



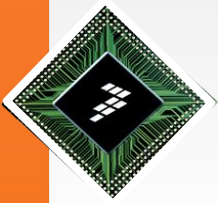
# Lab1 PE and eGUI with CW10.3

Luis Casado  
FAE

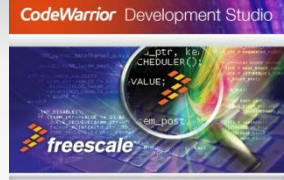


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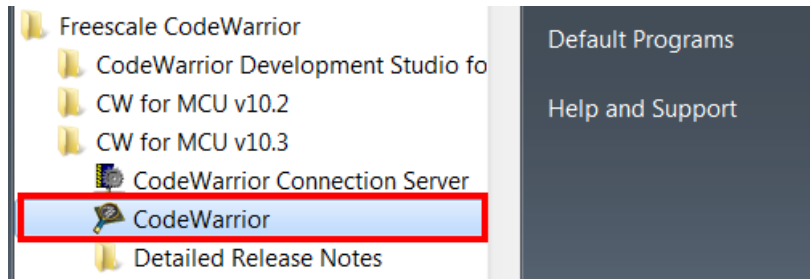
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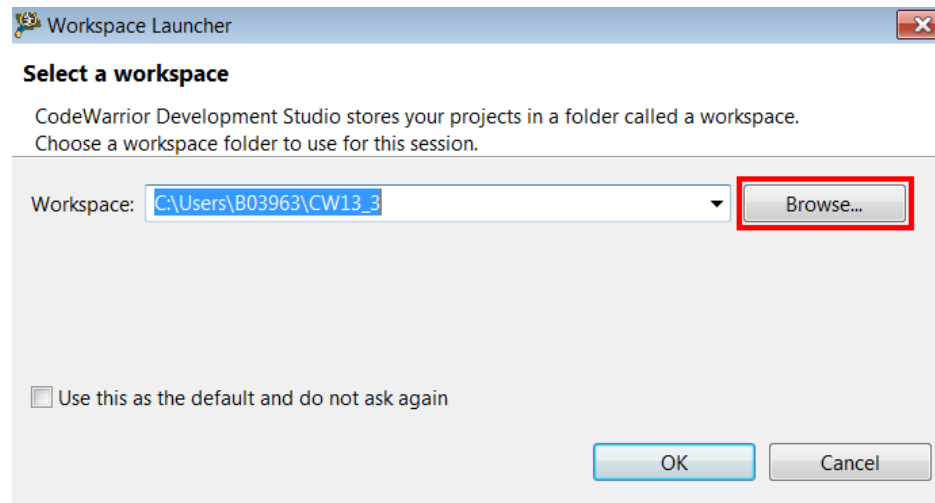
# CW MCU v10.3

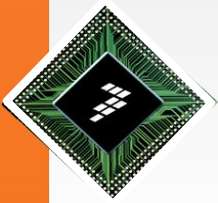


- Open **CW for MCU v10.3**



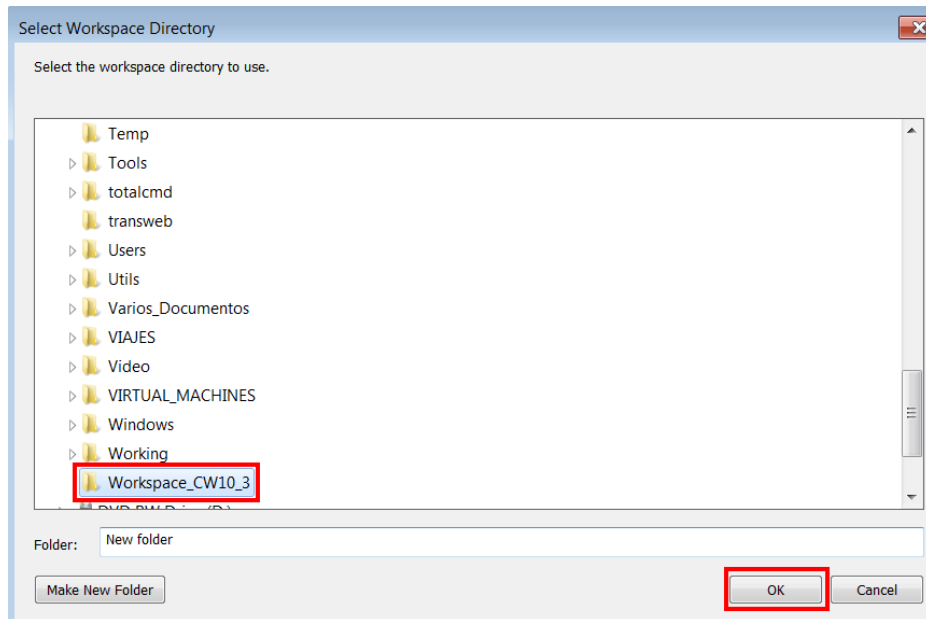
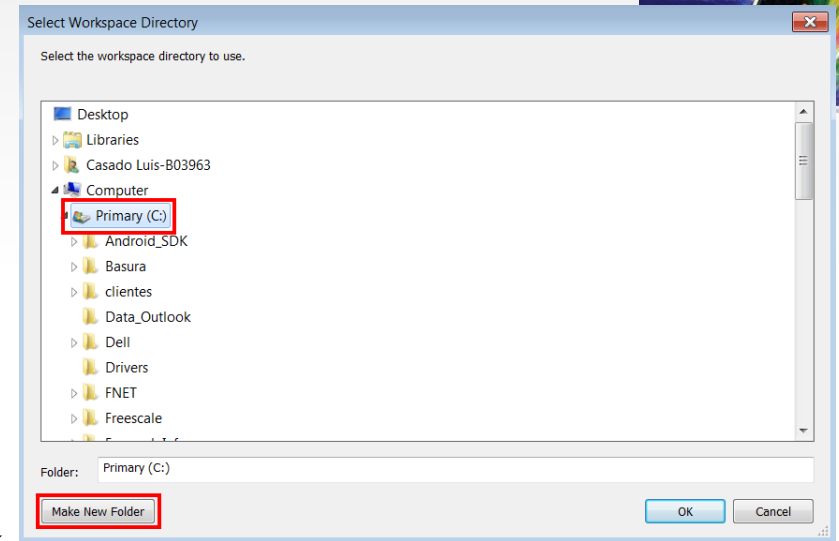
- Create a New Workspace for this session- **Click Browse..**

