

How to Setup and Get Started with cbSDK



Getting Started

This guide is for getting your environment setup and ready for use. This is a Windows based guide and everything in this guide will be using the NPlayServer (simulation).

Prerequisites:

- Visual Studio (Has required “.h” files)
 - <https://www.visualstudio.com/downloads/>
- Cerebus Windows Suite
 - Acquired from Blackrock Micro Website

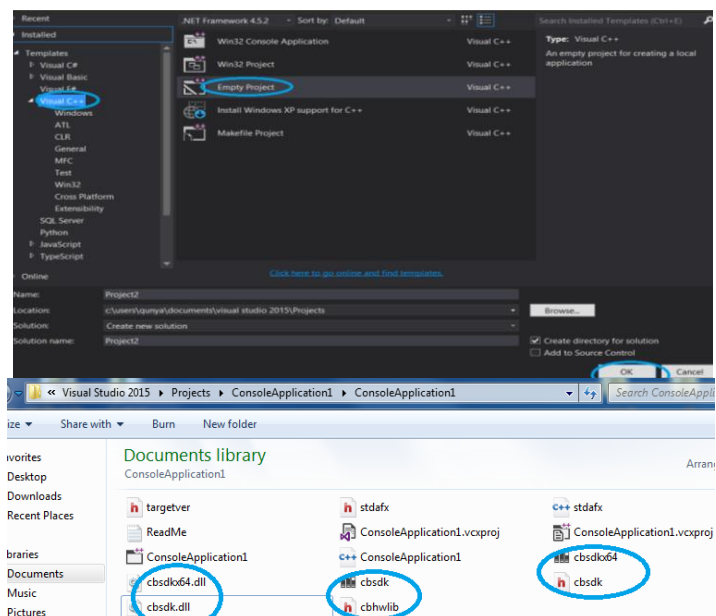
Project Files:

Setting up project folder:

- Open Visual Studio and create a new project.
 - Select “Empty Project.”
- Use Windows Explorer to find your Cerebus Windows Suit.
 - Usually in Computer → C://Program Files (x86) → Blackrock Microsystems → Cerebus Windows Suite.
 - *Project directory can also be found by right clicking under “Solutions Explorer” and clicking “Open Folder in File Explorer”
- Change directory to Cerebus Windows Suite → cbsdk → include
 - Drag both files (“.h” files) to project root.
 - Redirect to Cerebus Windows Suite.
- Redirect to Cerebus Windows Suite → cbsdk → lib
 - Drag files (“.dll” and “.lib”) to project directory

(TOP) Under “File,” select “New” and then “Project.” The image at the top is how your selections should be.

(BOTTOM) Your project’s root folder should have the following files in it from the Blackrock Cerebus folder.

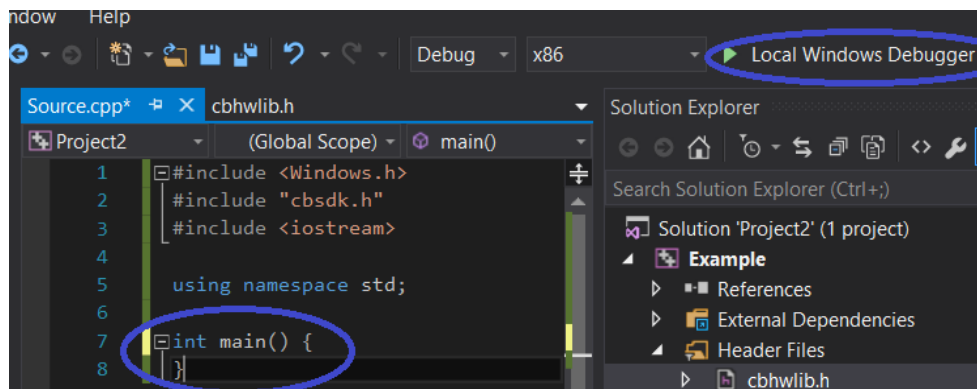


Adding Files to Project:

- On the right there is a header called “Solution Explorer”
 - Create source files by right clicking “Source Files”
 - “.cpp”
 - Drag “cbsdk.h” and “cbwlib.h” → “Header Files”
 - Drag “cbsdk.dll” and “cbsdk.dll” → “Resource Files”

Performing a Test Run:

