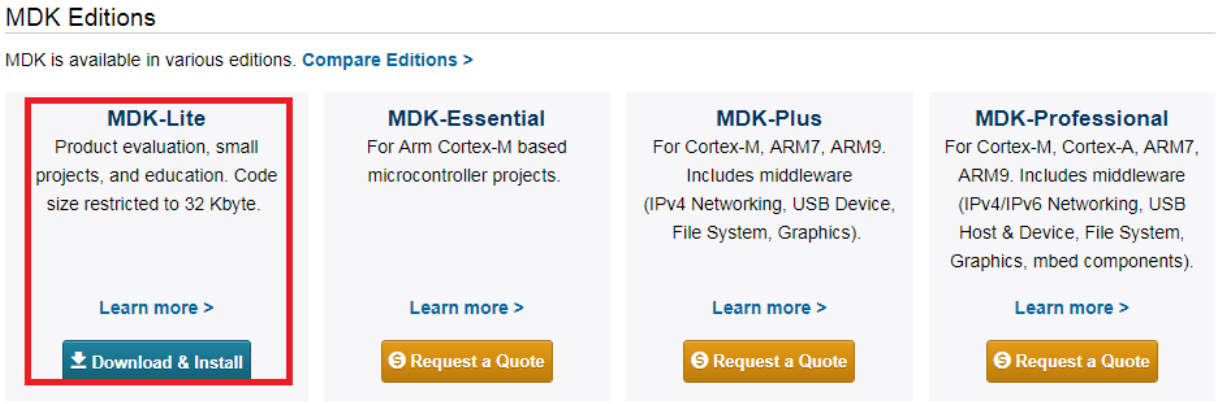
Keil MDK-ARM Editions

Introduction

- Keil is a Cortex-M Development platform
  - There are many other platforms
- MDK-ARM stands for Microcontroller Development Kit for ARM
- Keil's latest version is 5: www2.keil.com/mdk5 (watch the video)
- There are many components to Keil MDK-ARM
  - uVision Integrated Development Environment (IDE)
  - Compilation tools (C/C++)
  - Assembler
  - Link unities (used to program the physical device)
  - Simulator (when no hardware is available)
  - Etc.

