Creating a New Project for Zilog Developer Studio II

If you follow the procedure below, you can create a new project in less than 2 minutes!

1. Before beginning a new project for ZDS II, use Windows Explorer to create a folder for the project, e.g. ***myProject***. In this folder place an initial version of the program you want to develop, e.g. ***myProg.asm***. You can use any text editor to create the program. By far the best editor for writing programs that I have found is the (free) program Notepad++.

2. Now open ZDS II and select ***New Project*** from the File menu. In the dialog box that appears, enter the Project Type, CPU, and Build Type:

   Project Type: `Assembly Only`
   CPU: `eZ80F92`
   Build Type: `Executable`

   Then click on the ***Browse*** button **[...]** to the right of the field called ***Project Name:***

3. A new dialog box, ***Select Project Name***, will appear. Use the ***Look in:*** drop-down list box here to find the directory you've created for your project and double-click on it. Next, in the ***File name:*** field, enter the name of your project. Pick the same name you used for the project directory, e.g. ***myProject***. Click ***Select*** to return to the ***New Project*** dialog box, and then click ***Continue***.

4. The ***New Project Wizard*** dialog box will now appear. Pick ***eZ80F92_99C0873_Flash*** as the Target Name and ***Simulator*** as the Debug Tool. Then click ***Next>>.***

5. The ***New Project Wizard*** dialog box now changes to show the ***Target Memory Configuration***. In the field labelled ***RAM***, enter ***040000-0BFFFF*** for an ADL mode program, or ***000000-007FFF*** for a Z80 mode program. Then click ***Finish***.

6. ZDS II has now created a new project in the project's directory, which contains the project file (e.g. ***myProject.zdsproj***) in addition to your assembly language progrqm. You will now be back in the main window of the ZDS Developer Studio. In the Toolbar above the main window, BE SURE TO SELECT ***Release*** instead of ***Debug***.

7. Go to the menu bar in the main window and select ***Project-->Add Files…*** to add your program and any other source files that you want into the project. It's best to have all your source files in the project directory. Then click on the '+' sign next to the ***Assembly Only Project Files*** at the top of the left sidebar to see the files you've added to the project. Double-clicking on any file name opens it in a window for viewing and/or editing.

8. Your project is now completely set up. You can assemble your program by just pressing the F7 key or by selecting ***Build-->Build*** on the menu bar. The output window at the bottom of the screen will show if the build succeeded. If there are errors, they will be displayed along with the line number in your program where the error occurred.

9. The build command will create a Hex file (and other files) in the Releases subdirectory of your project directory.