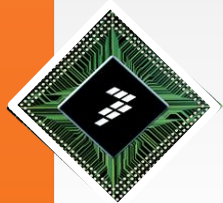




# CW MCU v10.3

- Select **c:\** and **“Make New Folder”**
- Give name **“Workspace\_CW10\_3”** and OK

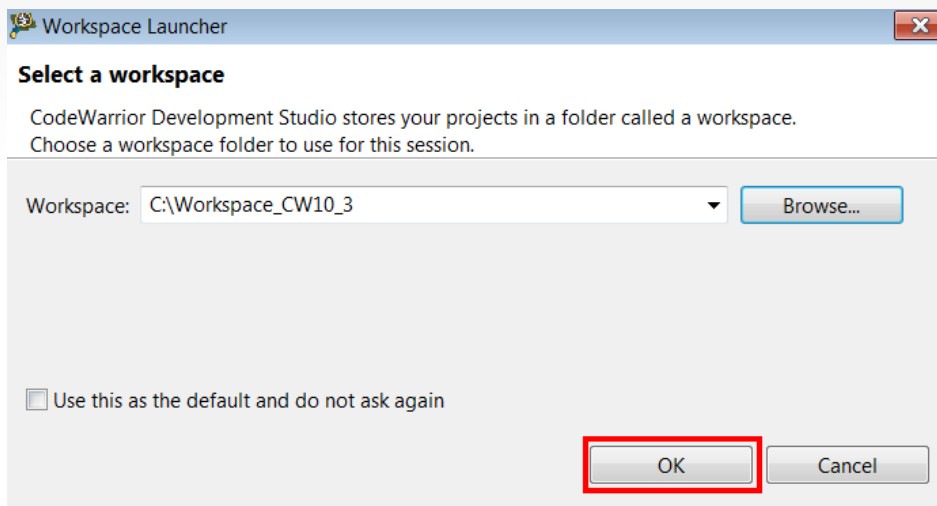




