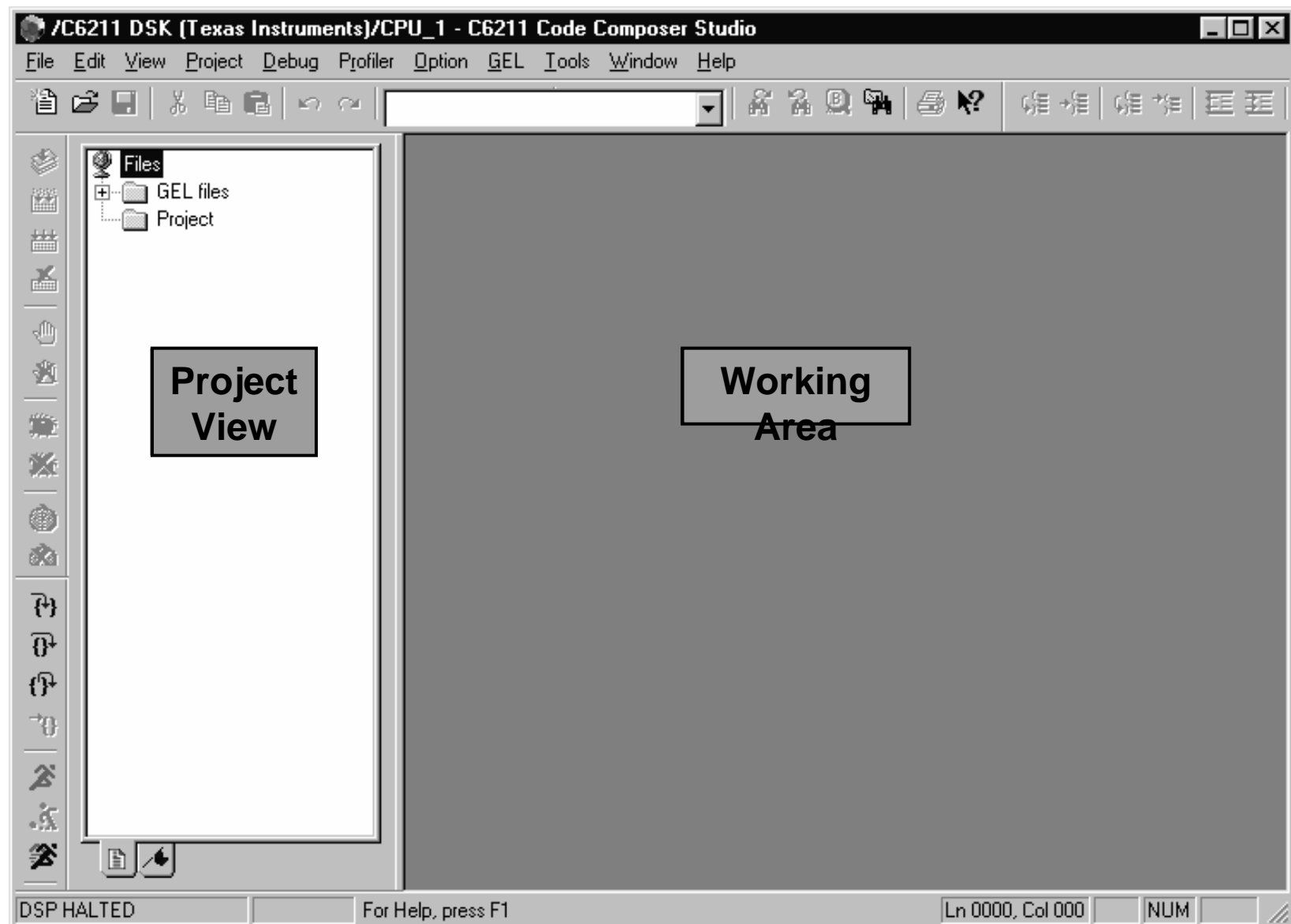


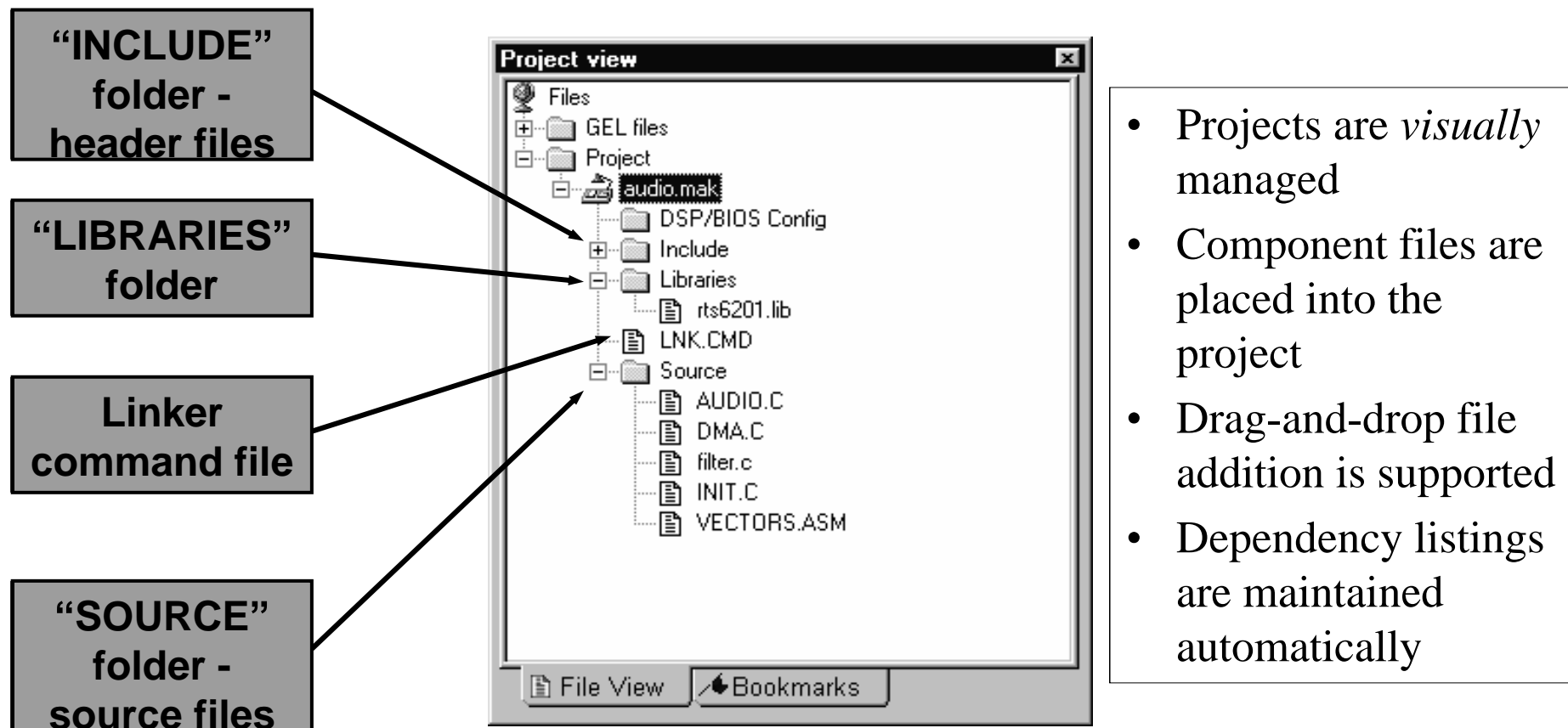
# Code Composer Studio™ Environment





# Code Composer Studio™ Project Manager

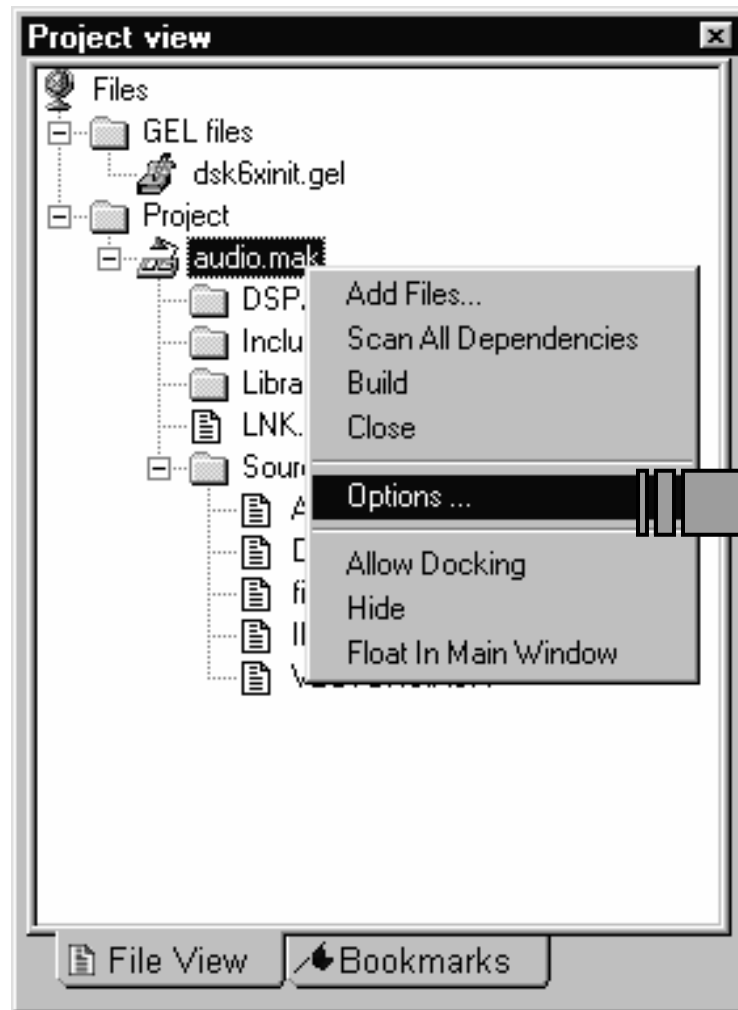
