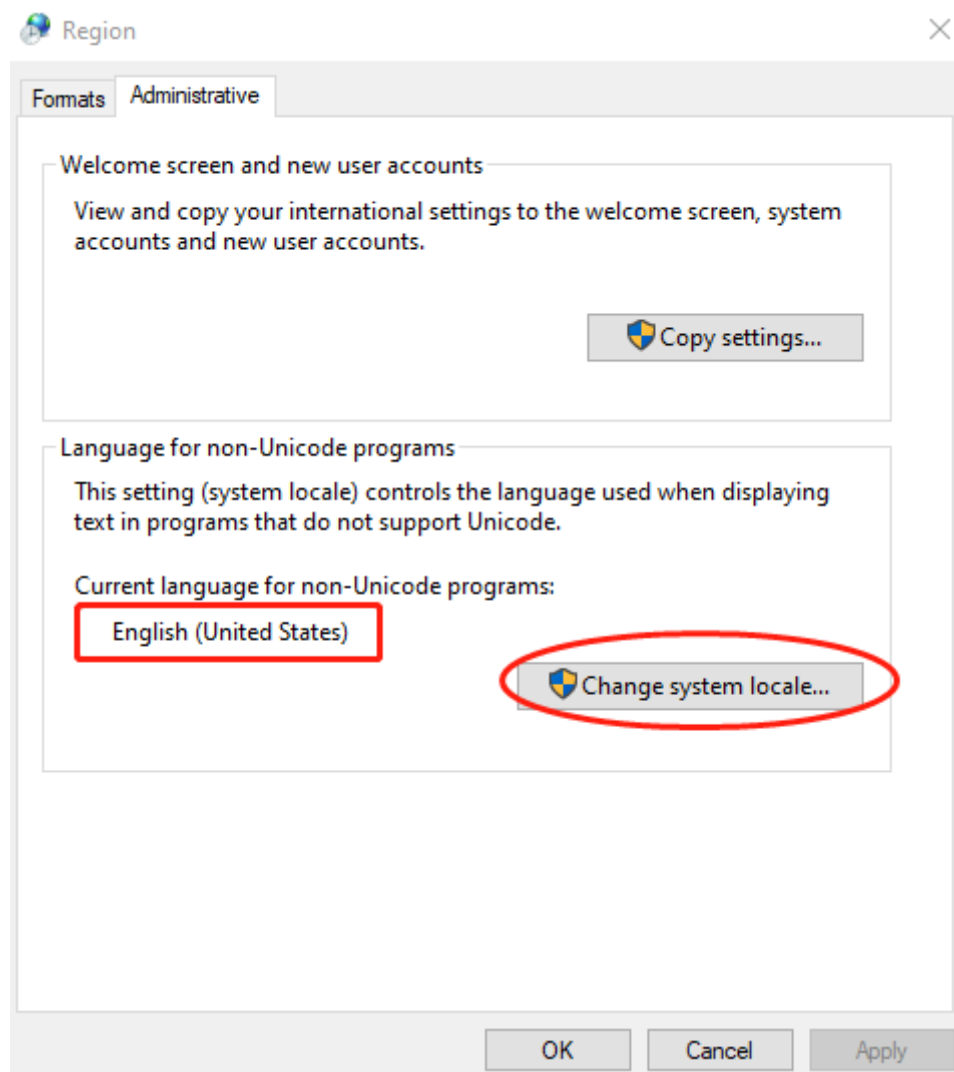
### 2. 选择 Additional date,time&regional settings



### 3. 选择 Region



4. 弹出对话框中选择 Administrative 页面。参考下图，将当前语言选择为 English。设置完成后可以需要重启电脑。



Select which language (system locale) to use when displaying text in programs that do not support Unicode. This setting affects all user accounts on the computer.

Current system locale:

English (United States)

☐ Beta: Use Unicode UTF-8 for worldwide language support

OK

Cancel