Operating instructions document.

1.1 Developing Environment

To get all the source code of the SylixOS and a simulator to provide the corresponding enviroment. We need ReadEvo and RealEvo-Simluator.

Follow the instruction:

File → New → Project → SylixOS Project →SylixOS Base

to get the initial source code of SylixOs.

1.2 Instructions

We can replace directory **/SylixOS/libsylixos/SylixOS/shell/fsLib** and **/SylixOS/libsylixos/SylixOS/shell/ttinyShell** with the files we provide. And then we can click build button on the upper-left to begin the compiling process(Figure 1).

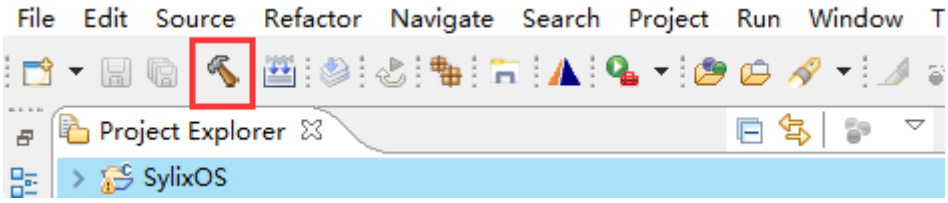

Figure 1

After compiling, we then need to build a Bsp project base on the former base project, and compile it directly after build.

The instruction is similar with the former:

File → New → Project → SylixOS Project →SylixOS Bsp

When finished, we will get a .bin file(Figure 2) under the "Debug" or "Release" directory(note if you use "x86" structure, .elf instead). And then we replace the kernel file in simulator with the .bin file we get.(e.g. like we show in mini2440 in Figure 3)

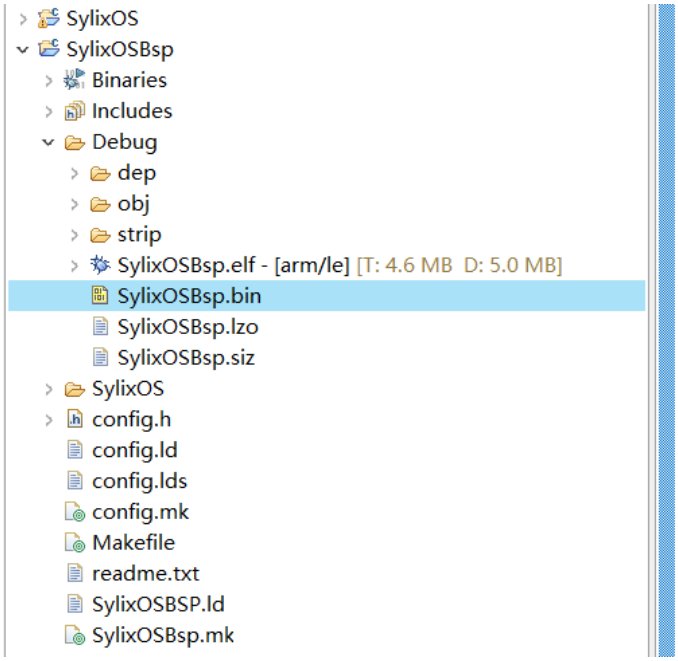

Figure 2

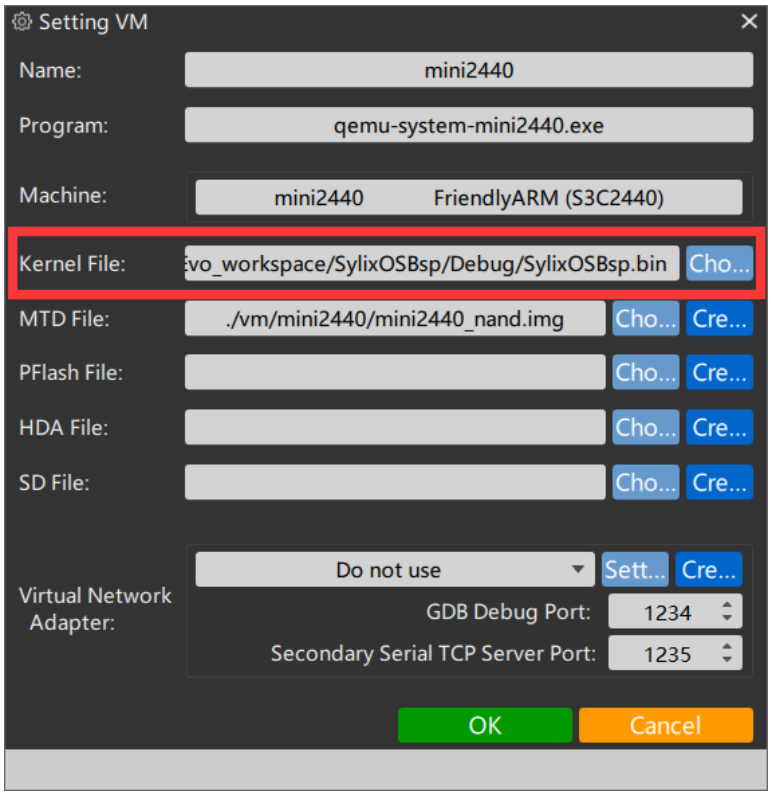

Figure 3