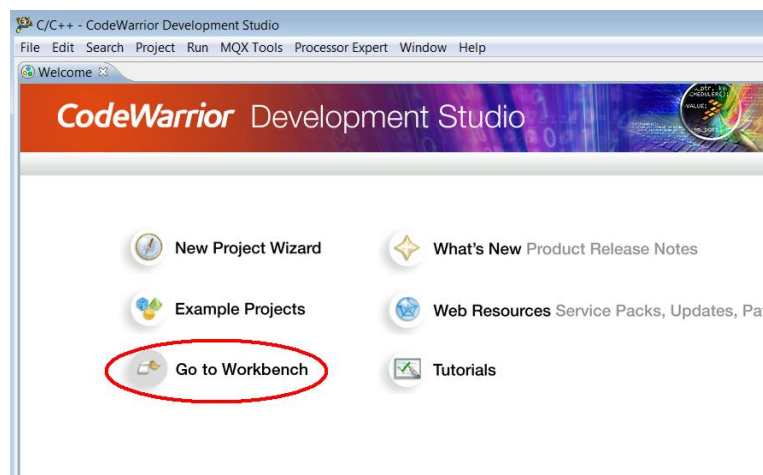
# CW MCU v10.3



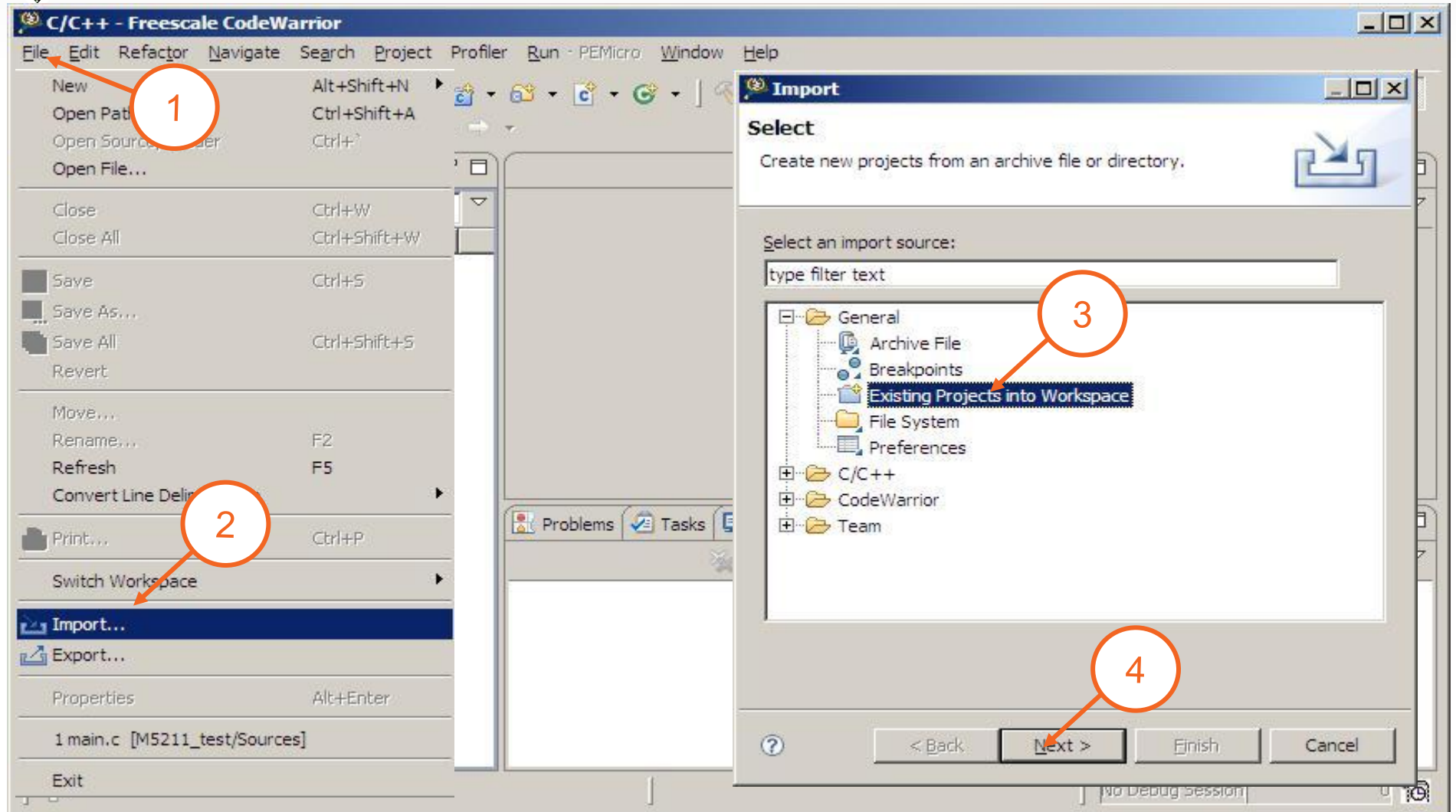
- Click OK



- Click Go to **Workbench**

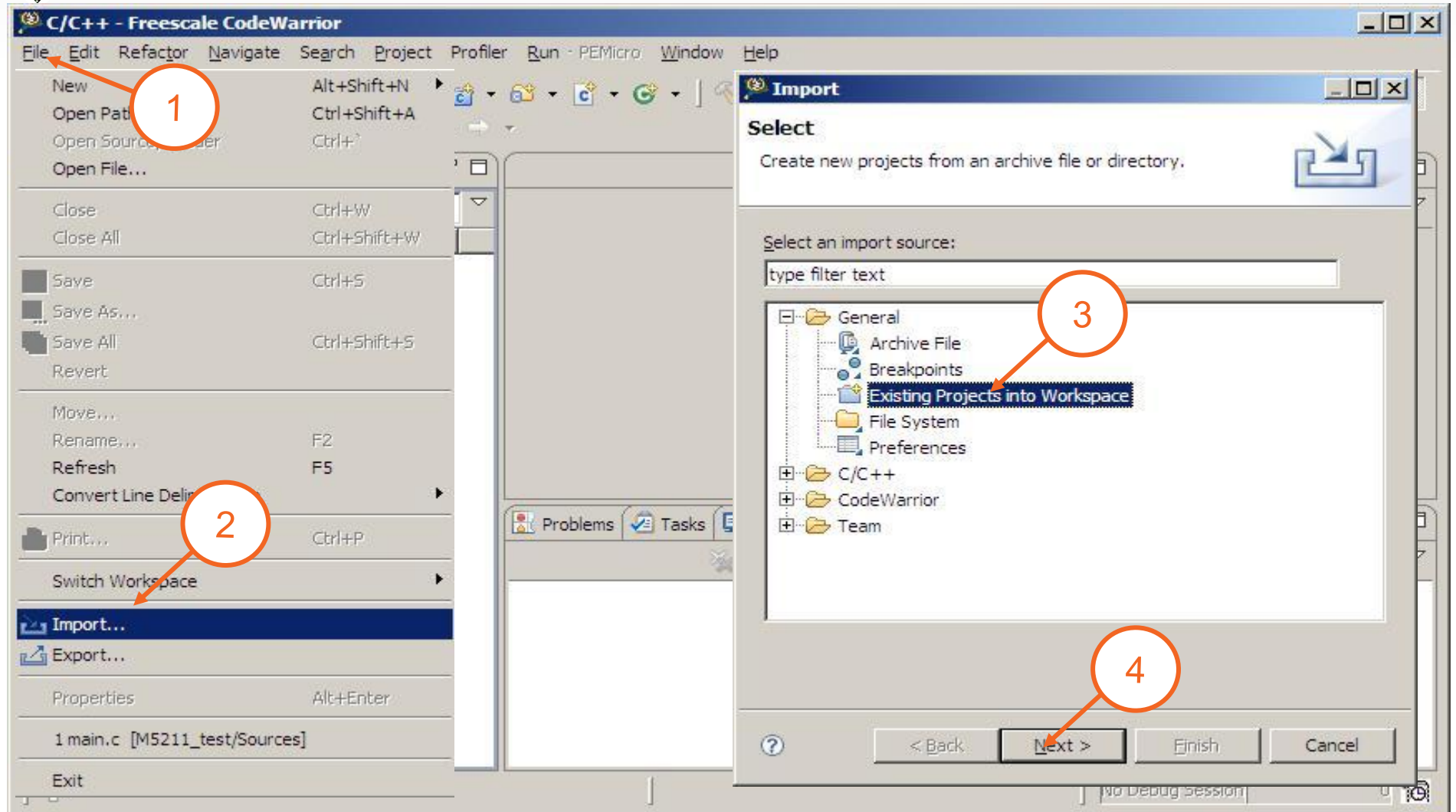


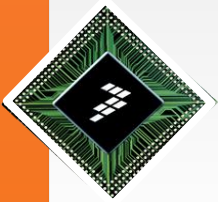
