

# CPE 325: Embedded Systems Laboratory

## Laboratory #1 Tutorial

### Introduction to TI Code Composer Studio (IDE)

**Aleksandar Milenković**

Email: [milenka@uah.edu](mailto:milenka@uah.edu)

Web: <http://www.ece.uah.edu/~milenka>

#### Objective:

This tutorial will help you get started with the TI's Code Composer Studio for MSP430. It includes the following topics:

*Creating an application project*

*Debugging*

#### Notes:

The latest version of Code Composer Studio can be downloaded for free from the TI's landing web site: <http://www.ti.com/tool/ccstudio>. A download web page is at: <https://www.ti.com/tool/download/CCSTUDIO>. We recommend downloading and installing the latest version of Code Composer Studio. It is available for Windows, Linux, and Mac OS. This tutorial is written for Code Composer running on a Windows machine.

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# 1 Creating a Project

This section introduces you to the TI's Code Composer Studio (CCStudio) Integrated Development Environment (IDE) that will be used for software development in the Embedded Systems Laboratory. In the form of a step-by-step tutorial, it demonstrates a typical development cycle and shows you how to use the CCStudio compiler and the CCStudio linker to create a small application for the MSP430 microcontroller. It includes topics such as creating a workspace, setting up a project with C source files, compiling and linking your application, and debugging.

## 1.1 Creating a New Workspace and a Project

Using the Code Composer Studio IDE, you can design advanced projects. For more information, read the documents from the following web site: <https://www.ti.com/tool/CCSTUDIO>. Here, we will create a relatively simple project with several source files.

Step 1. Open Code Composer Studio (CCS).

Step 2. In the Eclipse Launcher select a directory to be used as the workspace (see Figure 1.) and press <Launch>. A *Getting Started* window will appear (Figure 2). This page provides links to example projects as well as documentation related to Code Composer and TI Microcontrollers.

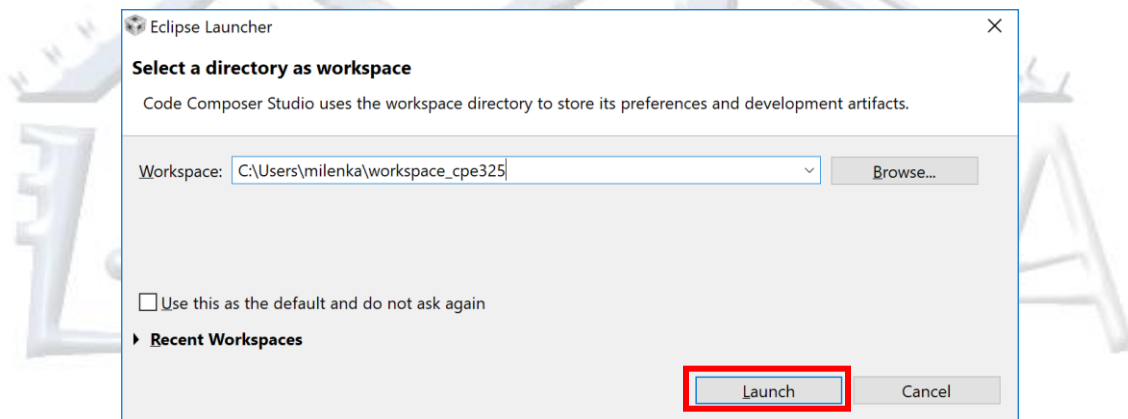


Figure 1. Eclipse Launcher

Step 3. Create a new project from the *Getting Started* menu. Click the <New Project> button. A New CCS Project window appears as shown in Figure 3.

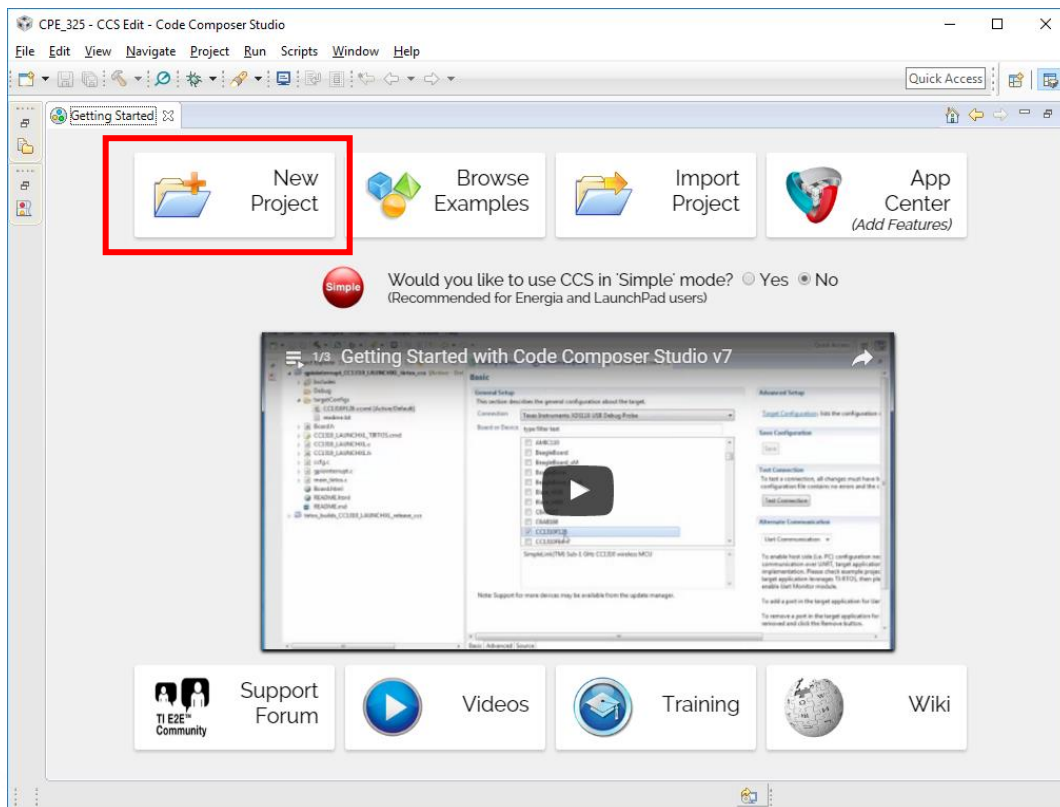
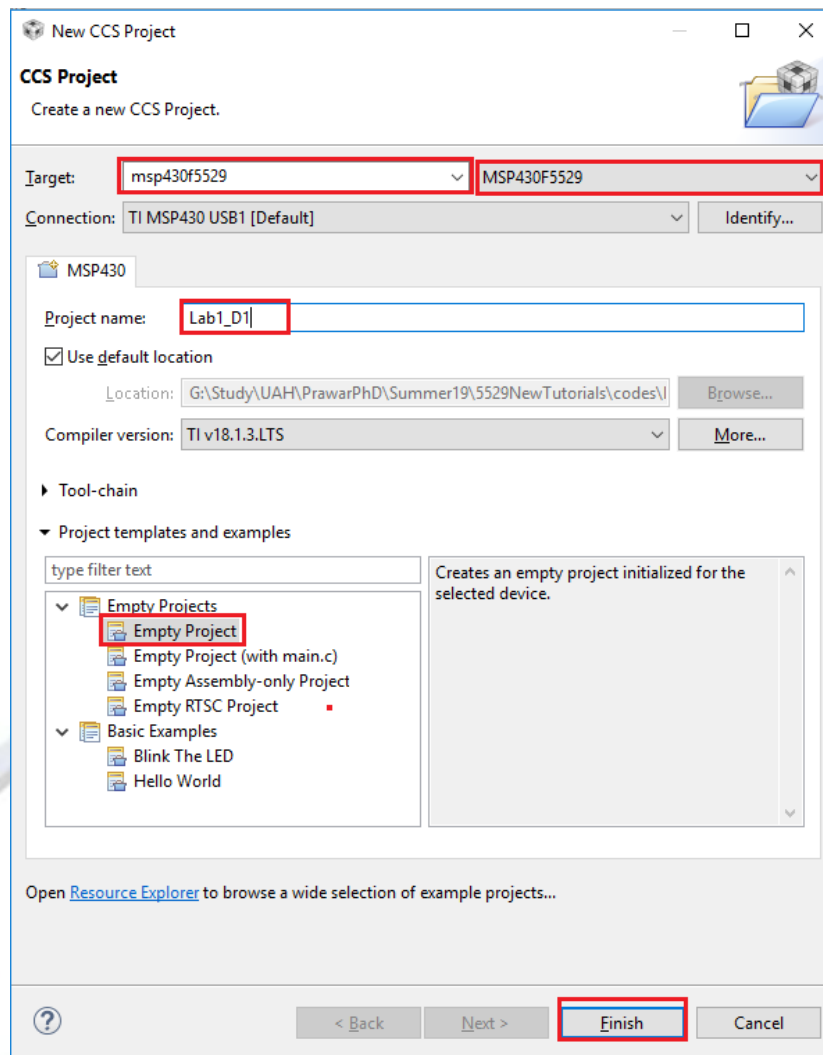