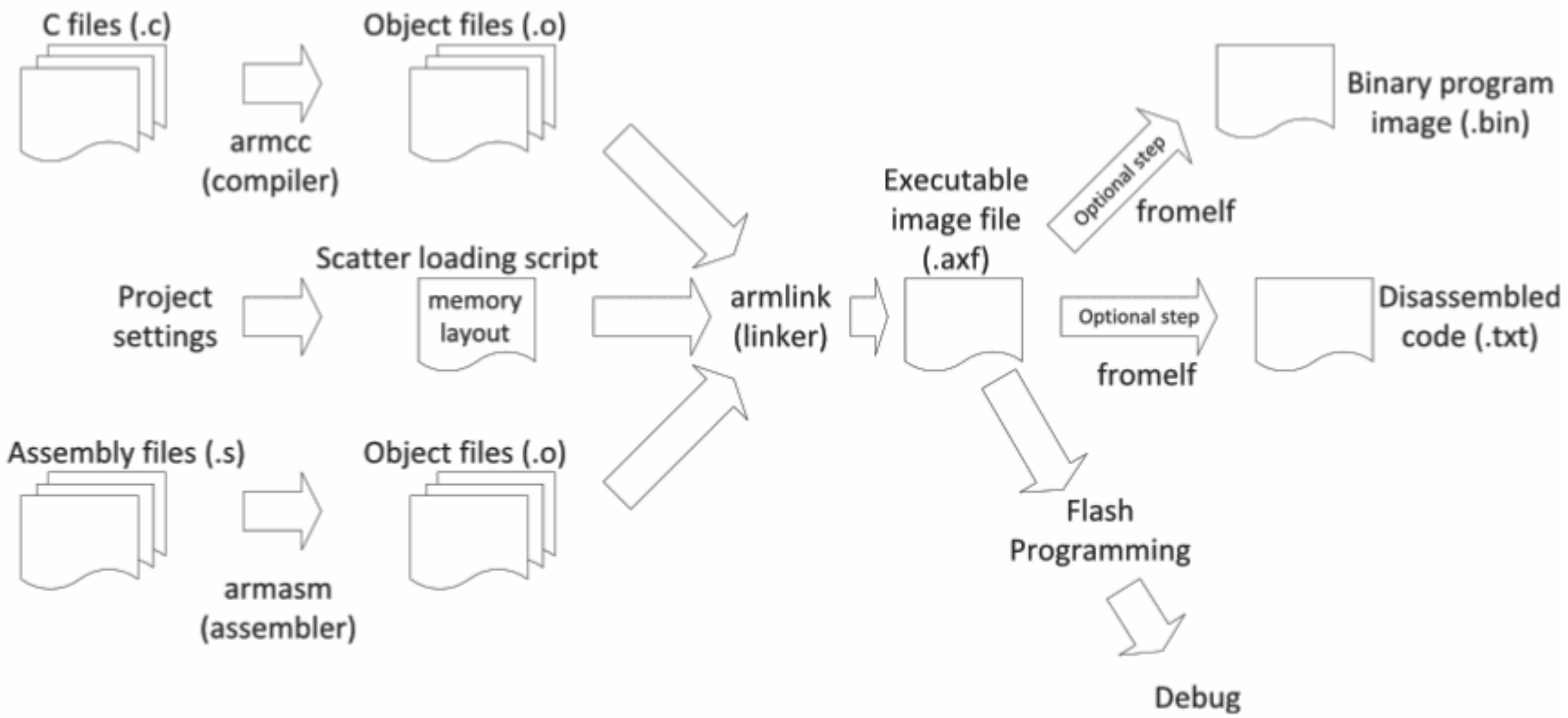
Keil MDK-ARM Editions

- See http://www.keil.com/mdk5/selector
- **MDK-Professional** contains all features of **MDK-Plus**. In addition, it supports IPv4/IPv6 dual-stack networking, IoT connectivity, and a USB Host stack. Once available, MDK-Professional includes ARMv8-M architecture support and a license for DS-MDK.



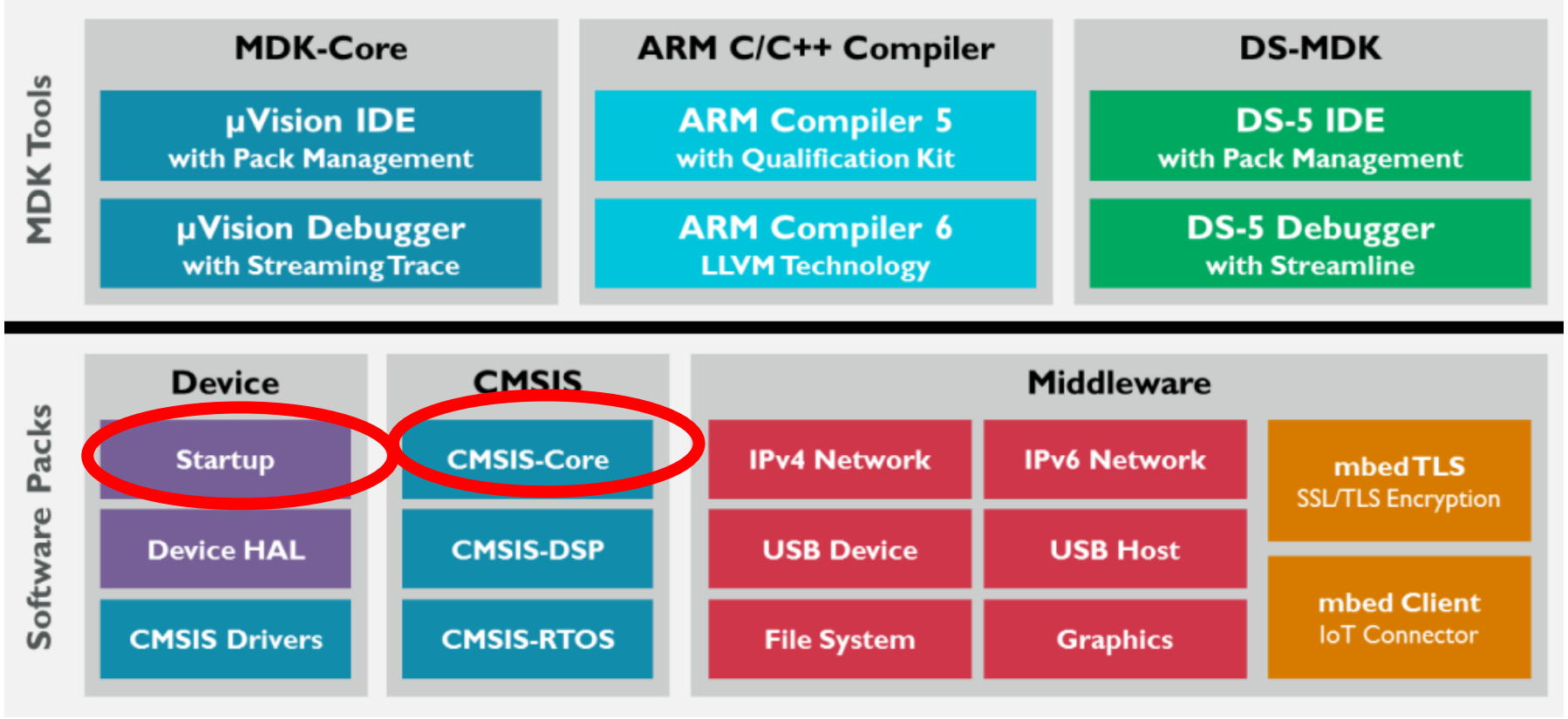
- **MDK-Plus** contains middleware libraries for IPv4 networking, USB Device, File System, and Graphics. It supports ARM Cortex-M, selected ARM Cortex-R, ARM7, and ARM9 processor based microcontrollers.
- **MDK-Cortex-M** supports Cortex-M processor-based microcontrollers.
- **MDK-Lite** is code size restricted to 32 KByte and intended for product evaluation, small projects, and the educational market.