# Import Existing Project





# Import Existing Project

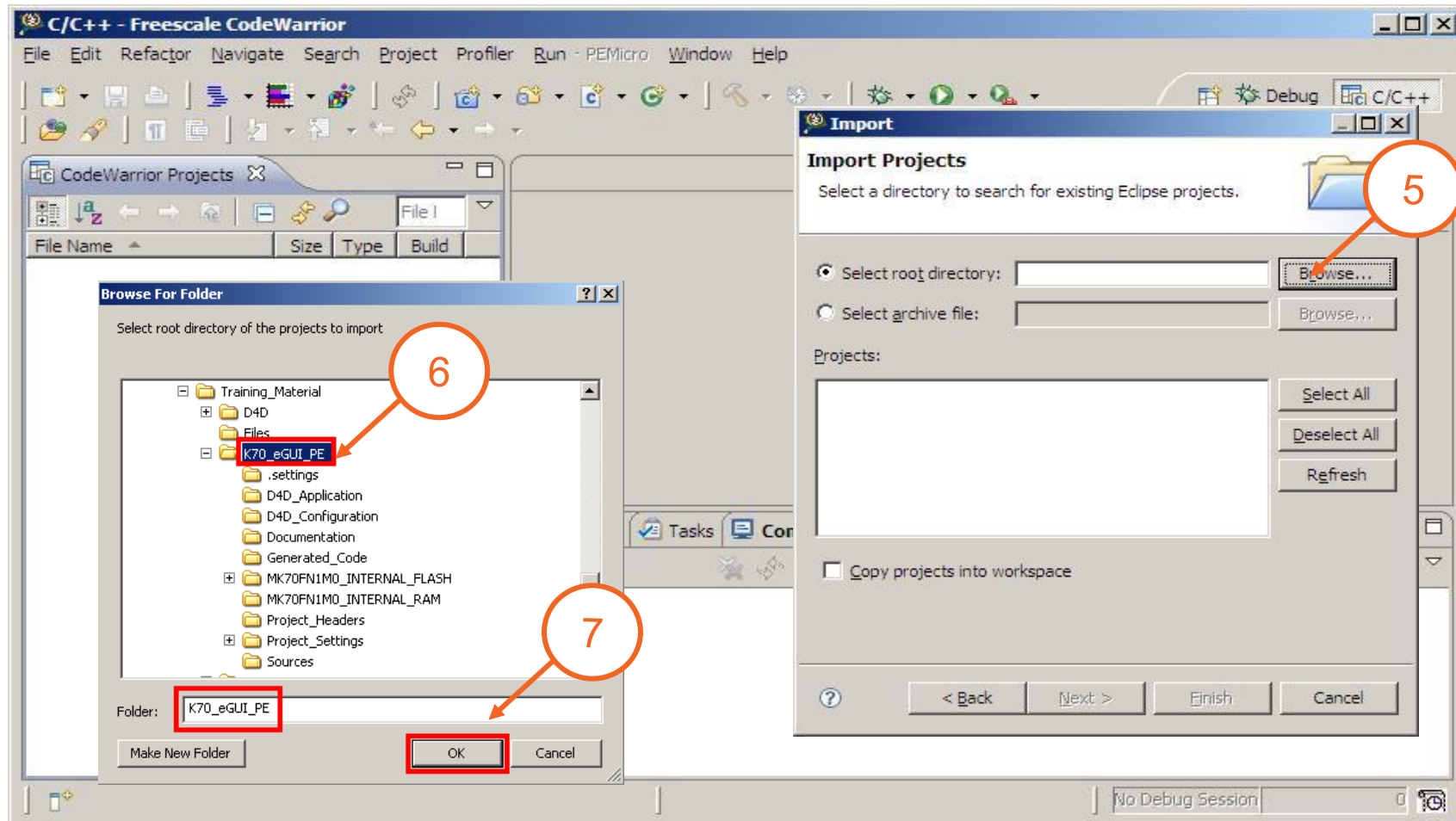




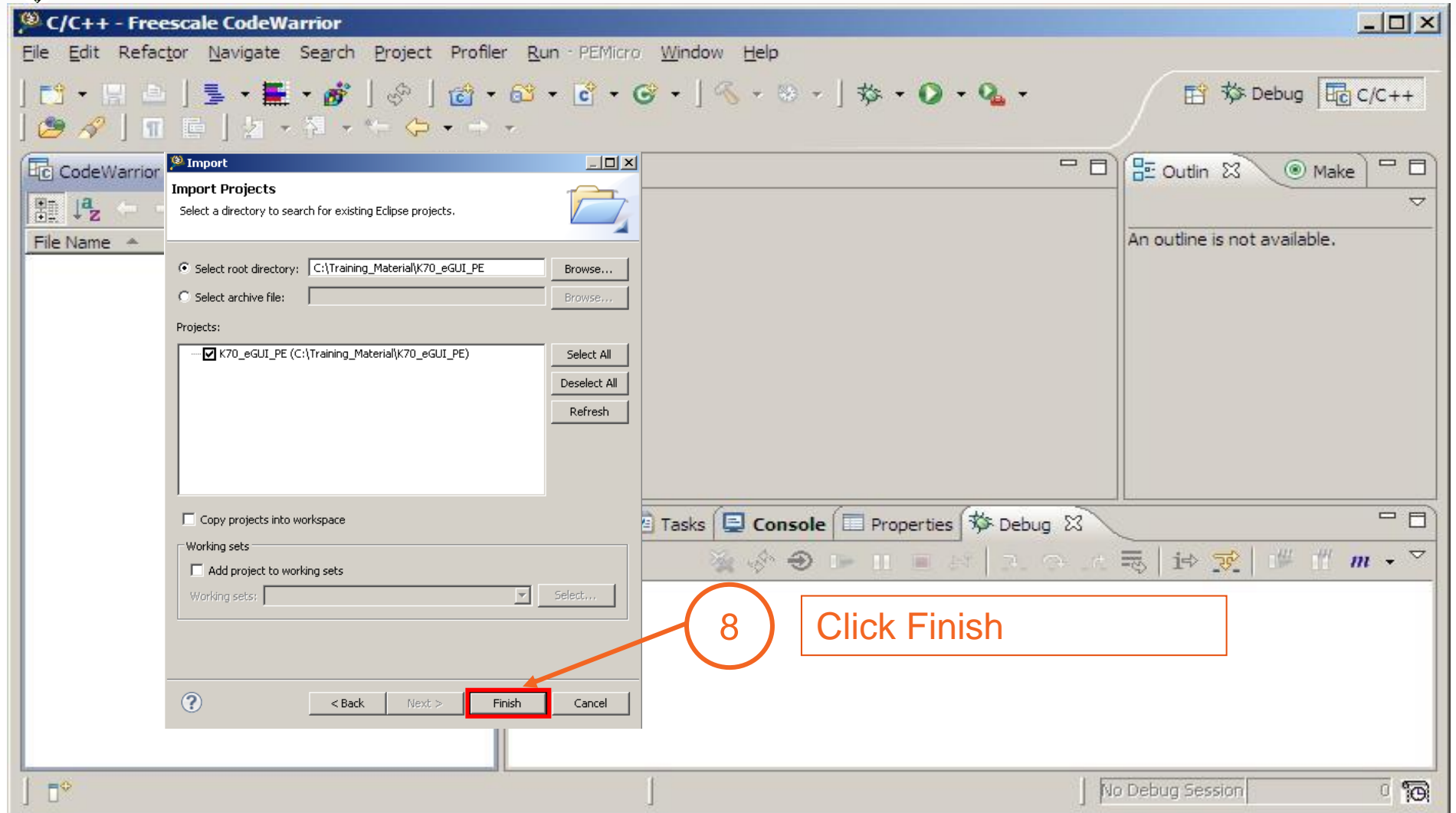
# Import Existing Project

Browse to :