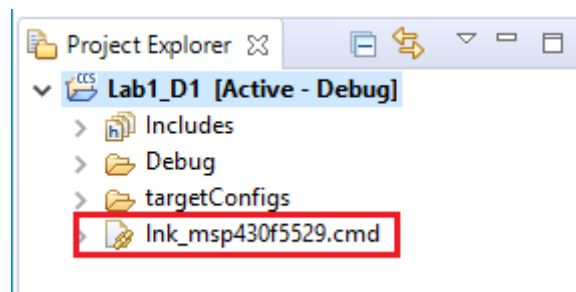
Figure 2. CCS Getting Started Page

Step 4. Name the project “Lab1\_D1” and select “Empty Project” (see Figure 3.). For the target, select one of the following options depending on the target board you are using: (a) MSP430FG4618 for the TI MSP430FG4618/2013 Experimenter’s board; (b) MSP430G2553 for the MSP430 Launchpad; or (c) **MSP430F5529 for MSP430F5529LP Launchpad.**

Step 5. Click <Finish>. The Project Explorer will show where all the project files are. Note that there are no source code files because we created an Empty Project (Figure 4).

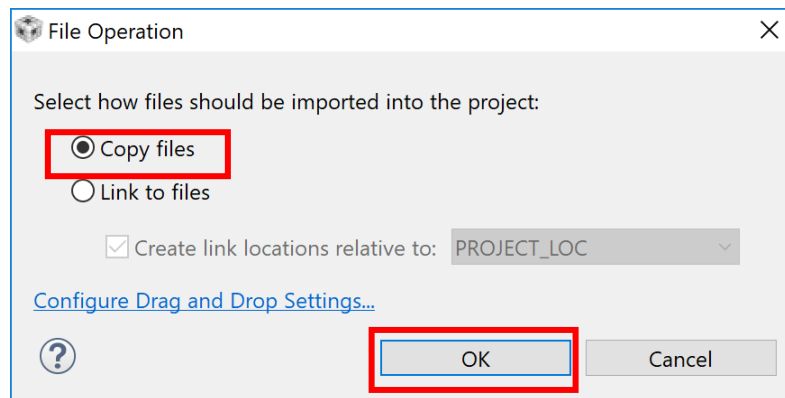


**Figure 3. New CCS Project Setup**



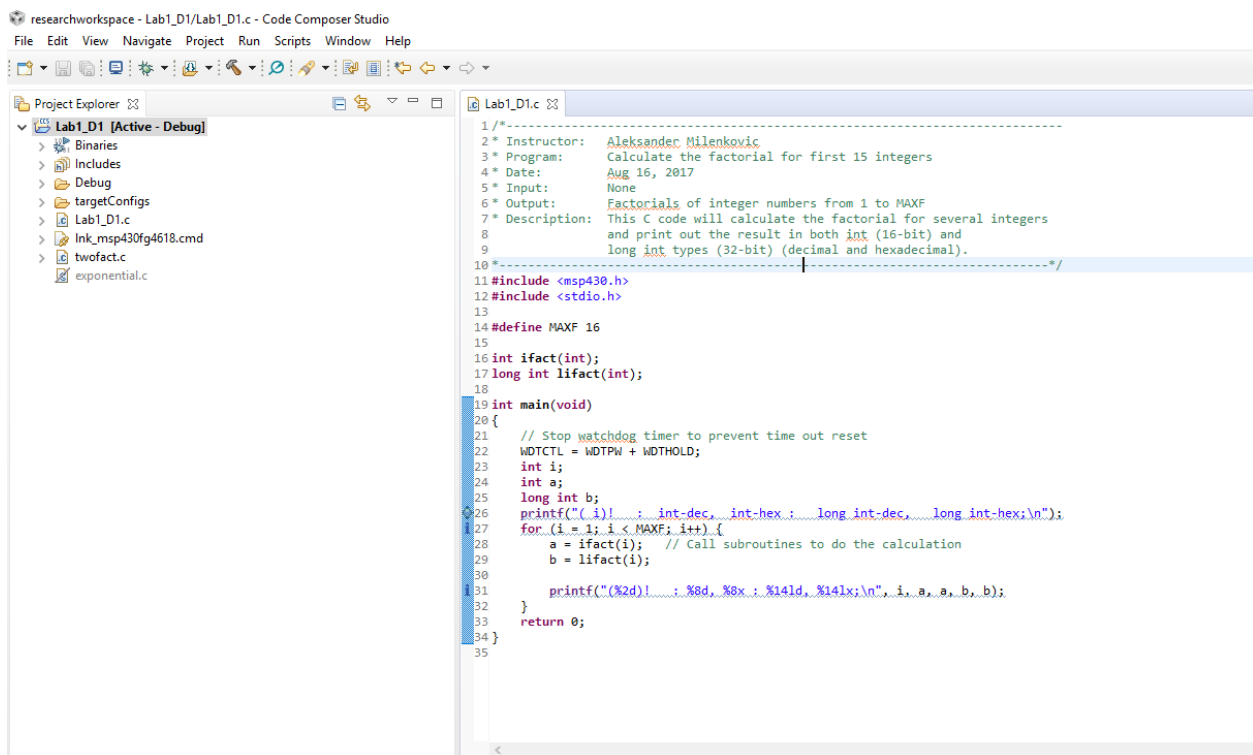
**Figure 4 Project Explorer**

Step 6. Click Project->Add Files and navigate to the directory where “Lab1\_D1.c” and “twofact.c” files are located. Select both files and then click Open. When prompted select “Copy Files” and click <OK>. This should copy these source files to the project folder.



**Figure 5. File Operation Dialog**

Step 7. Double-click one of the files to see the source code (see Figure 6).