**All project files are automatically placed into appropriate folders depending on the file type**



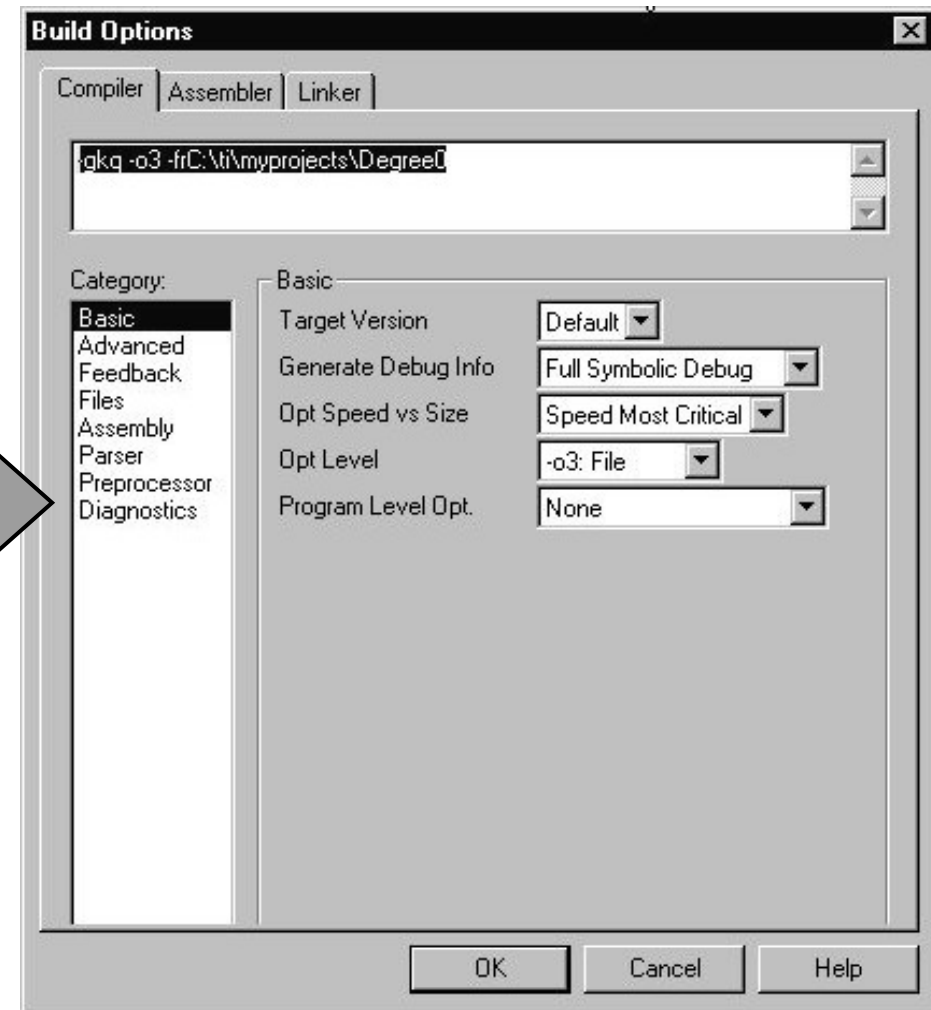
# Project Build Options - Compile, Assemble, Link