**C:\Hands\_on\_Kinetis\Lab1\Training\_Material\K70\_eGUI\_PE**

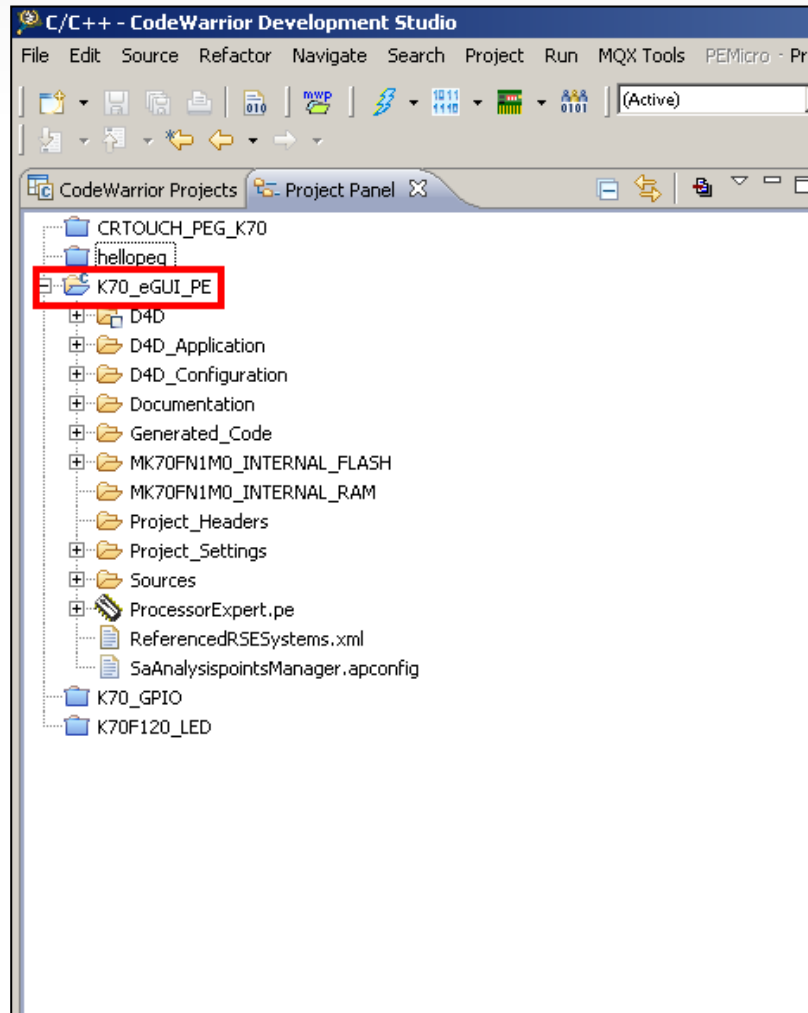


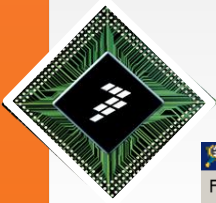
# Import Existing Project





# Import Existing Project





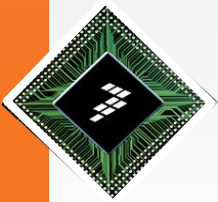
# Build Project

The screenshot shows the CodeWarrior Development Studio interface. The 'CodeWarrior Projects' tree on the left lists several projects, including 'K70\_eGUI\_PE'. A right-click context menu is open over this project, with the 'Build Project' option highlighted. The 'Build' configuration is selected in the 'File Name' column of the 'Build' dialog. The 'Component Inspector' at the bottom shows the active build configuration as '1 MK70FN1M0\_INTERNAL\_FLASH'.

Check that Active Build Configuration is in FLASH

1





# Build Project

Click Project -> Clean

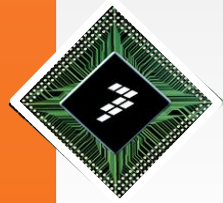