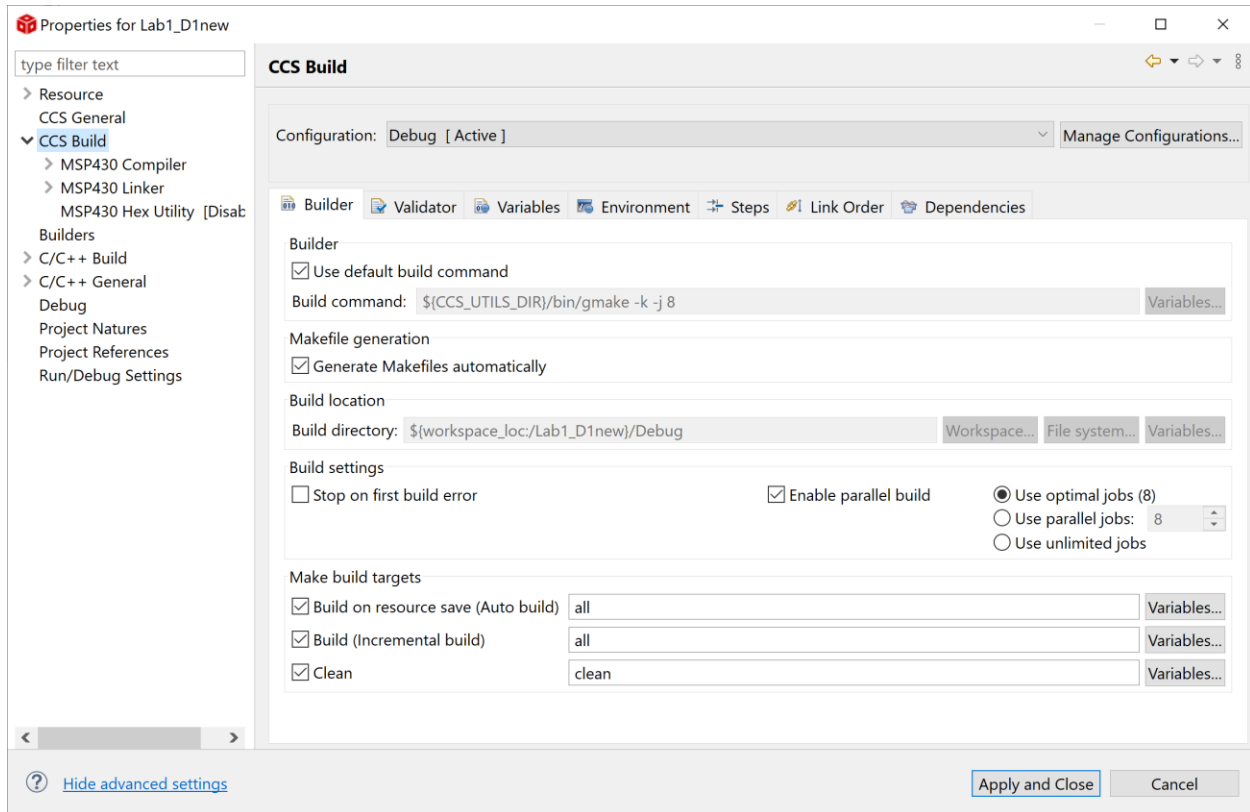


**Figure 6. Code Composer Studio**

## 1.2 Compiling and Linking the Application

You can now compile and link the application. You should also create a compiler list file and a linker map file and view both.

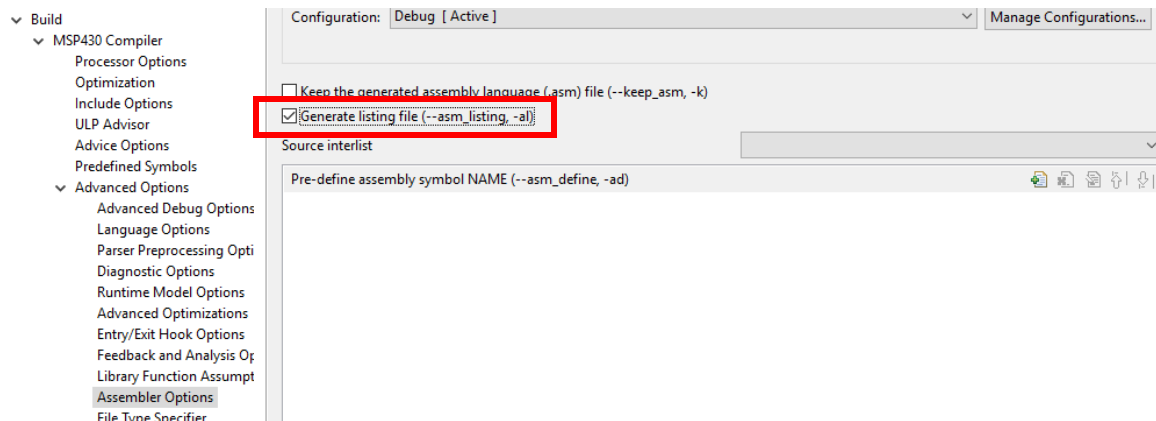
Step 1. Right-Click “Lab1\_D1” in the project explorer and select “Properties”. Select “CCS Build” in the new window will pop up. Your window should be as shown in Figure 7.



**Figure 7. Project Properties**

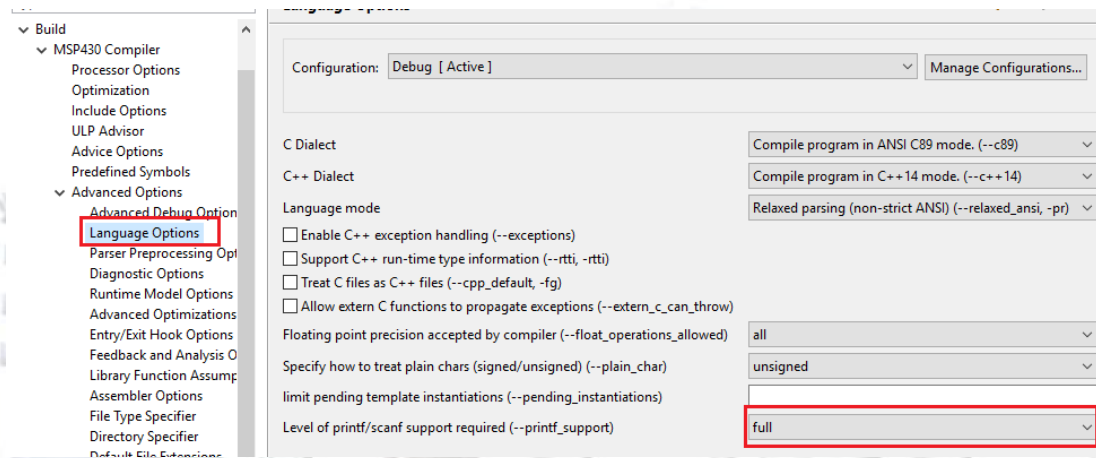
Step 2. From this menu, you can setup various project settings such as compiler optimizations, list file generation, heap size, stack size, and the level of printf/scanf support. Below are several useful options.

- Select the “CCS Build->MSP430 Compiler->Optimization.” This option allows you to set optimization settings. From the drop-down menu set the “Optimization level” to off.
- Select the “CCS Build->MSP430 Compiler->Advanced Options->Assembler Options” to setup the listing file options. Select the checkbox “Generate listing file (--asm\_listing, -al)” (Figure 8).
- Select the “Build->MSP430 Compiler->Processor Options.” This allows you to set the code and memory model. Set the “Silicon version” to msp and the “code memory model” and “data memory model” to small. This will limit the instruction set to non-extended instructions.



**Figure 8 Project Assembler Options**

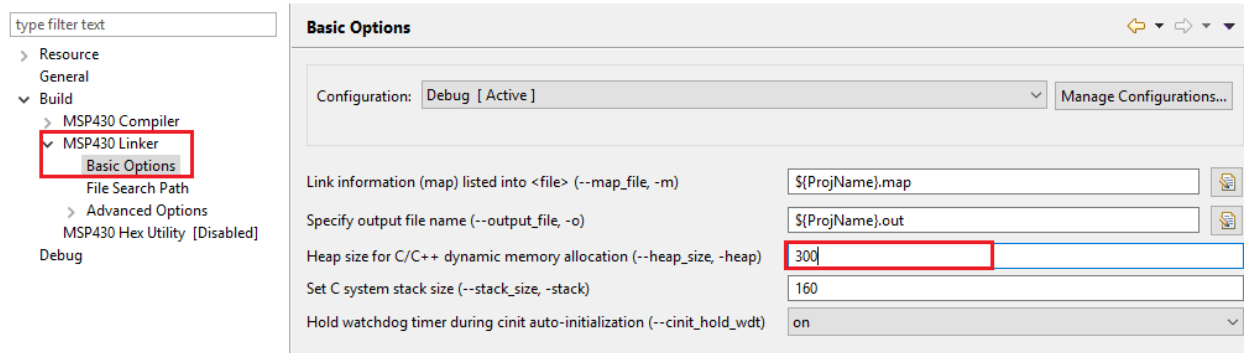
- Select the “Build->MSP430 Compiler->Advanced Options->Language Options”. Change “Level of printf/scanf support requires (--printf\_support) to full.