**Set build options intuitively  
via the Project Manager**



**Set build options by making  
selections in English**



# Building the Executable - Project Toolbar



The screenshot shows the C6211 Code Composer Studio interface. The title bar reads "/C6211 DSK (Texas Instruments)/CPU\_1 - C6211 Code Composer Studio- audio.mak". The menu bar includes File, Edit, View, Project, Debug, Profiler, Option, GEL, Tools, Window, and Help. The toolbar contains various icons for file operations and development. The left pane shows a file tree with folders like GEL files, Project, and audio.mak, and files like DSP/BIOS C, Include, Libraries, ts6201.lib, LNK.CMD, and Source files including AUDIO.C, DMA.C, filter.c, INIT.C, and VECTORS. The main workspace is labeled "Project Toolbar" and contains icons for building. Annotations include:

- Build all**: Points to the "Build all" icon in the Project Toolbar.
- Rebuild**: Points to the "Rebuild" icon in the Project Toolbar.
- Build all files**: Points to the "Build all files" icon in the Project Toolbar.
- Incremental build - rebuild only those files changed since last build**: Points to the "Incremental build" icon in the Project Toolbar.
- Build window**: Points to the output window at the bottom.

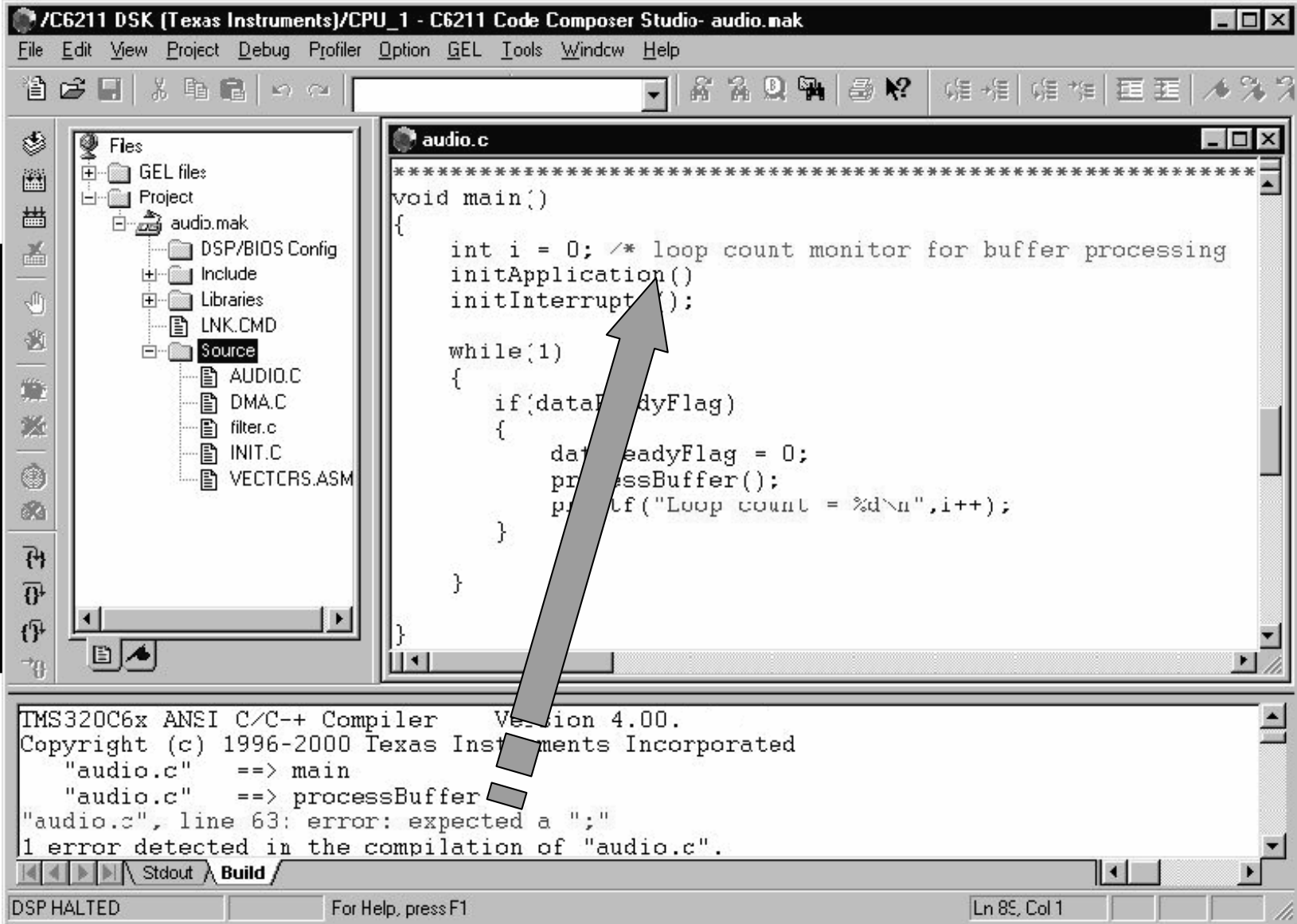
The output window shows the following text:

```
cl6x INIT.C -gk -mxw -frC:\ti\myprojects\Degree0
[init.c]
TMS320C6x ANSI C/C++ Compiler Version 4.00
Copyright (c) 1996-2000 Texas Instruments Incorporated
"init.c" ==> initApplication
```

The status bar at the bottom indicates "DSP HALTED" and "For Help, press F1".