Two screenshots of the CodeWarrior Development Studio interface illustrating the steps to clean a project.

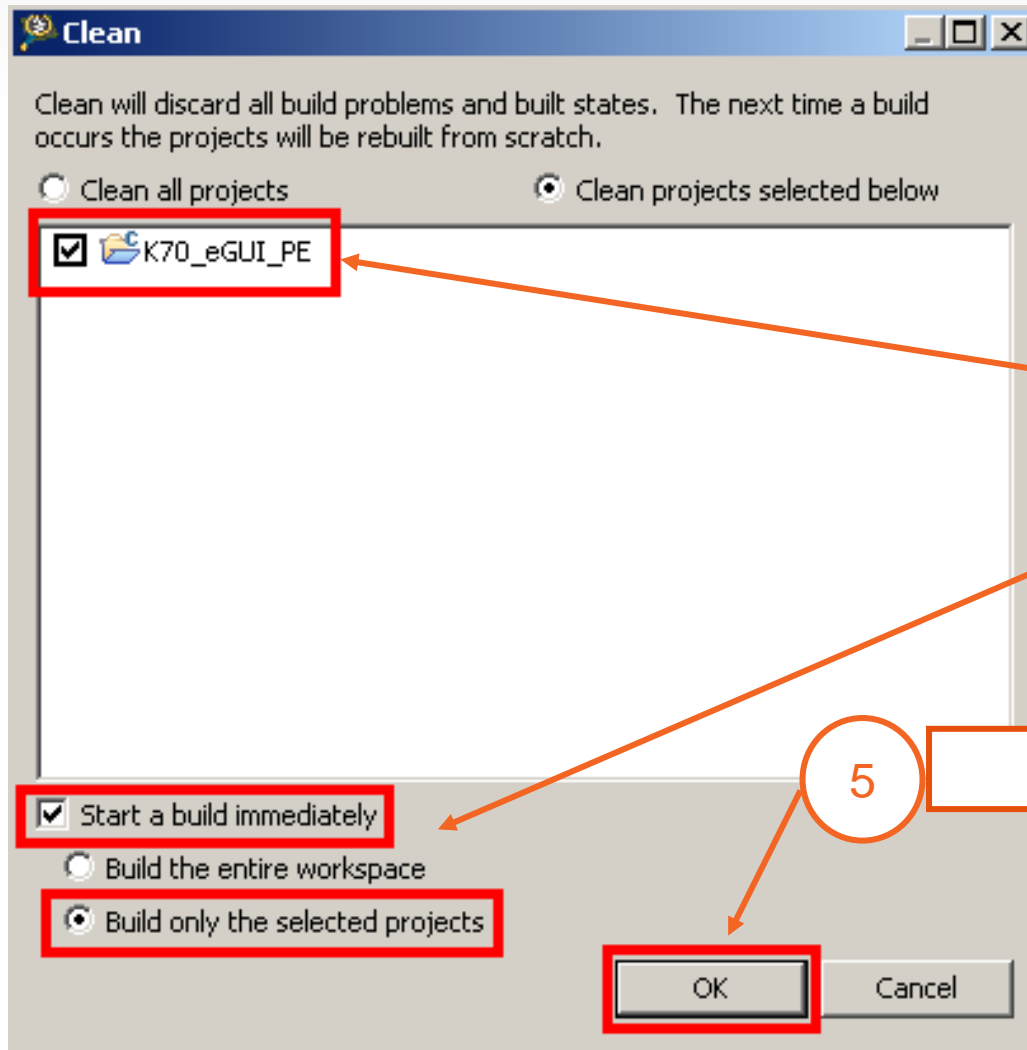
**Left Screenshot:** The "CodeWarrior Projects" tree on the left shows a project named "K70\_eGUI\_PE" selected. An orange circle with the number "2" and a callout box pointing to it contains the text "Click Project".

**Right Screenshot:** The "Project" menu is open, showing options like "Open Project", "Close Project", "Build All", "Build Configurations", "Build Project", "Build Working Set", "Clean...", "Build Automatically", "Make Target", "Generate Processor Expert Code", "Generate Makefiles", "Change Device/Connection", and "Properties". An orange circle with the number "3" and a callout box pointing to the "Clean..." option contains the text "Click Project -> Clean".