**Figure 9. Compiler Language Options**

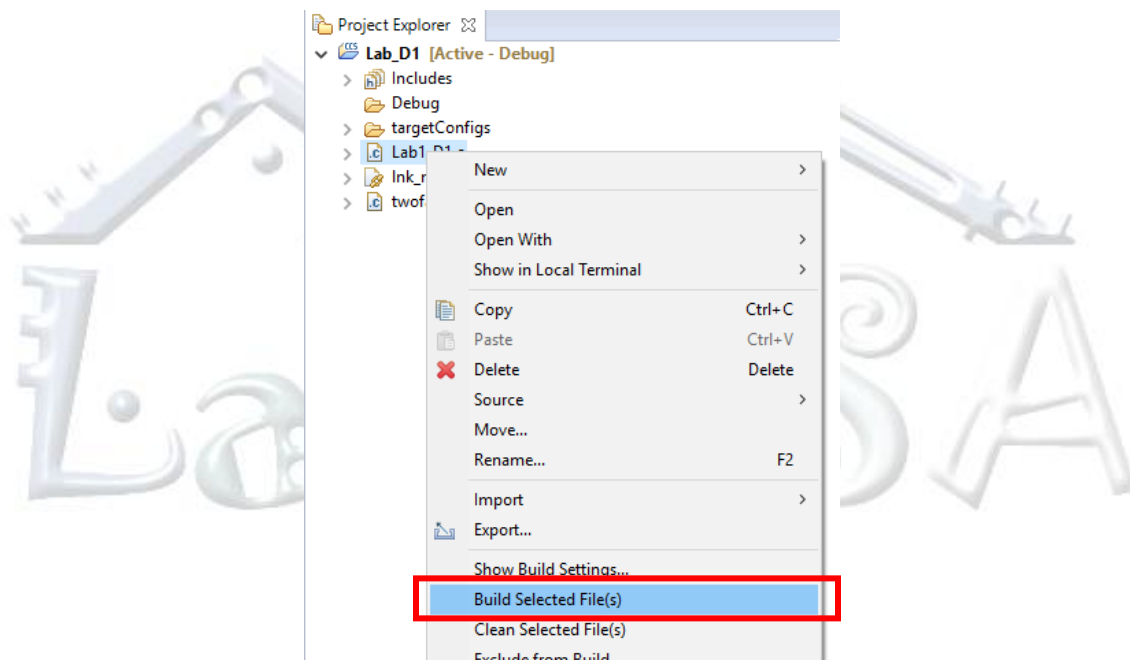
- Select the “CCS Build->MSP430 Linker->Basic Options” to set the heap size. Change “Heap size for C/C++ dynamic memory allocation (--heap\_size, -heap) from 160 to 300. This change is necessary to get the printf debugging to work later in the lab. Click <Apply and Close> to close the properties windows.



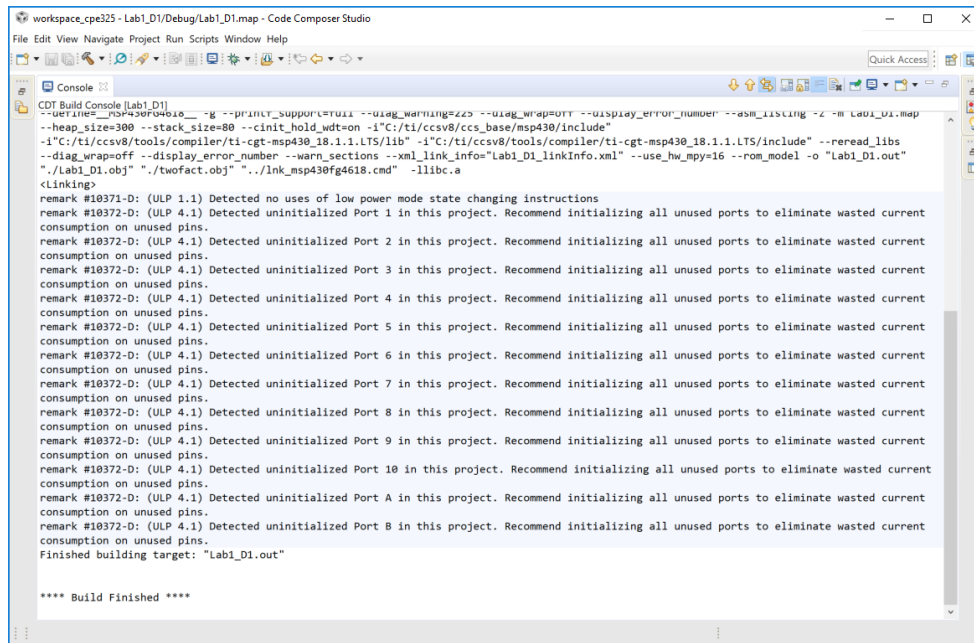


**Figure 10 Project Linker Options**

Step 3. To build a single file right-click the file in the Project Explorer and select “Build Selected File(s)” as shown in Figure 11 (for file Lab1\_D1.c). The Console window will show you if there are any build errors (Figure 12).



**Figure 11. File Options Menu**




```
workspace_cpe325 - Lab1_D1/Debug/Lab1_D1.map - Code Composer Studio
File Edit View Navigate Project Run Scripts Window Help
Quick Access

CDT Build Console [Lab1_D1]
--userlib --sysroot=/opt/ccsv8 --g --print_support=full --diag_warning=225 --diag_wrap=off --display_error_number --asm_listing -z -m Lab1_D1.map
--heap_size=300 --stack_size=80 --cinit_hold_wdt=on -I"C:/ti/ccsv8/ccs_base/msp430/include"
-I"C:/ti/ccsv8/tools/compiler/ti-cgt-msp430_18.1.1.LTS/lib" -I"C:/ti/ccsv8/tools/compiler/ti-cgt-msp430_18.1.1.LTS/include" --reread_libs
--diag_wrap=off --display_error_number --warn_sections --xml_link_info="Lab1_D1_linkInfo.xml" --use_hw_mpy=16 --rom_model -o "Lab1_D1.out"
"./Lab1_D1.obj" "../twofact.obj" "../link_msp430fg4618.cmd" -llibc.a
<Linking>
remark #10371-D: (ULP 1.1) Detected no uses of low power mode state changing instructions
remark #10372-D: (ULP 4.1) Detected uninitialized Port 1 in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
remark #10372-D: (ULP 4.1) Detected uninitialized Port 2 in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
remark #10372-D: (ULP 4.1) Detected uninitialized Port 3 in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
remark #10372-D: (ULP 4.1) Detected uninitialized Port 4 in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
remark #10372-D: (ULP 4.1) Detected uninitialized Port 5 in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
remark #10372-D: (ULP 4.1) Detected uninitialized Port 6 in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
remark #10372-D: (ULP 4.1) Detected uninitialized Port 7 in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
remark #10372-D: (ULP 4.1) Detected uninitialized Port 8 in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
remark #10372-D: (ULP 4.1) Detected uninitialized Port 9 in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
remark #10372-D: (ULP 4.1) Detected uninitialized Port 10 in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
remark #10372-D: (ULP 4.1) Detected uninitialized Port A in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
remark #10372-D: (ULP 4.1) Detected uninitialized Port B in this project. Recommend initializing all unused ports to eliminate wasted current
consumption on unused pins.
Finished building target: "Lab1_D1.out"

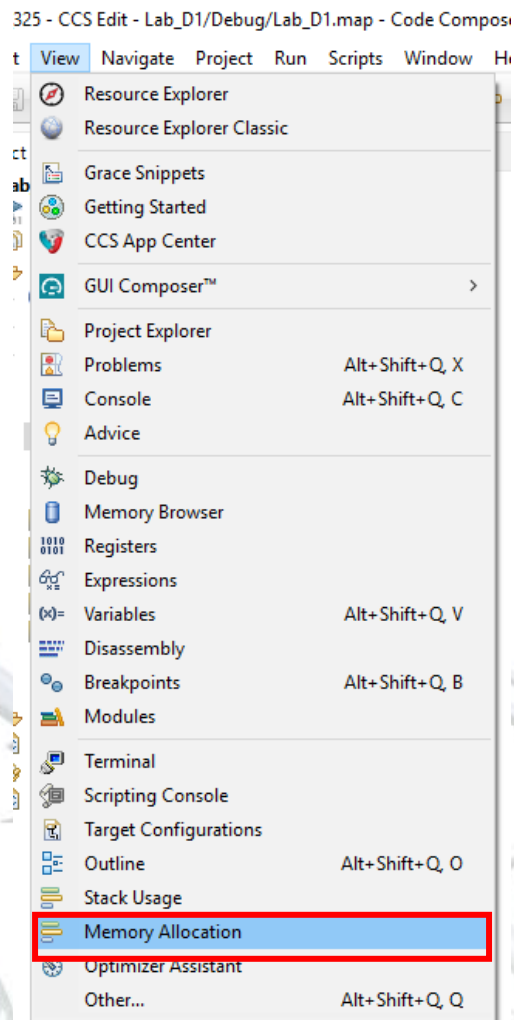
**** Build Finished ****
```