# Building the Executable - Syntax Error Checking ☺

**Double click on error message takes you to line at which error occurred**



The screenshot displays the C6211 Code Composer Studio interface. The left pane shows the project structure with 'audio.c' under the 'Source' folder. The main editor window shows the code for 'audio.c', which includes a 'main' function and a 'while' loop. The bottom console window shows the compilation output, including the error message: "audio.c", line 63: error: expected a ";".

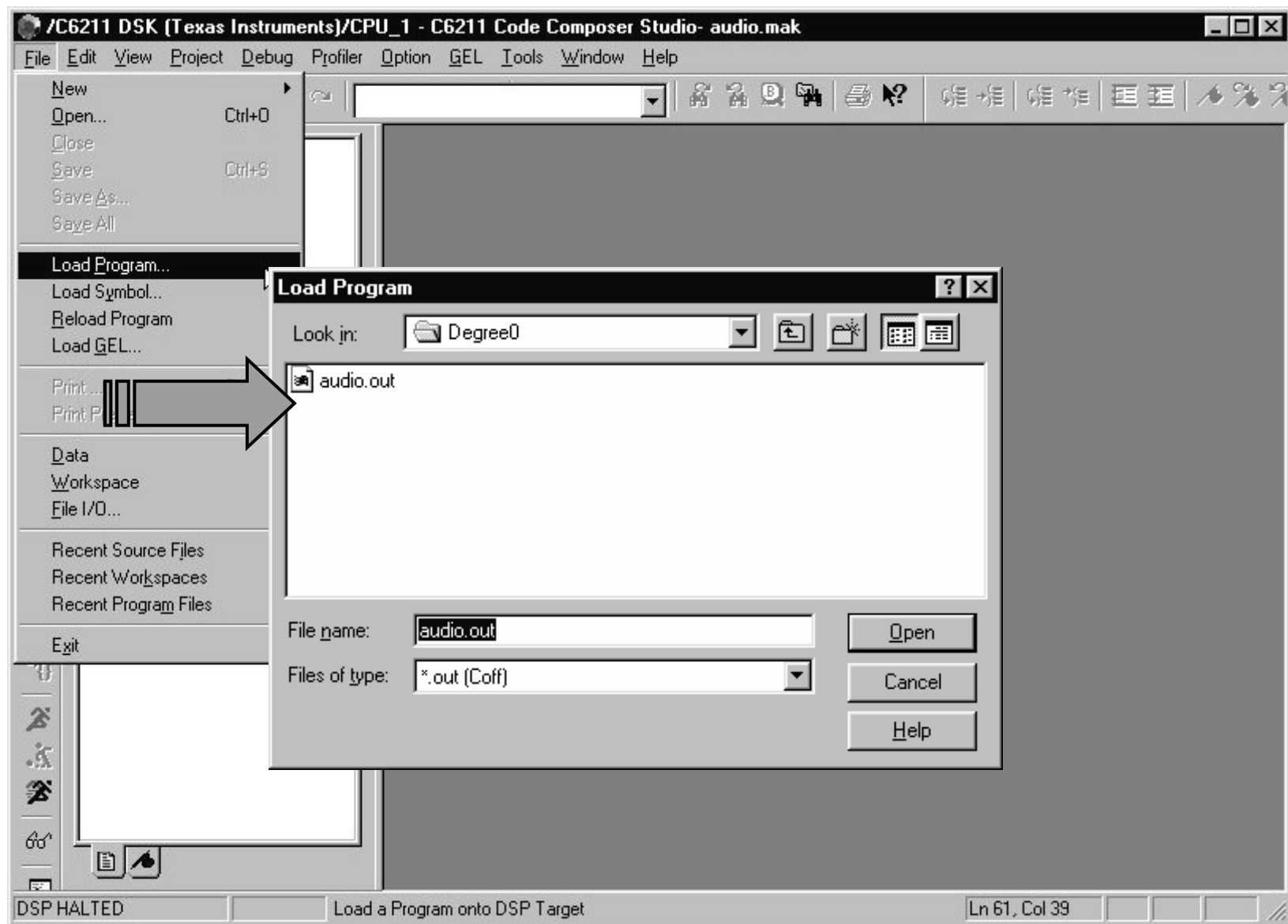
```
void main()
{
    int i = 0; /* loop count monitor for buffer processing
    initApplication();
    initInterrupt();

    while(1)
    {
        if(dataReadyFlag)
        {
            dataReadyFlag = 0;
            processBuffer();
            printf("Loop count = %d\n",i++);
        }
    }
}
```

TMS320C6x ANSI C/C++ Compiler Version 4.00.  
Copyright (c) 1996-2000 Texas Instruments Incorporated  
"audio.c" ==> main  
"audio.c" ==> processBuffer  
"audio.c", line 63: error: expected a ";"  
1 error detected in the compilation of "audio.c".