Compilation Flow in Keil



Cortex Microcontroller Software Interface Standard (CMSIS)

- CMSIS provides the interface between the microcontroller peripherals and the MDK Middleware
- • For our projects we need to have CMSIS CORE and DEVICES Startup files added to our code



Installing Keil-1

- visit www2.keil.com/mdk5/
- Download MDK-Lite
- After the download has finished, double click the **.exe** to install the program.
- Once installed, click finish
- The pack installer will load, and it takes some time for it to find all the
- new packages available for install.
- Allow the pack installer to finish searching (shown by the action bar at the bottom of the screen)

Installing Keil - 2

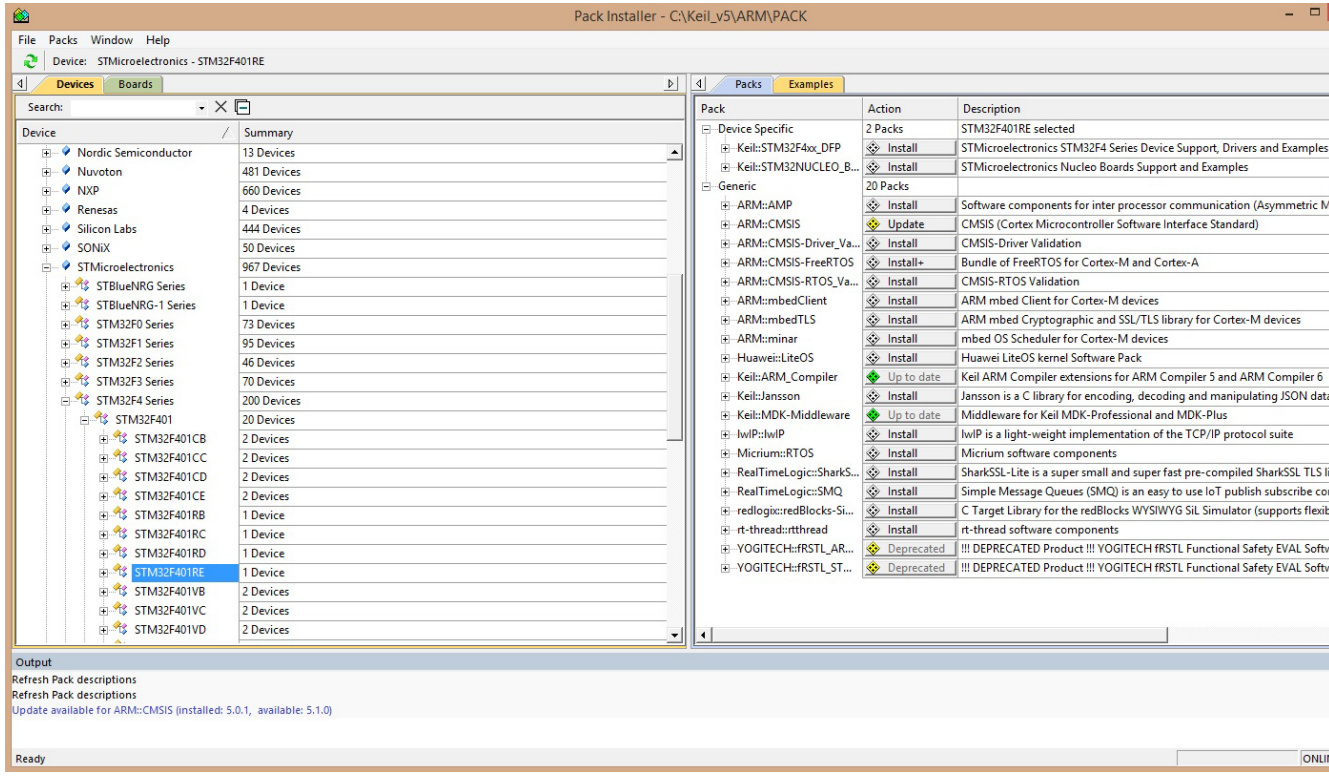
- On the left side of the window under Devices, click and search to expand TM4C123.
- Find TM4C123x Series and expand it
- Double click on TM4C123GH6PM and it should add it to the packs list on the right side.
- Click all the buttons that say Install

or Update to get all the features/

packages that Keil offers.