**Figure 12. CDT Build Console**

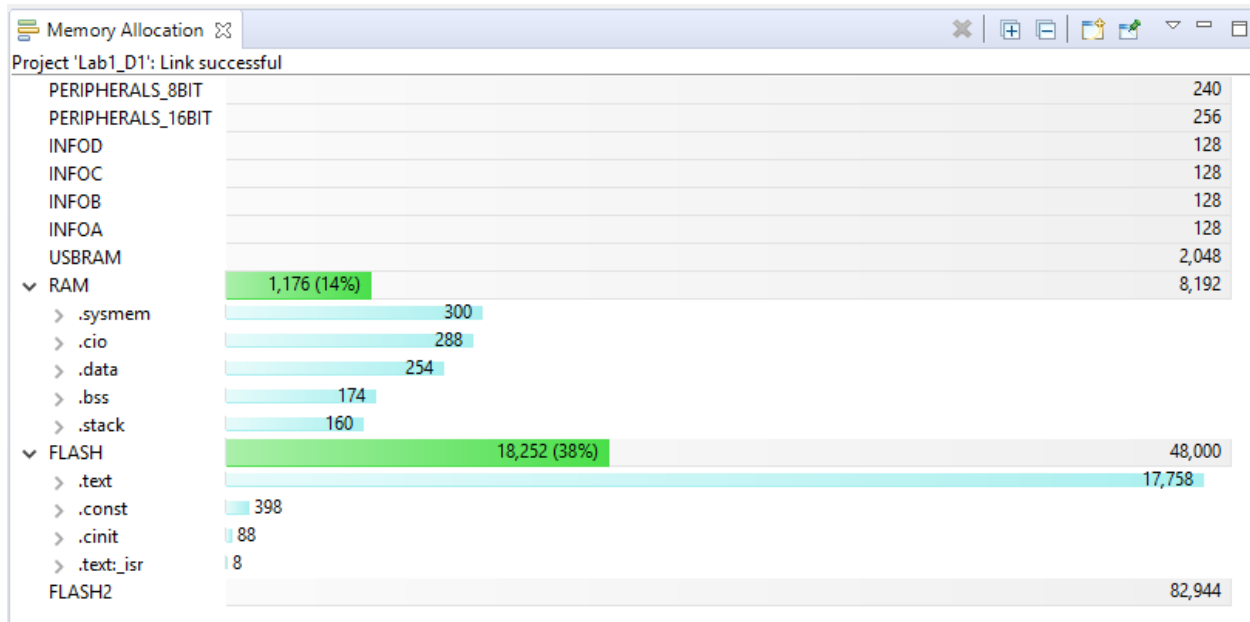
Step 4. Repeat Step 3 for twofact.c to build the “twofact.c” file. Click the  icon to build and link the project.

Step 5. Open the Debug folder in the Project Explorer to see the generated list files. The list files have the extension .lst. For example, twofact.lst is generated containing the C source code with the corresponding assembly language code for the twofact.c source file. The files with extension .obj will be used as inputs to the linker. The debug executable has the extension .out and will be used as an input to the Debugger.

Step 6. Open the map file from the debug folder and examine the different sections and the space they will use in memory. The formatting can take some getting used to but there are several tools available for graphical analysis, including one inside of CCS. From the menu bar select “Memory Allocation” (Figure 13) inside “View” menu. Examine the Memory Allocation table to see which sections are placed into which type of memory (Figure 14).



**Figure 13. View Menu**



**Figure 14. Memory Allocation Table**


Step 7. You can also examine the estimated stack usage by selecting the “Stack Usage” option from the View menu. Change the optimization settings and examine how the Memory Allocation and Stack Usage change as you change the optimization options. Reset the optimization level back to the off setting, before proceeding further.

## 2 Debugging

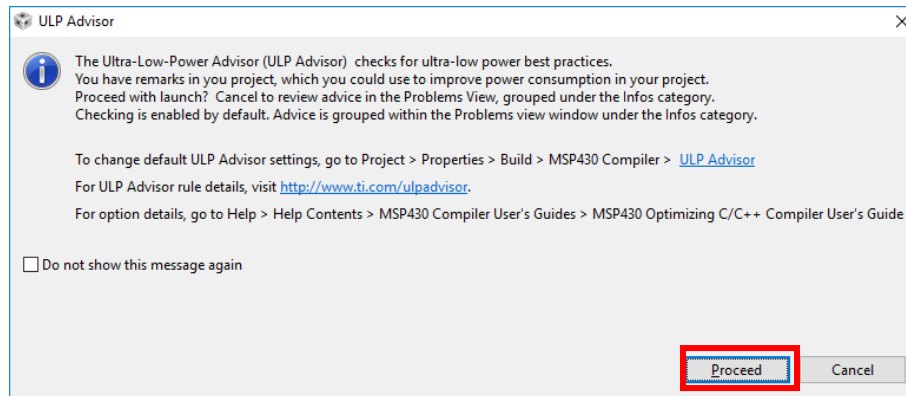
This section continues the development cycle started in the previous section and explores the basic features of the Debugger.

### 2.1 Starting the Debugger

The correct debugger options were setup during the project creation, TI MSP430 USB1, and will work from both the Experimenter board and the Launchpad. Make sure the correct device is connected to your workstation.

Step 1. Click the  icon from the menu bar to start debugging. This step will initiate the program download to your target platform.

Step 2. In the UPL Adviser Dialog (Figure 15) click the <Proceed> button.



**Figure 15. ULP Advisor**

Step 3. After downloading the code, the application will be halted at the start of main as shown in Figure 16.

```








18 int main( void )
19 {
20     // Stop watchdog timer to prevent time out reset
21     WDTCTL = WDTPW + WDTHOLD;
22     int i;
23     int a;
24     long int b;

```

**Figure 16. Debugger Entry Location**

## 2.2 Inspecting Source Statements

The following debugging options are available for inspecting the code while it runs on the target hardware.

- Resume  (F8). Run the program.
- Terminate  (CTRL + F8). Stop execution of the program.
- Suspend  (Alt + F8). Pause execution of the program.
- Step Into  (F5). Step into a function.
- Step Over  (F6). Step over the next line.
- Step Out  (F7). Step out of a function.
- Restart . Start execution of the program from the beginning.