DSP HALTED For Help, press F1 Ln 89, Col 1

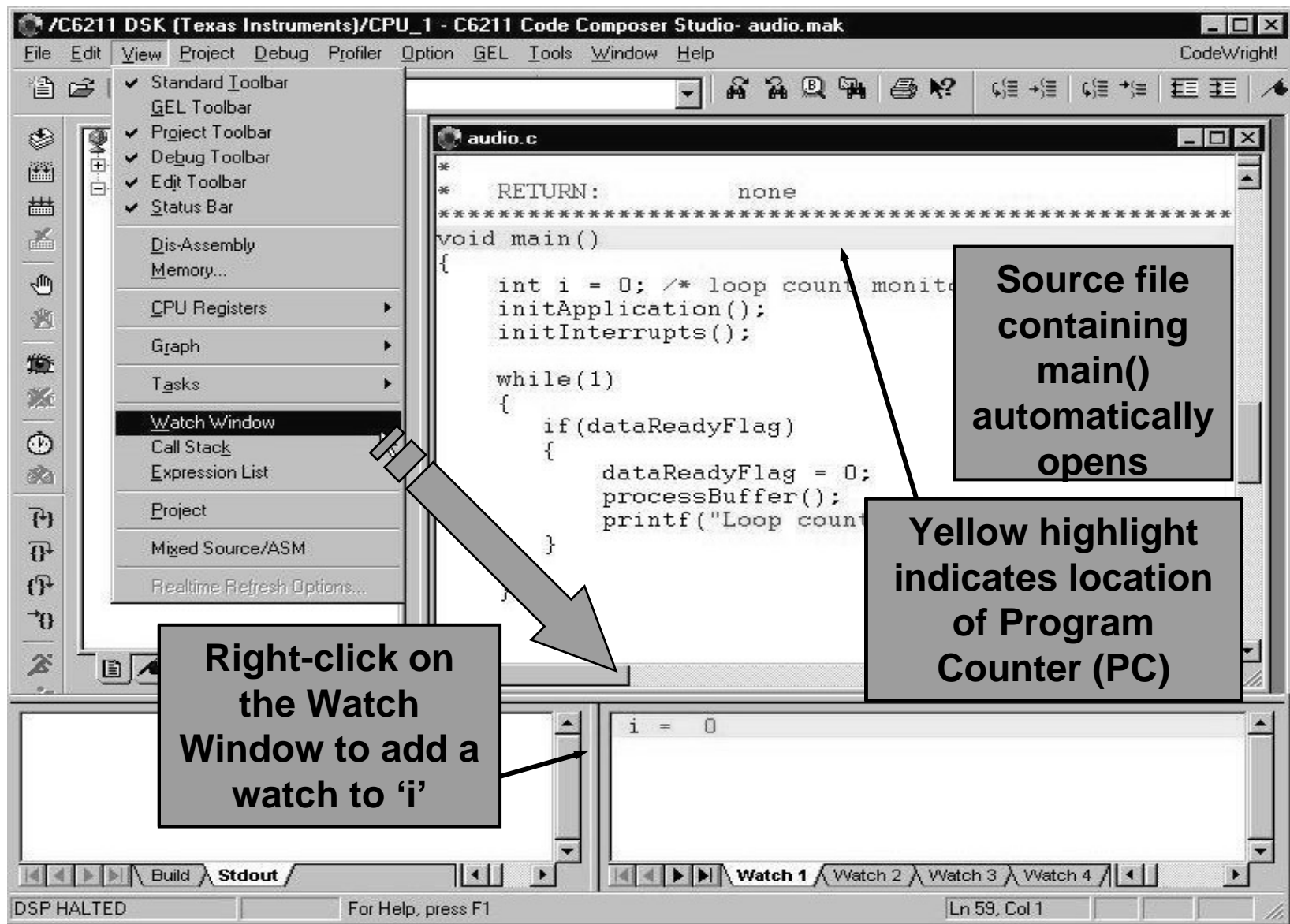
# Step 1 - Load Executable to Target



# Step 2 - Run to 'main()'