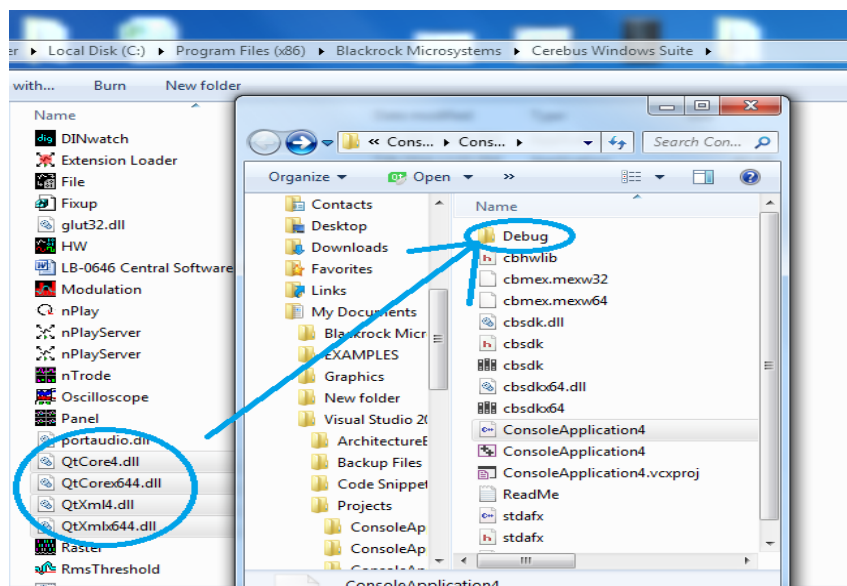
- Perform a test run by first creating a “Main Function”
 - “#includes” and “int main()”
 - Press “Local Windows Debugger”



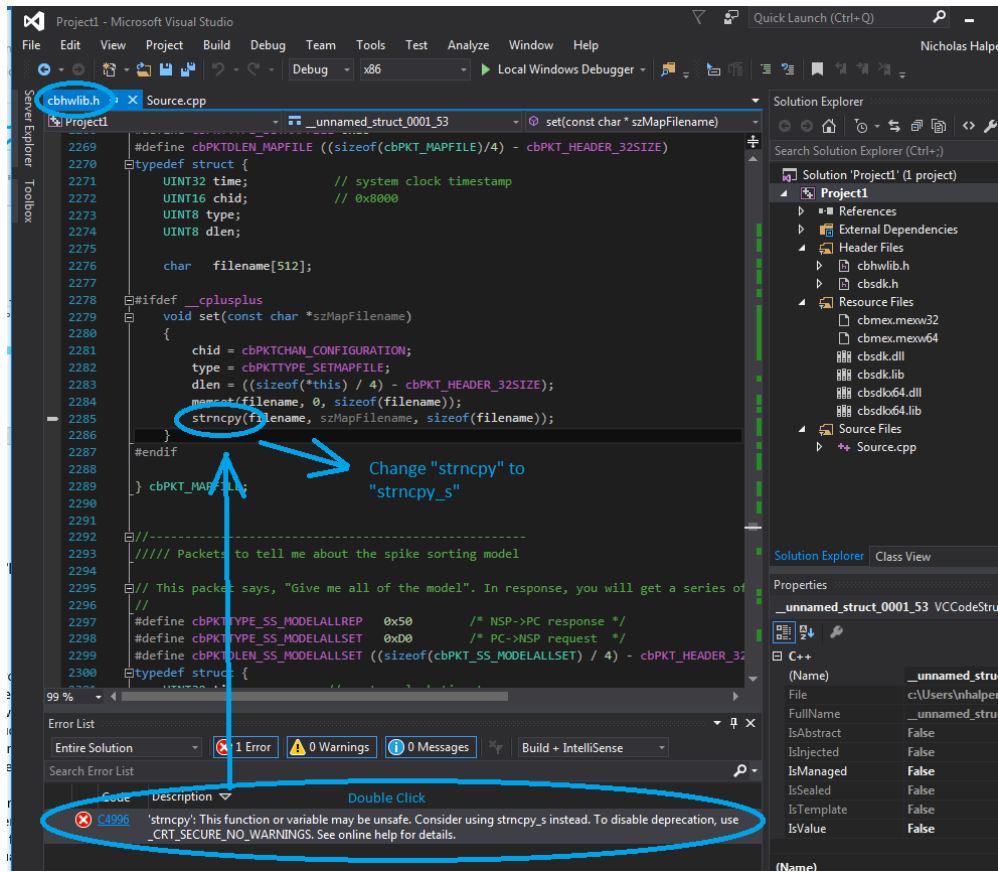
This is a basic main function and will create the “debug folder. *Be sure to add the #includes*

Putting Files in the Debug Folder:

- In C://→ Program Files (x86) → Blackrock Micro → Cerebus Windows Suit
 - Transfer the following files into the debug folder (project root folder).



Correcting the “strncpy” error:



Click the error list and it will open “cbhwlib.h” and go to the line of the error. Fix it as shown.

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