The bottom of the interface shows the "Problems", "Tasks", "Console", and "Properties" tabs, with "0 items" displayed in the Console tab.



# Build Project

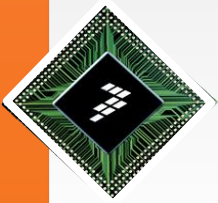


Select Project, Star Build immediately and Build only selected projects

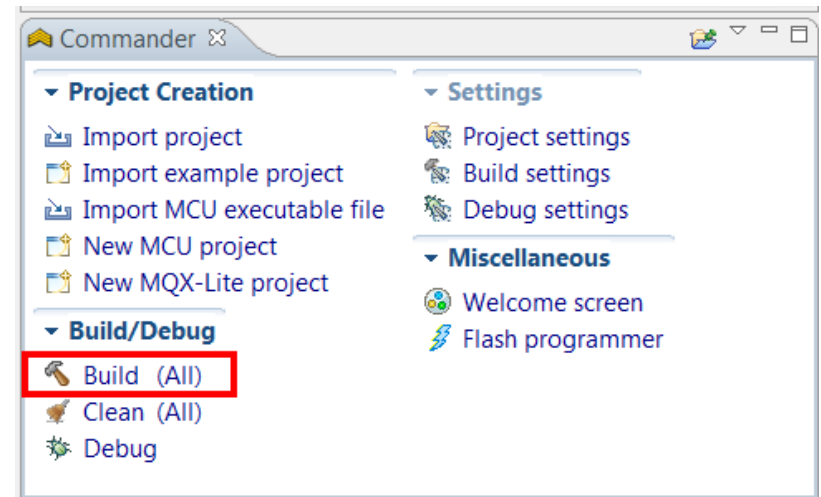
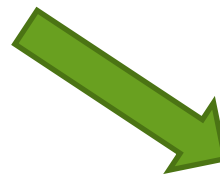
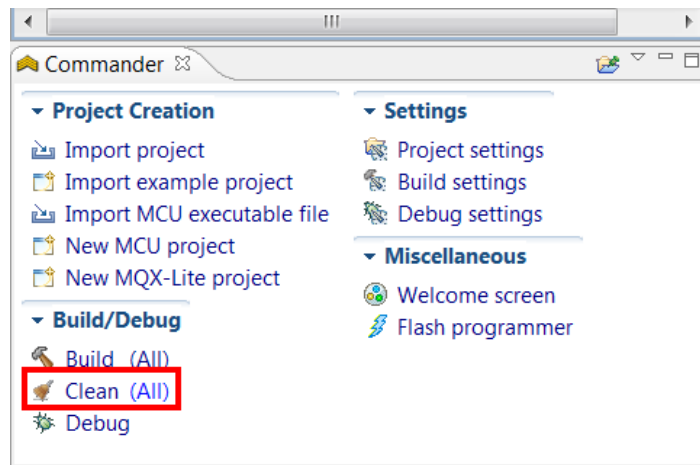
4

Click Ok

5



You can use the Commander View to clean and Build the project

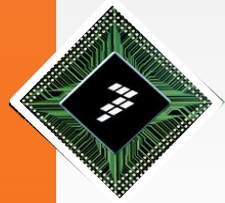




# Prepare your hardware

- Prepare your Tower System:
  - Connect **TWR-SER** and **TWR-K70F120M** to **TWR-ELEV** (Primary and Secondary with **TWR-LCD-RGB** attached)