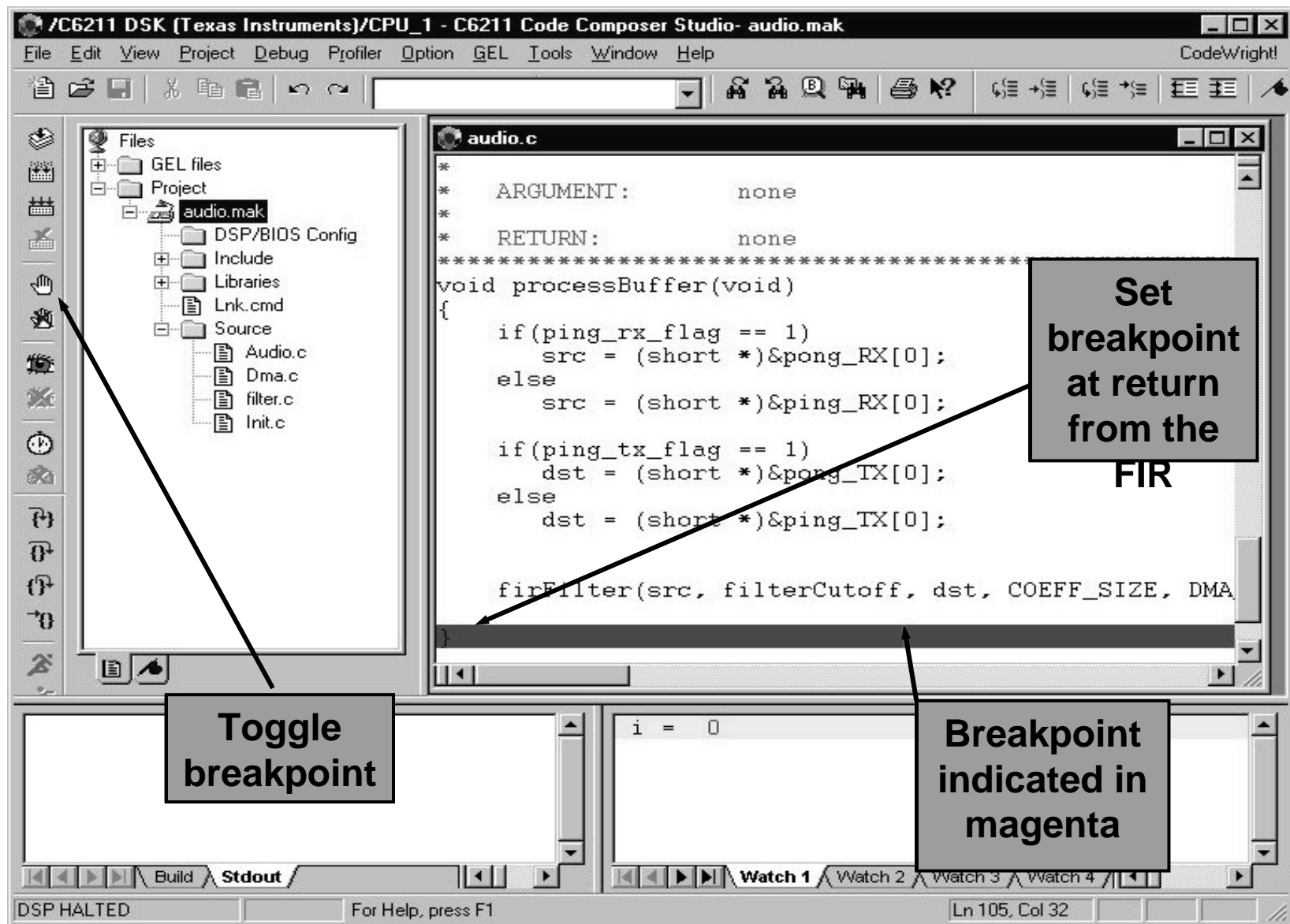


# Step 3 - Open Watches





# Step 4 - Set Breakpoints



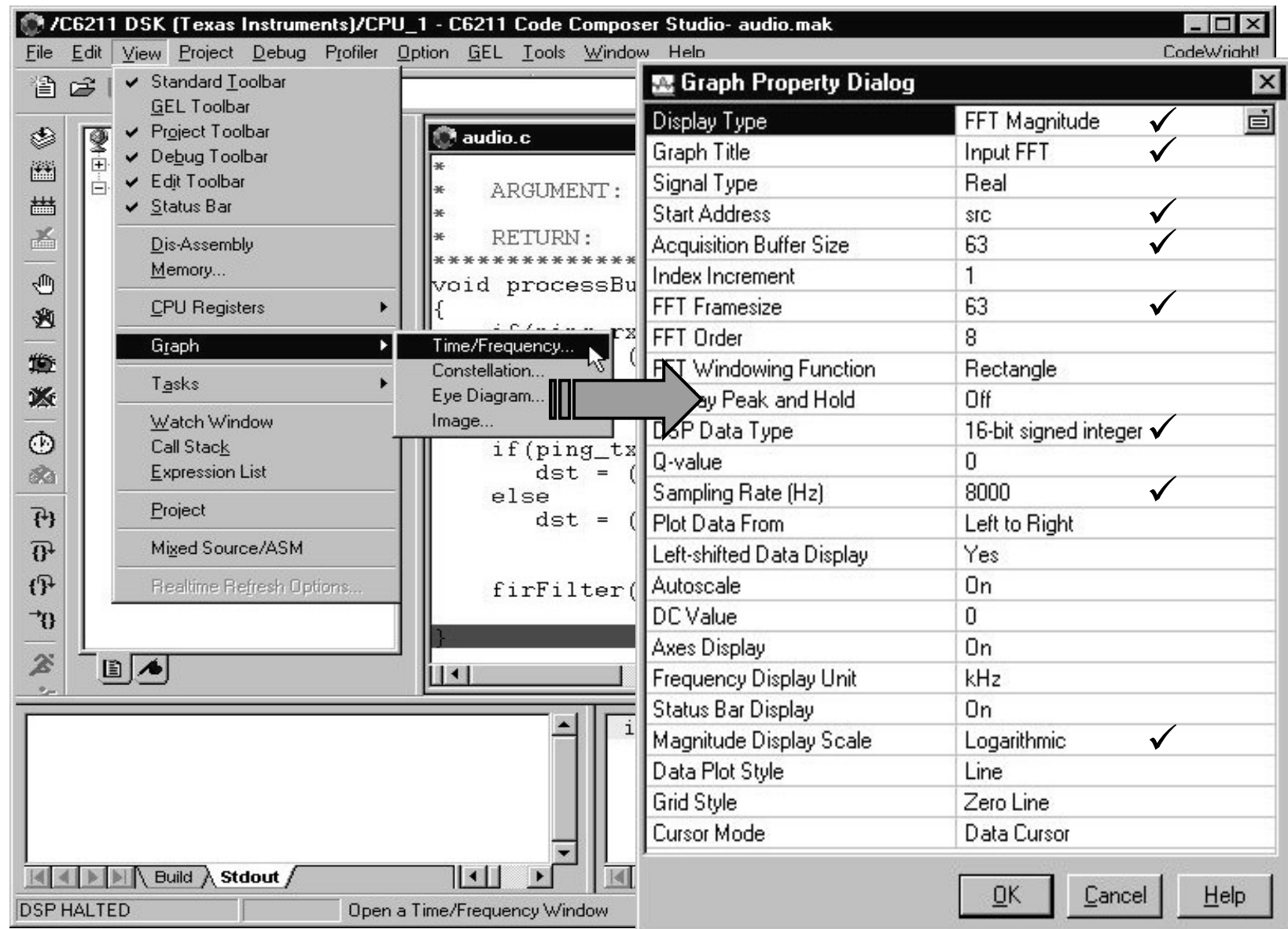
# Step 5 - Invoke & Configure Graphs