Step 1. Use the Step Over command until you have passed the ifact function as shown in Figure 16.

```

19 int main(void)
20 {
21     // Stop watchdog timer to prevent time out reset
22     WDTCTL = WDTPW + WDTHOLD;
23     int i;
24     int a;
25     long int b;
26     printf("( i)! : int-dec, int-hex : long int-dec, long int-hex;\n");
27     for (i = 1; i < MAXF; i++) {
28         a = ifact(i); // Call subroutines to do the calculation
29         b = lifact(i);
30     }
31     printf("(%2d)! : %8d, %8x : %14ld, %14lx;\n", i, a, a, b, b);
32 }
33 return 0;
34 }

```

Figure 16. Passing the ifact function

## 2.3 Inspecting Variables

CCS allows you to watch variables or expressions in the source code, so that you can keep track of their values as you execute your application. You can look at a variable in many ways. For example, you can view a variable by pointing at it in the source window with the mouse pointer, or by opening one of the Variables, or Watch windows.

Note: When optimization level “off” is used, all non-static variables will live during their entire scope and thus, the variables are fully debuggable. When higher levels of optimizations are used, variables might not be fully debuggable. A good rule of thumb is to increase optimization until the program meets design constraints. For this lab turning off optimization will meet these constraints. By default, CCStudio shows you the Variables window which gives you a list of the current variables in the scope of the executing code (e.g., Figure 17).

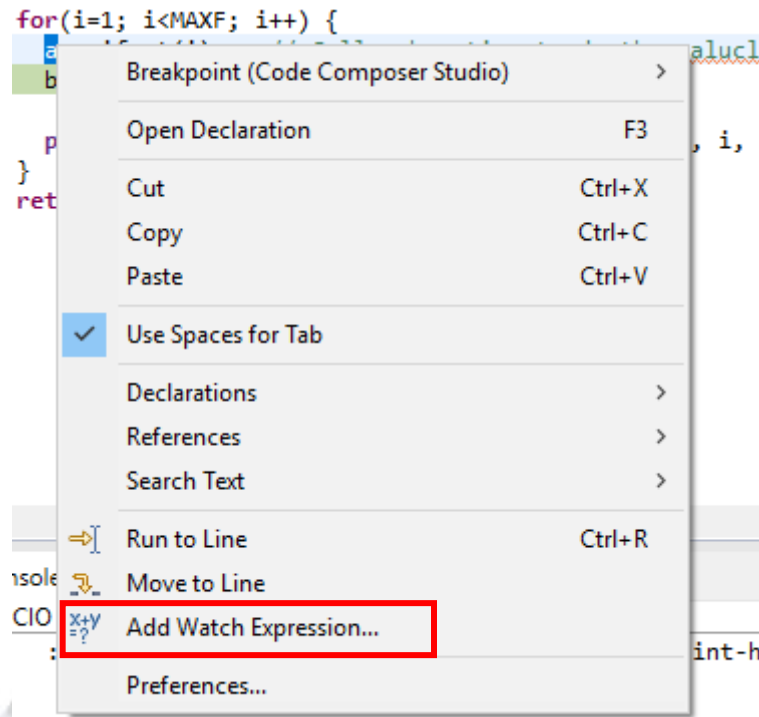
(x)= Variables  Expressions  Registers			
Name	Type	Value	Location
(x)= a	int	1	Register R9
(x)= b	long	1	R13:16, R12:16
(x)= i	int	1	Register R10

Figure 17. Local Variables Window

### 2.3.1 Setting a Watchpoint

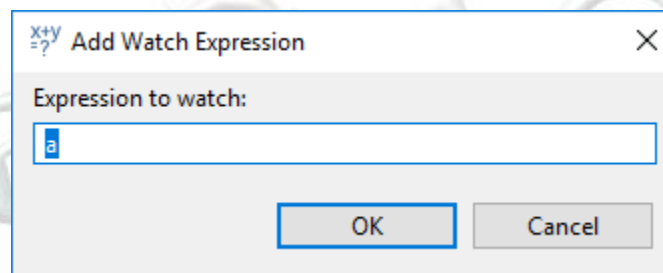
Next you will use the Watch window to inspect variables.

Step 1. Double click one of the variables to highlight it in the source code. Next right-click it and select “Add Watch Expression...” (Figure 18).



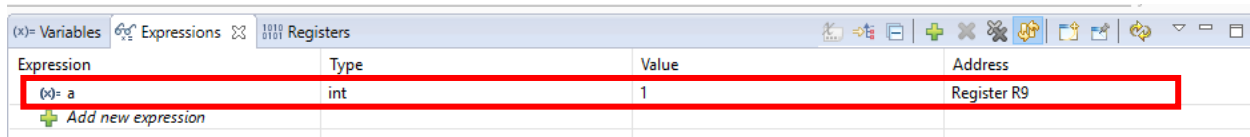
**Figure 18. Text Options Menu**

Step 2. In the Add Watch Expression Dialog box (Figure 19) click the <OK> button.




**Figure 19. Add Watch Expression Dialog**

The variable should now appear in the Watch Expressions Window as shown in Figure 20.



**Figure 20. Watch Expressions Window**

The Continuous Refresh  button can also be used to update the value while the program is running.

### 2.3.2 Setting and Monitoring Breakpoints

Breakpoints can be added to the code by double-clicking the blue shaded area next to the line number where you want the breakpoint to stop (e.g., Figure 21 Line 28).

```
26 printf("( i)! : int-dec, int-hex : long int-dec, long int-hex;\n");
27 for (i = 1; i < MAXF; i++) {
28     a = ifact(i); // Call subroutines to do the calculation
29     b = lifact(i);
30
31     printf("(%2d)! : %8d, %8x : %14ld, %14lx;\n", i, a, a, b, b);
32 }
33 return 0;
```

Figure 21. Breakpoint in code (Line 28)

### 2.3.3 Executing up to a Breakpoint

Pressing the Resume button or F8 will run the program until the breakpoint is reached.

## 2.4 Debugging in Disassembly Mode

Debugging in the disassembly can be done by selecting “View->Disassembly” (Figure 22) from the menu bar.