- An example is given here but for

Different device

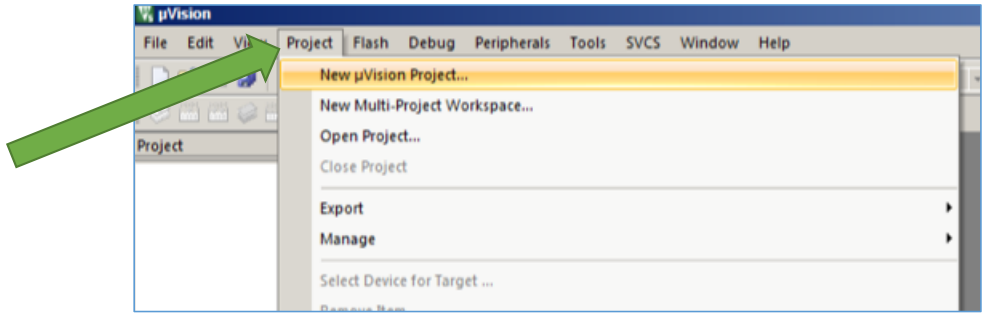


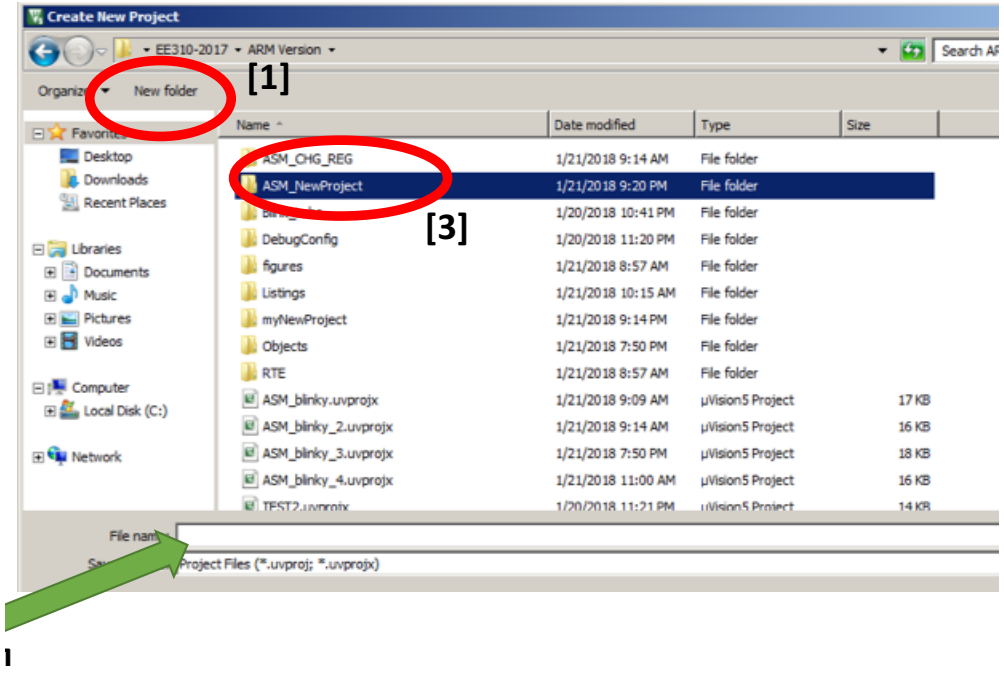
Installing Stellaris

- µVISION: Stellaris ICDI Debug Adapter Support
  - https://www.keil.com/support/docs/4196.htm
- You might check here how to install Stellaris and even the driver
  - https://www.ti.com/tool/STELLARIS_ICDI_DRIVERS

Start A New Project

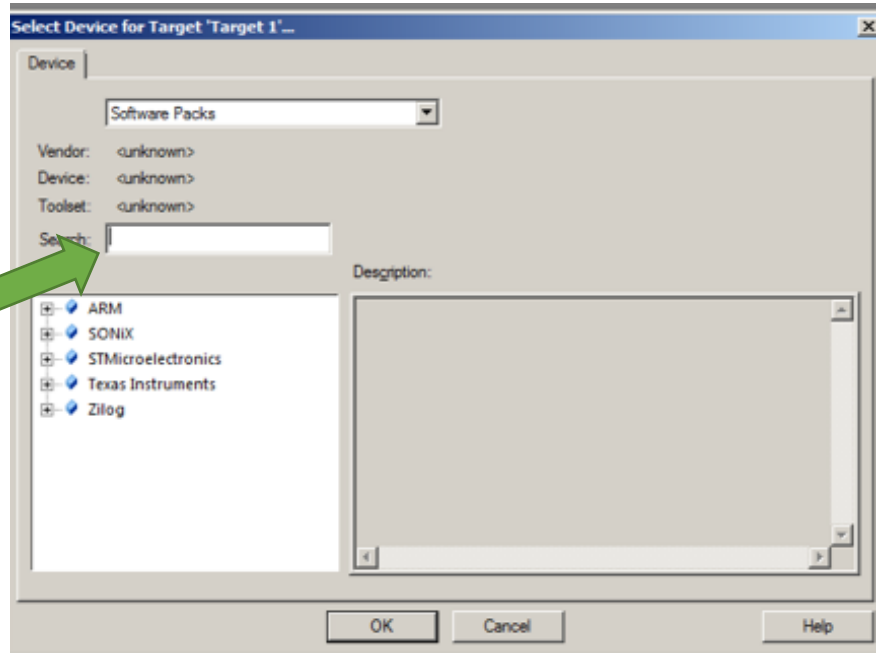
- Open Keil uVision 5 from your Windows
- Make sure all projects are closed:
  - Project → Close Project
- Click on Project --> new uVision Project ... **[1]**
- In the window click on New Folder **[1]**
- Type the name of the project: ASM_NewProject **[2]**
- Go to the new folder that you just created **[3]**