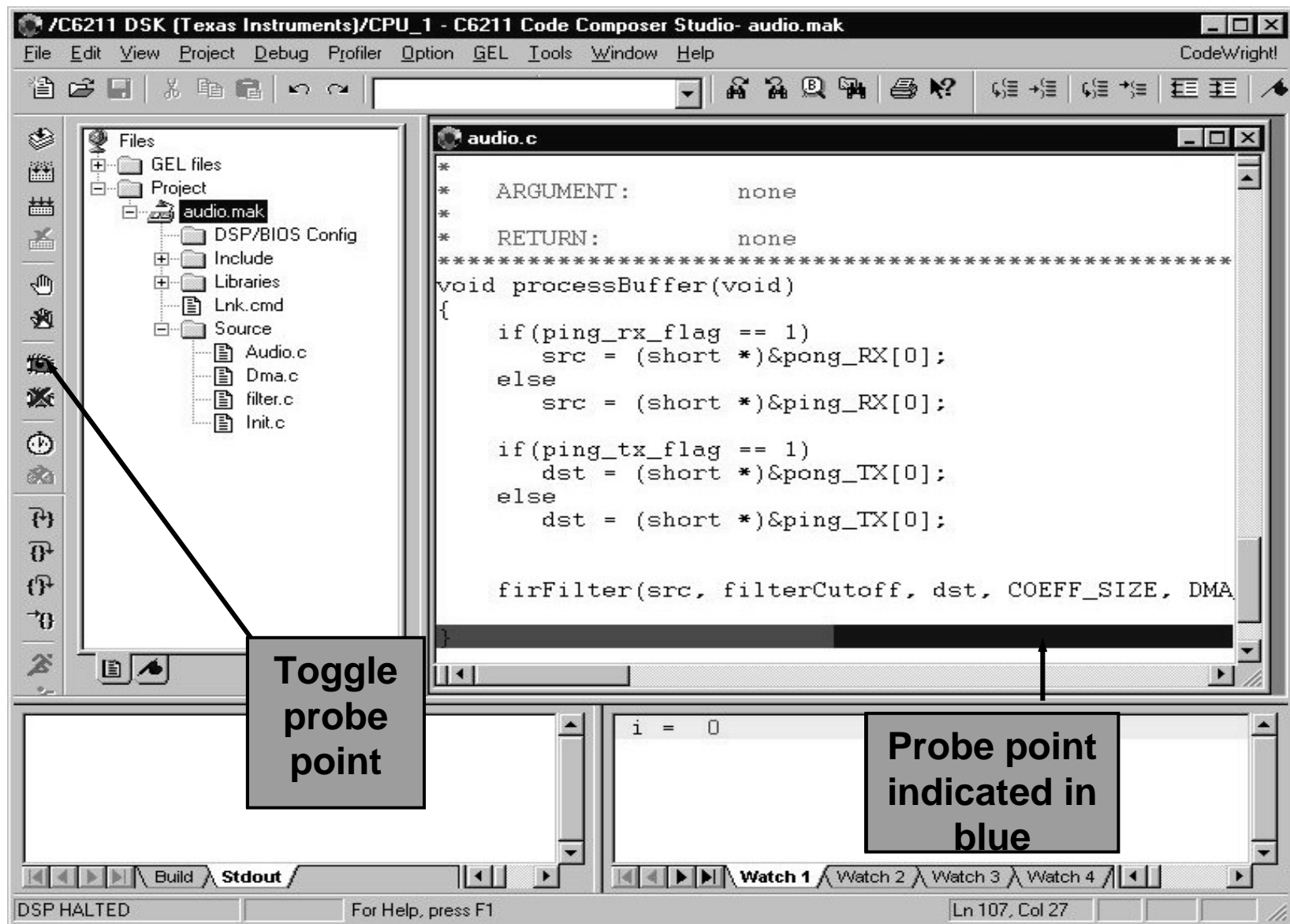
## Note:

◆ Graphs are a host side process to minimize load on target.

◆ Checked items were adjusted to give the desired display.