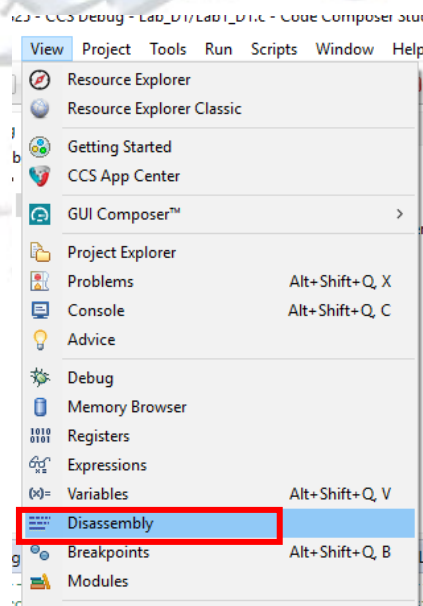


Figure 22. View Menu

In this view as shown in Figure 23, you can see how the compiler has translated your C code to the machine language of the processor.



```

00797e: 23E6          JNE      ($L2)
50      if (neg) *--bufptr = '-';
007980: 930A          TST.W   R10
007982: 2404          JEQ     ($L3)
007984: 8318          DEC.W   R8
007986: 40F8 002D 0000 MOV.B   #0x002d,0x0000(R8)
52      memcpy(buffer,bufptr, uval = (tempc + BUFLen) - bufptr);
      $L3:
00798c: 410A          MOV.W   SP,R10
00798e: 880A          SUB.W   R8,R10
007990: 503A 0014     ADD.W   #0x0014,R10
007994: 490C          MOV.W   R9,R12
007996: 480D          MOV.W   R8,R13
007998: 4A0E          MOV.W   R10,R14
00799a: 12B0 88C4     CALL   #memcpy
53      return uval - 1; /* DON'T COUNT NULL TERMINATION */
00799e: 4A0C          MOV.W   R10,R12
0079a0: 831C          DEC.W   R12
0079a2: 5031 0014     ADD.W   #0x0014,SP
0079a6: 4030 88FA     BR     #__mspabi_func_epilog_5
19      int main(void) {
      main():
0079aa: 8031 0018     SUB.W   #0x0018,SP
21      WDTCTL = WDTPW + WDTHOLD;
0079ae: 40B2 5A80 015C MOV.W   #0x5a80,&Watchdog_Timer_WDCTL
26      printf("( i)!: int-dec, int-hex : long int-dec, long int-hex;\n");
0079b4: 40B1 8A60 0000 MOV.W   #0x8a60,0x0000(SP)
0079ba: 12B0 84C4     CALL   #printf
27      for (i = 1; i < MAXF; i++) {
0079be: 4391 0014     MOV.W   #1,0x0014(SP)
0079c2: 90B1 0010 0014 CMP.W   #0x0010,0x0014(SP)
0079c8: 342E          JGE     ($L2)
28      a = ifact(i); // Call subroutine ifact to calculate factorial
      $L1:
0079ca: 411C 0014     MOV.W   0x0014(SP),R12
0079ce: 12B0 8180     CALL   #ifact
0079d2: 4C81 0016     MOV.W   R12,0x0016(SP)
29      b = lifact(i); // Call subroutine lifact to calculate factorial
0079d6: 411C 0014     MOV.W   0x0014(SP),R12
0079da: 12B0 7E42     CALL   #lifact
0079de: 4C81 0010     MOV.W   R12,0x0010(SP)
0079e2: 40B1 0012     MOV.W   R13,0x0012(SP)
31      printf("(%2d)! : %8d, %8x : %14ld, %14lx;\n", i, a, a, b, b);
0079e6: 40B1 8AA0 0000 MOV.W   #0x8aa0,0x0000(SP)
0079ec: 4191 0014 0002 MOV.W   0x0014(SP),0x0002(SP)
0079f2: 4191 0016 0004 MOV.W   0x0016(SP),0x0004(SP)
0079f8: 4191 0016 0006 MOV.W   0x0016(SP),0x0006(SP)
0079fe: 4191 0010 0008 MOV.W   0x0010(SP),0x0008(SP)
007a04: 4191 0012 000A MOV.W   0x0012(SP),0x000a(SP)
007a0a: 4191 0010 000C MOV.W   0x0010(SP),0x000c(SP)
007a10: 4191 0012 000E MOV.W   0x0012(SP),0x000e(SP)
007a16: 12B0 84C4     CALL   #printf
27      for (i = 1; i < MAXF; i++) {
007a1a: 5391 0014     INC.W   0x0014(SP)
007a1e: 90B1 0010 0014 CMP.W   #0x0010,0x0014(SP)
007a24: 3B02          JL      ($L1)
33      return 0;

```

Figure 23. Disassembly View

## 2.5 Monitoring Registers

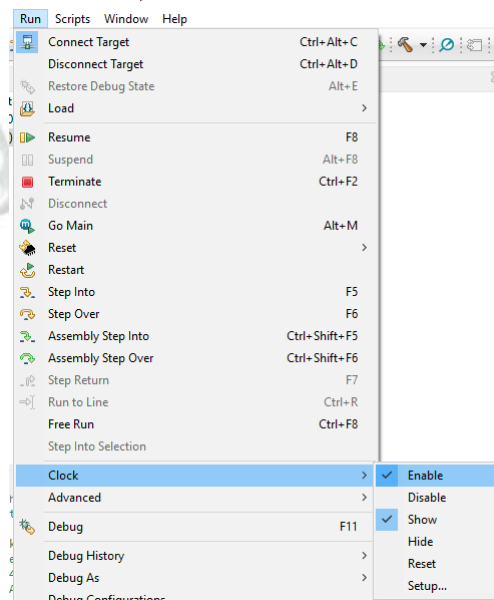
The Register window lets you monitor and modify the contents of the processor registers. Notice registers PC (Program Counter), SP (Stack Pointer), SR (Status Register), and R4-R15 (general-purpose registers) in Figure 24.

Name	Value	Description
Core Registers		Core Registers
PC	0x0079E6	Core
SP	0x0043E6	Core
SR	0x0000	Core
R3	0x000000	Core
R4	0x00FFFF	Core
R5	0x00FFD0	Core
R6	0x000018	Core
R7	0x006F1E	Core
R8	0x00A508	Core
R9	0x000000	Core
R10	0x000001	Core
R11	0x00002A	Core
R12	0x000006	Core
R13	0x000000	Core
R14	0x000003	Core
R15	0x000000	Core
ADC12		


**Figure 24. Registers Window**

Step 1. Step Over to execute the next instructions and watch how the values change in the Register window.

Step 2. Close the Register window. To see the cycle count, click on Run->Clock->Enable (Figure 25) from the debug perspective.



**Figure 25. Run Menu**

This icon () will show in either the bottom of CCS or in the status bar.

## 2.6 Monitoring Memory

The Memory window (Figure 26) lets you monitor selected areas of memory. You can select RAM, flash, or SFR portion of the memory.

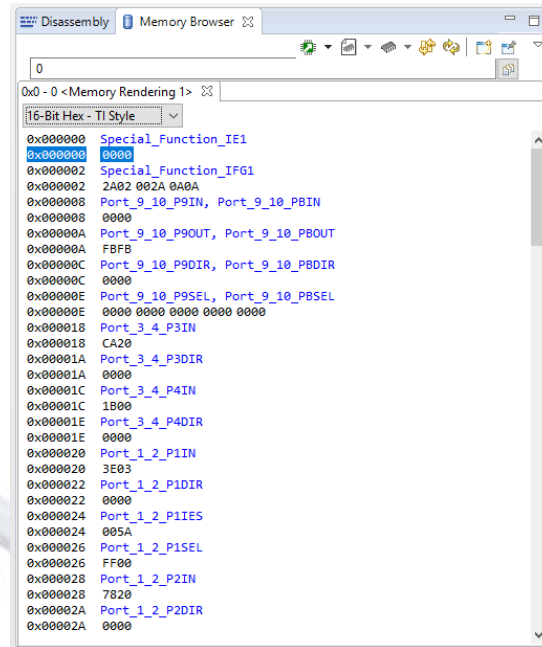


Figure 26. Memory View

Step 1. To open the Memory Browser, select “View->Memory Browser” (Figure 27) from the menu bar.

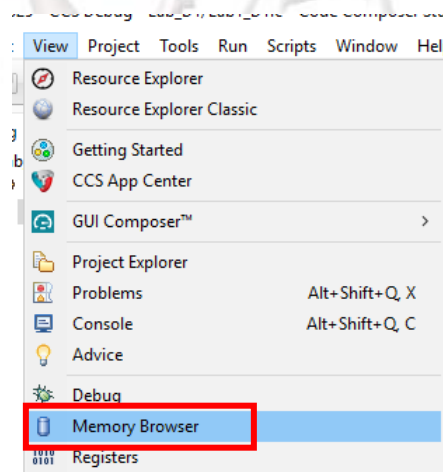


Figure 27. View Menu

Step 2. If all of the memory units have not been initialized yet, continue to step over and you will notice how the memory contents will be updated.