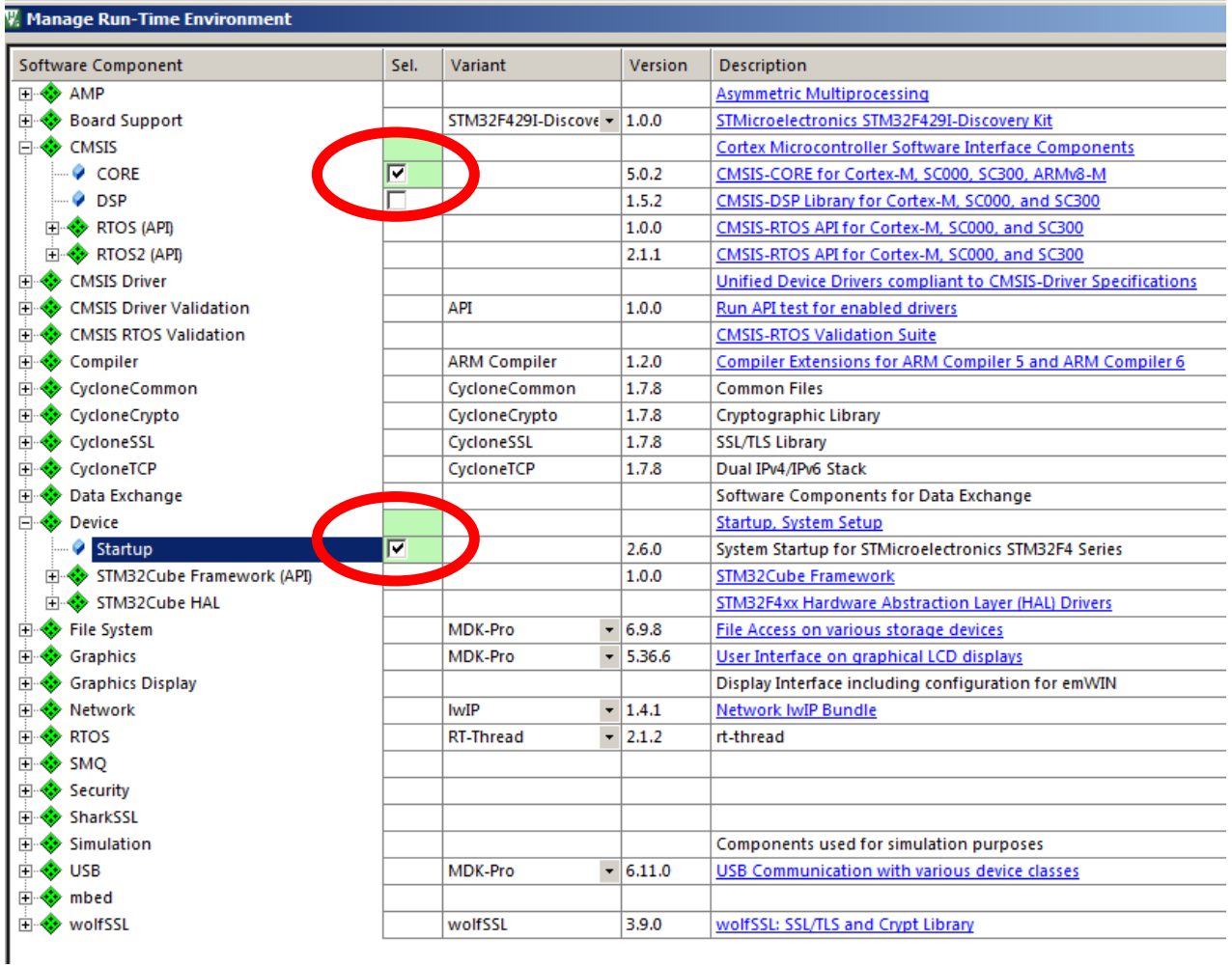
Start A New Project-2

- The Select Device window pops up
- • In the search type: TM4C123GH6PM
- • Click on the device (TM4C123GH6PM that showed up and then click OK