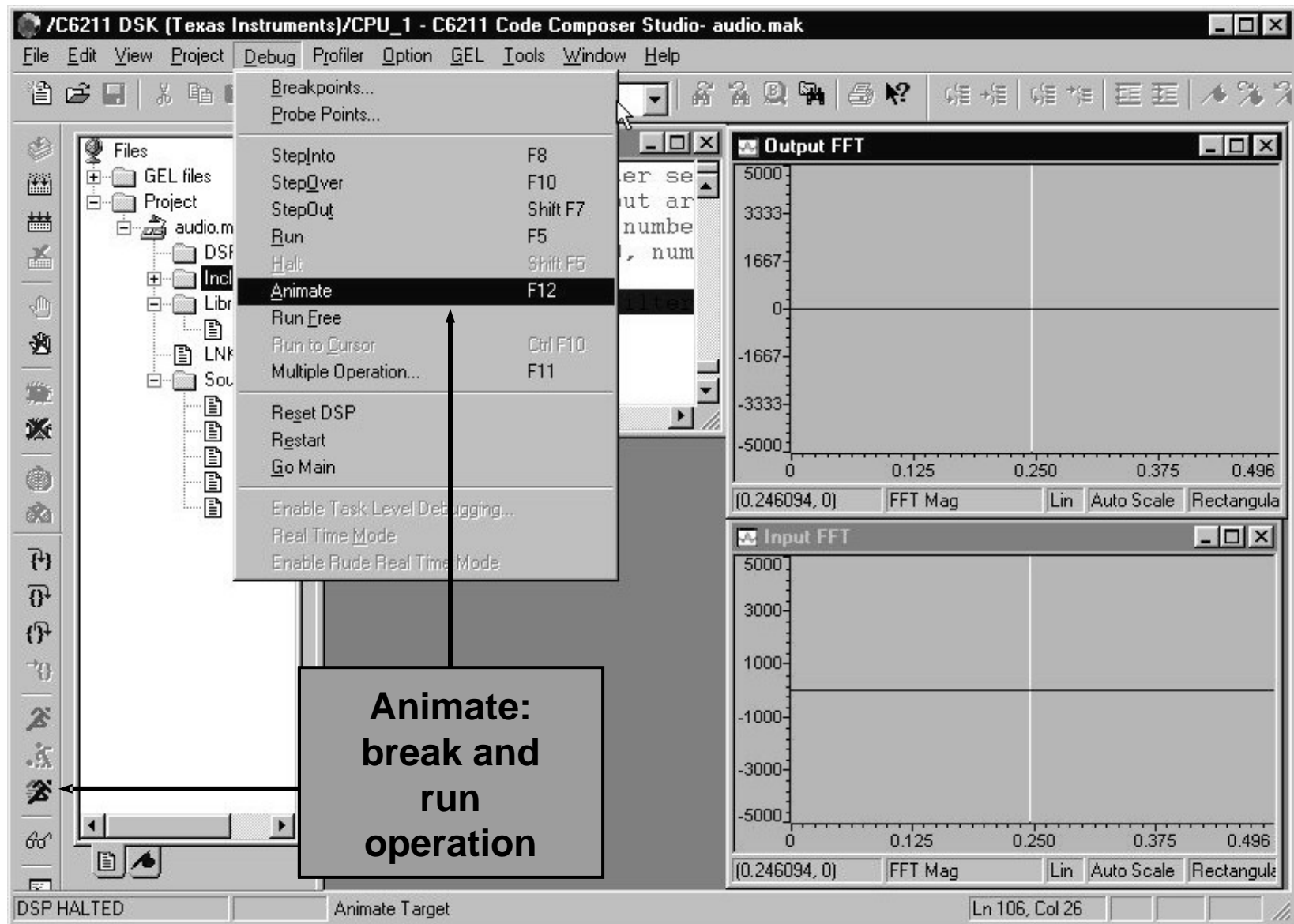


# Step 6 - Probe Points: When to Get/Put Data

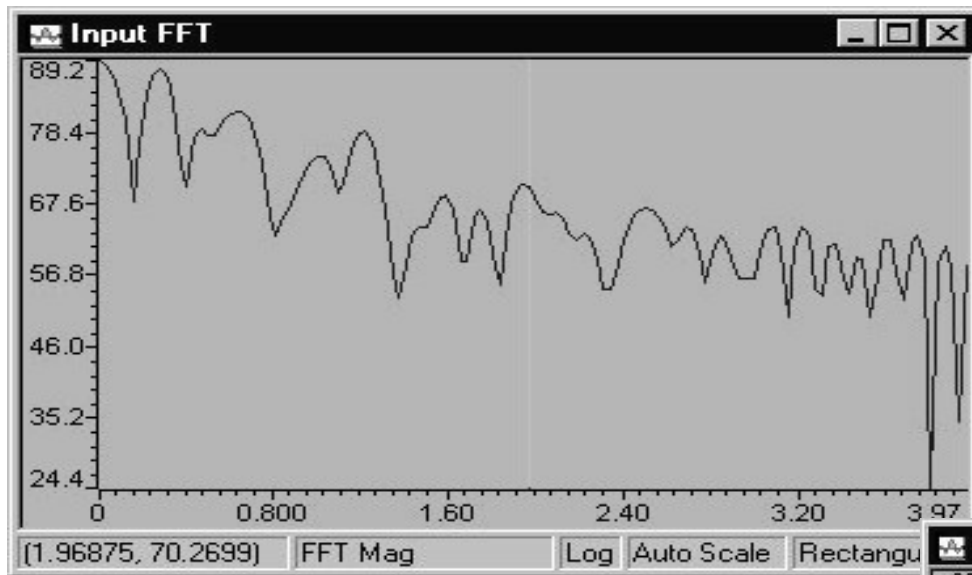




# Step 7 - Animation Allows Visualization ☺



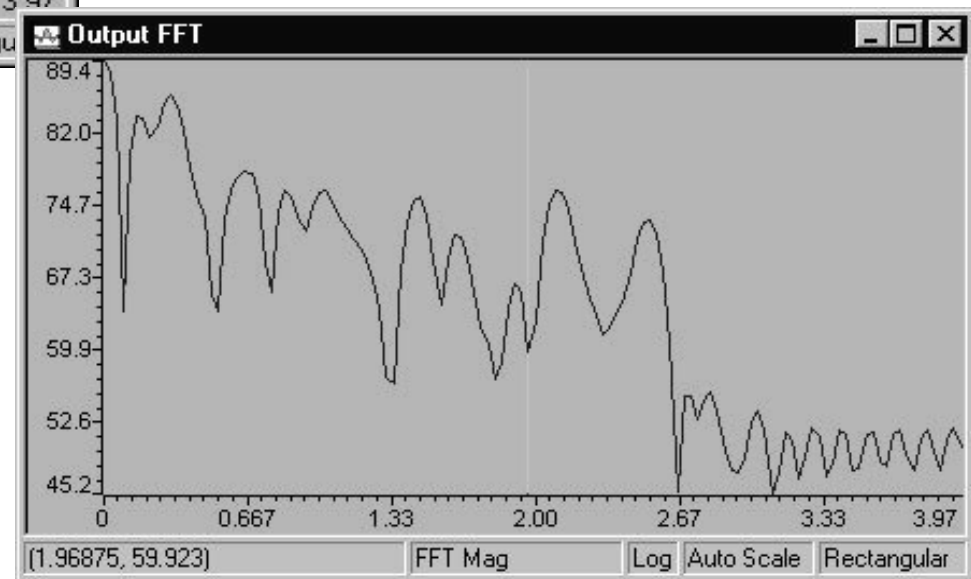
# Graphs Update Each Time Probe Point Encountered 😊



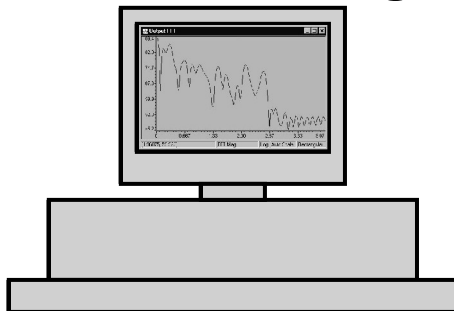
**FIR Filter on target performs  
Low Pass function**



**FIR Filter**



**Graphing is performed on  
host - not target**



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