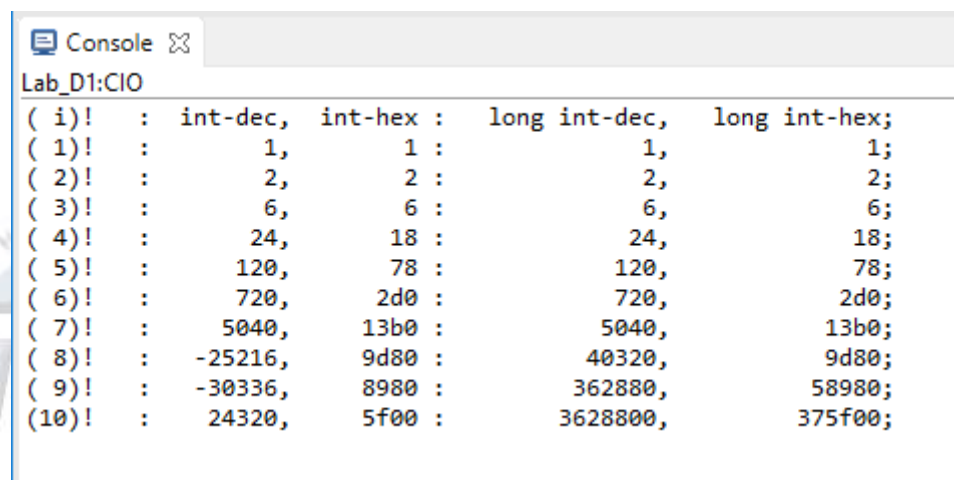
Step 3. You can change the memory contents by editing the values in the Memory window. Just place the insertion point at the memory content that you want to edit and type the desired value.

Step 4. Close the memory window.

## 2.7 Viewing Terminal I/O

Sometimes you might need to debug instructions in your application that make use of stdin and stdout without the possibility of having hardware support. CCS lets you simulate stdin and stdout by using the Console (e.g., Figure 28).

Note: While the correct settings were set above for printf support in this program, some programs may need more heap memory to correctly print to the console. More information about printf can be found at [http://software-dl.ti.com/ccs/esd/documents/sdto\\_cgt\\_tips\\_for\\_using\\_printf.html](http://software-dl.ti.com/ccs/esd/documents/sdto_cgt_tips_for_using_printf.html).



```
Console
Lab_D1:CIO
( 1)! : int-dec, int-hex : long int-dec, long int-hex;
( 1)! :      1,      1 :          1,          1;
( 2)! :      2,      2 :          2,          2;
( 3)! :      6,      6 :          6,          6;
( 4)! :     24,     18 :         24,         18;
( 5)! :    120,     78 :        120,         78;
( 6)! :    720,    2d0 :        720,         2d0;
( 7)! :   5040,   13b0 :       5040,        13b0;
( 8)! :  -25216,   9d80 :      40320,        9d80;
( 9)! :  -30336,   8980 :     362880,       58980;
(10)! :   24320,   5f00 :    3628800,     375f00;
```

Figure 28. Console Output of Execution Program

Note: The contents of the window depend on how far you have executed the application.

## 3 Software Documentation

Maintaining good software documentation is of key importance, especially when your code may be used by others. A special focus should be placed on your header and comments, code formatting, and software diagrams or flowcharts.

### 3.1 Code Formatting and Organization

Part of good programming is ensuring that the code is neatly formatted and organized. This not only helps others who may need to access your code, but it also helps in debugging and maintaining your own code. Here are some general guidelines to assist you in organizing your code in the Code Composer Studio IDE:

- Ensure all your function prototypes are declared after your #include statements at the top of the program.
- Declare all your global variables directly after your function prototypes in one area

- Consistently organize your functions. A good way to organize functions is to have your main function, followed by the other functions in order they are called in your main program, followed by your interrupt service routines. You can choose a different way, but make sure to organize the types of functions and maintain consistency.
- Keep track of your indentation. In the CCStudio IDE, a tab is four spaces. Each function, loop, or other “nest” should be indented appropriately and consistently.
- It is especially important to keep track of where your code is located on your workstation. CCStudio uses workspaces to help you keep track of your code. It is recommended that you create a directory where you will keep all your projects. Create subdirectories for each lab assignment. Your code is your creative expression and thus take care of it. Your engineering reputation will depend on the quality of your code.

### 3.2 Code Headers and Comments

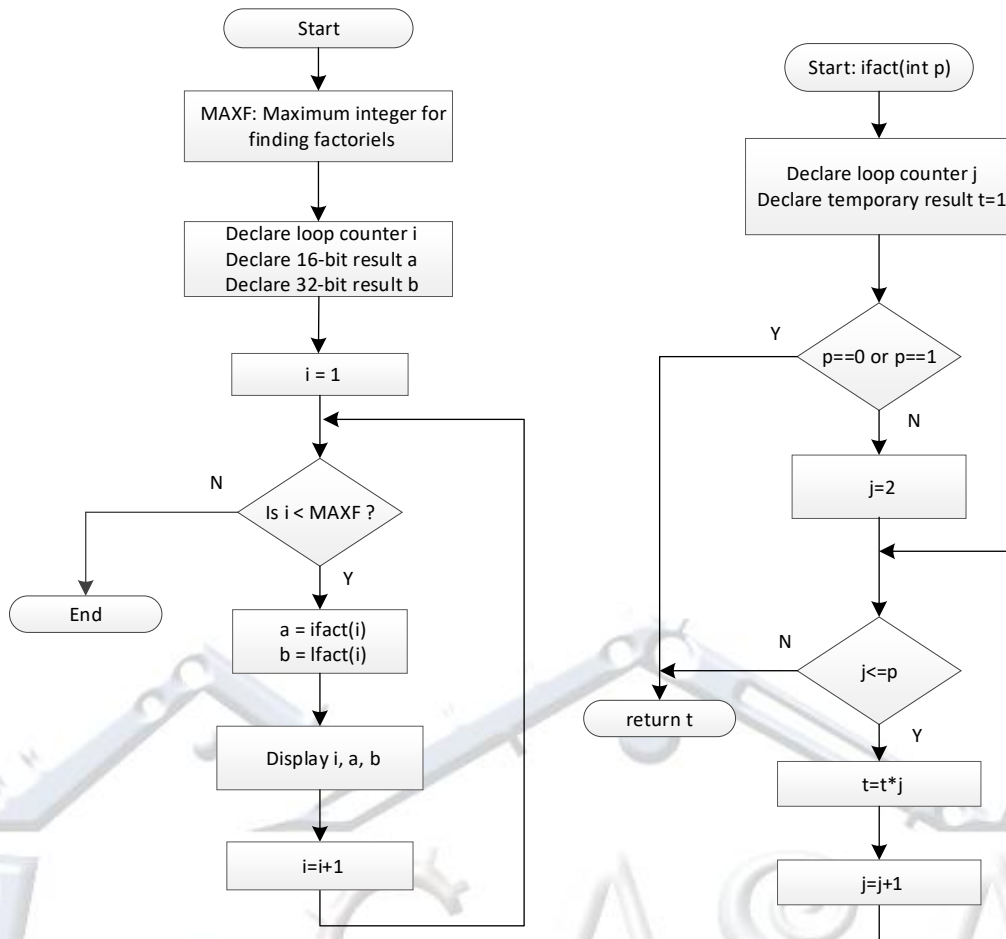
By now, you have become familiarized with documenting your programs. Comments help you and others keep up with the flow of the code, and it is important to maintain good comments. In this course, you will be programming your C and assembly language programs. In assembly language, you generally should comment every line of code to explain its purpose. The reason for this is that the code is much less self-explanatory than high-level languages like C. In C, there are generally a few guidelines to remember when commenting:

- You should always include a header at the top of your code that gives basic information about your program (what it does and how), author, and when the code was written.
- Each variable declaration should be commented.
- Each function declaration should be properly noted.
- Any segment of code, whether it is to initialize hardware, perform a calculation, or do another task, should have concise comments that explain it.

### 3.3 Software Flowcharts

A flowchart is a helpful way for you to decide on an approach to your program before you begin. It is also an extremely effective way of concisely relaying how your code works to others. A flowchart does not contain information about every line of code, but it is a slightly higher-level picture that shows logically how problems are addressed. Hardware initializations and variable declarations should be documented. Also, any logical steps, function calls, or loops should be noted as well as their respective conditions.

A flowchart for calculating the factorial can be seen below in Figure 29. Note that it does not include every line of code, but it does capture the main steps in the program.



**Figure 29. Flowcharts for Calculating the Factorial**