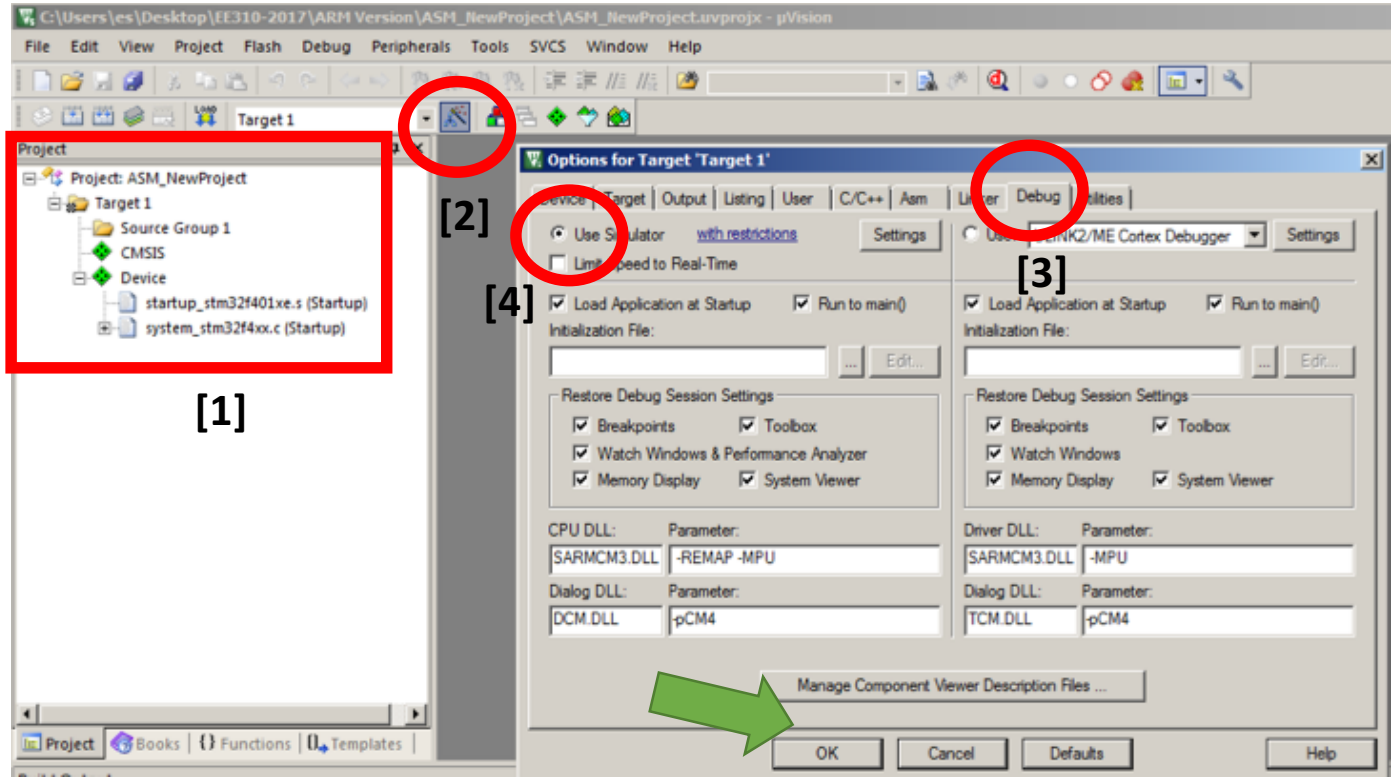
Start A New Project-3

- At this point the Manage Run window pops up
- CHECK CMSIS → CORE and DEVICE → STARTUP boxes – note that the color changes
- Then click OK



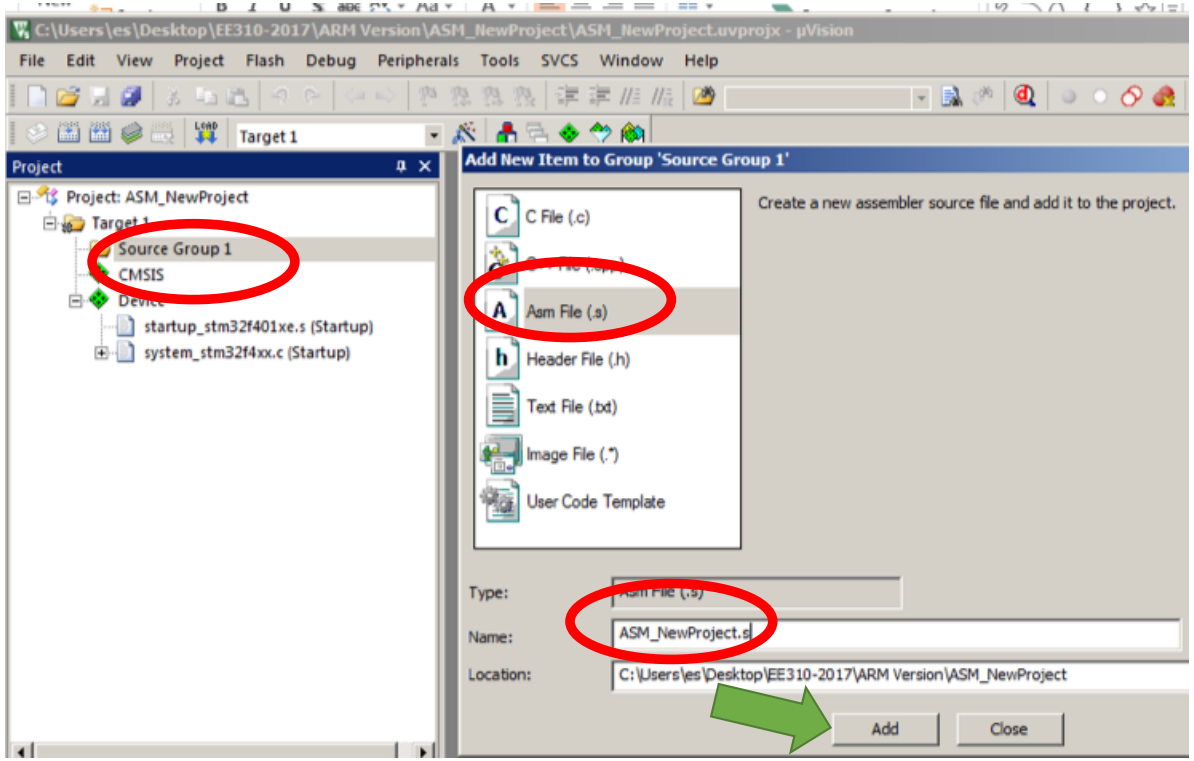
Start A New Project-4

- At tis point your Project window should show the CMSIS and DEVICE – these are the CMSIS system initialization files and startup files in order for the RUN TIME to operate **[1]**
- Click on the OPTIONS FOR TARGET **[2]**
- Click on DEBUG tab **[3]**
- CHECK the SIMULATOR **[4]**
- Click on OK
- In the PROJECT window click on Source Group 1 and select ADD NEW ITEM....
- In the new window select



Start A New Project-5

- In the PROJECT window click on Source Group 1 and select ADD NEW ITEM....
- In the new window select ASM files
- Then type the name of the ASM file:
- ASM_NewProject.s
- Click on ADD



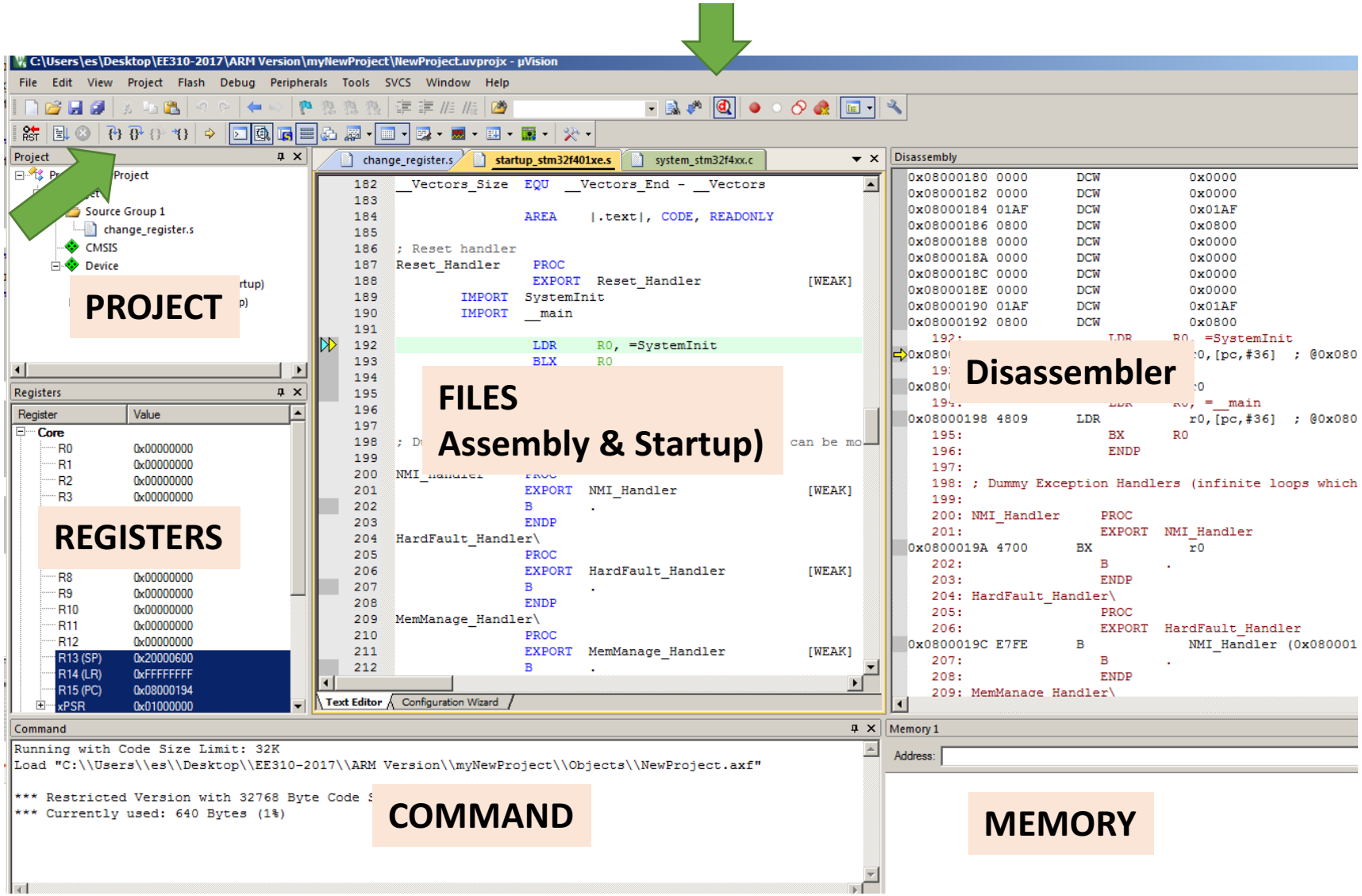
Start A New Project-6

- In the project window click on ASM_NewProject.s under the Source Group 1 folder
- Open the file
- Type in the following code
- Save the file
- Press F7 and make sure there are no errors (as shown below)
- Click on the debug button – shown above
- Make sure there are no errors and step through the code as you click on the STEP IN button shown above

```
;*******************************************************************
; Program ASM_NewProject
; Changing registers (STM32F401RE)
; Written By:
; Date: 8/25/17
;*******************************************************************
; Constants
P           EQU         0x4
Q           EQU         0x3
R           EQU         0x0

;*******************************************************************
; Program Section
;*******************************************************************
;LABEL   DIRECTIVE   VALUE                       COMMENT
        AREA        main, CODE, READONLY
        THUMB
        EXPORT      __main

__main
        MOV   r0,#4       ;load 4 into r0
        MOV   r1,#P       ;load 5 into r1
        ADD   r2,r0,r1    ;add r0 to r1 and put the result in r2

__loop
        B __loop
  END               ;end of program
```

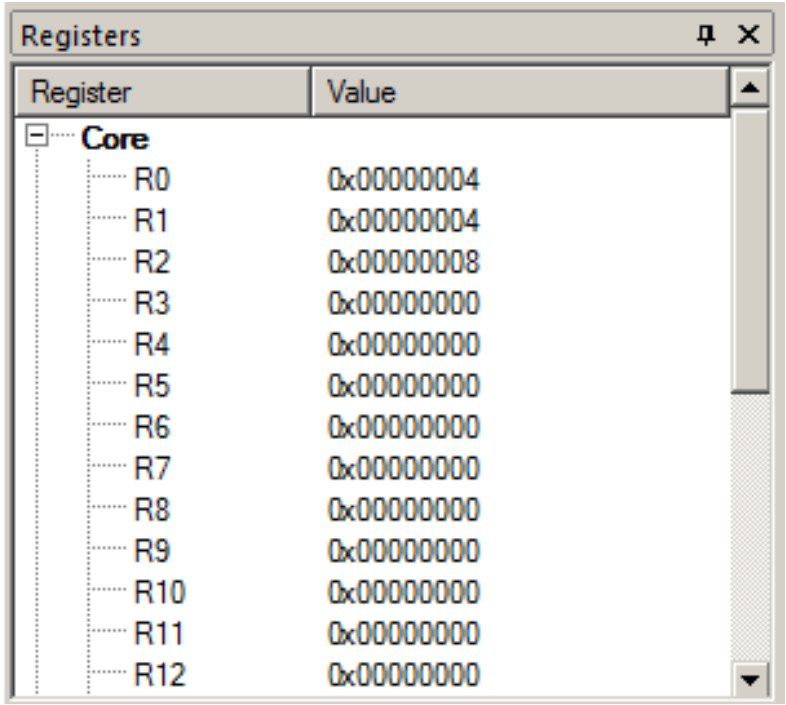
Start A New Project-7

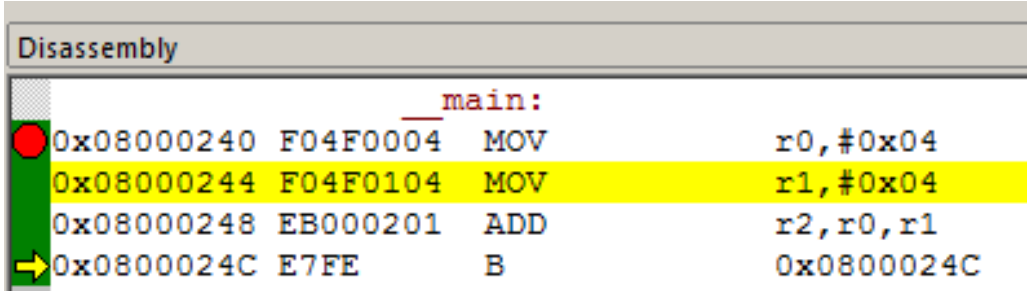
- Setup your project windows are shown below
- To do so, click on VIEW and select the appropriate window



Let’s Examine The Code

- What are the values of the registers after you step through the entire code?
- What is the value of P?
- What happens if we change #P to P and remove #?
- In the Disassembler note how the codes are displayed. What is the starting memory location for the assembly code?
- What is the OPCODE for MOV instruction?
- What is the OPCODE for ADD instruction?
- How large (in terms of bits) is register R0?
- What exactly the following command achieves? ADD r2,r0,r1





Some Suggestions

- For assembly coding we might need to add main.c file.