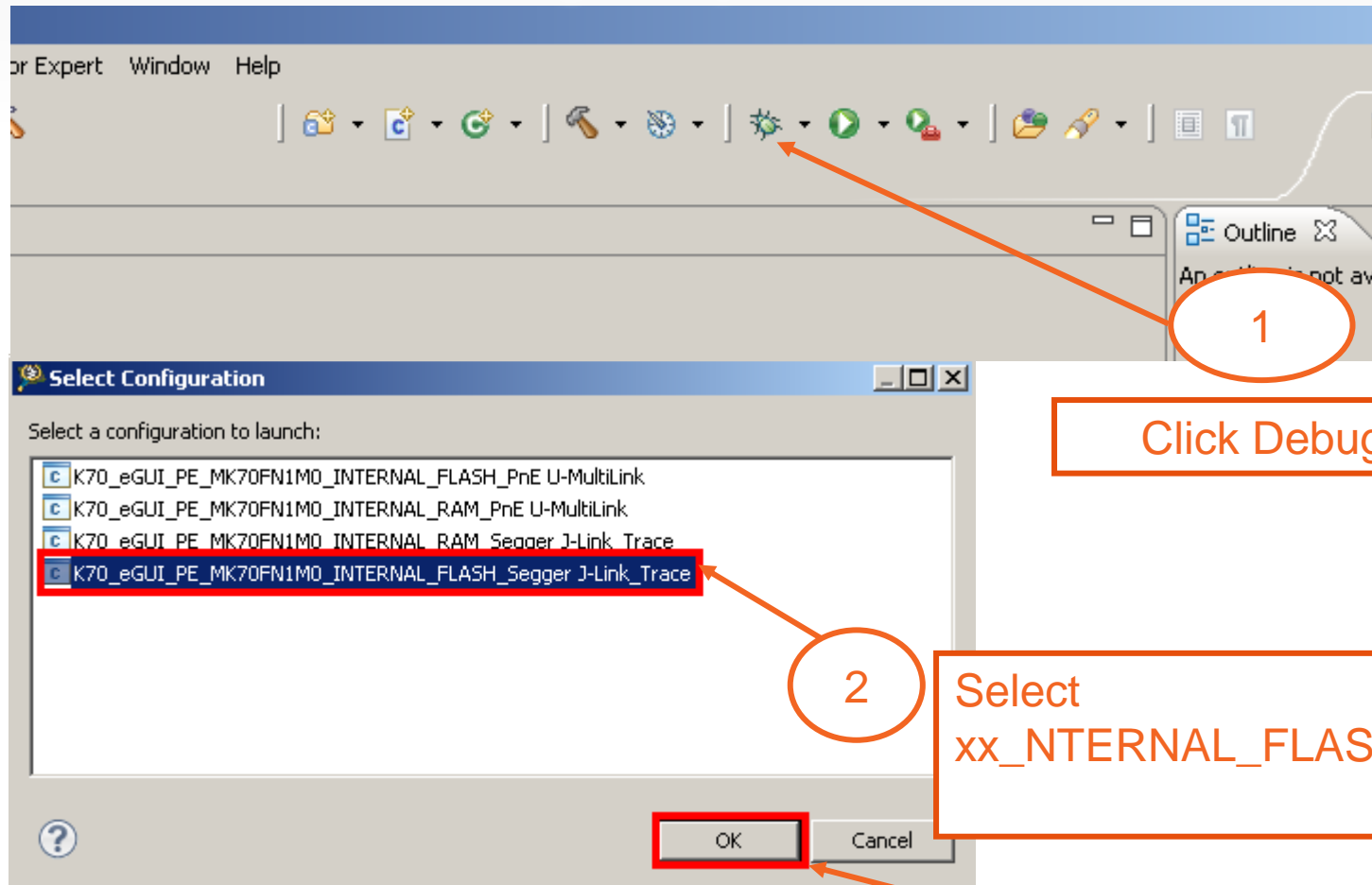
# Connect Segger J-Link

- Kinetis **TWR-K70F120** Tower Kit
- Segger J-Link probe



JTAG connector

# Run and debug Project



1

Click Debug icon

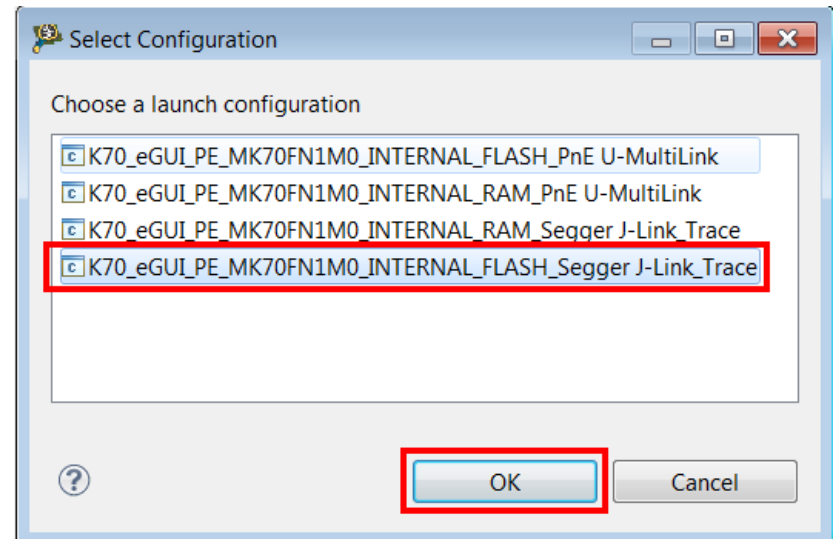
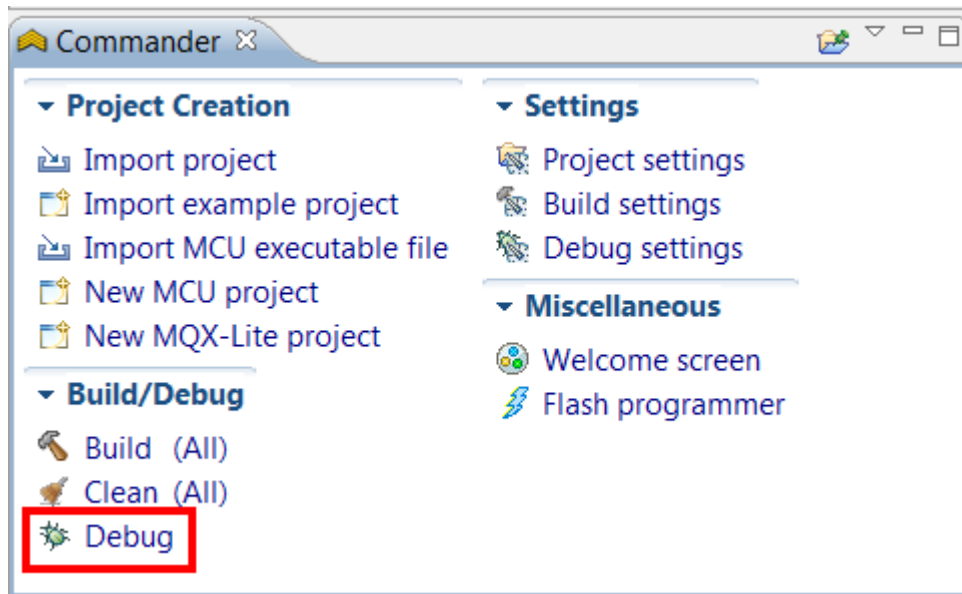
2

Select  
xx\_INTERNAL\_FLASH\_Segger\_xx

3

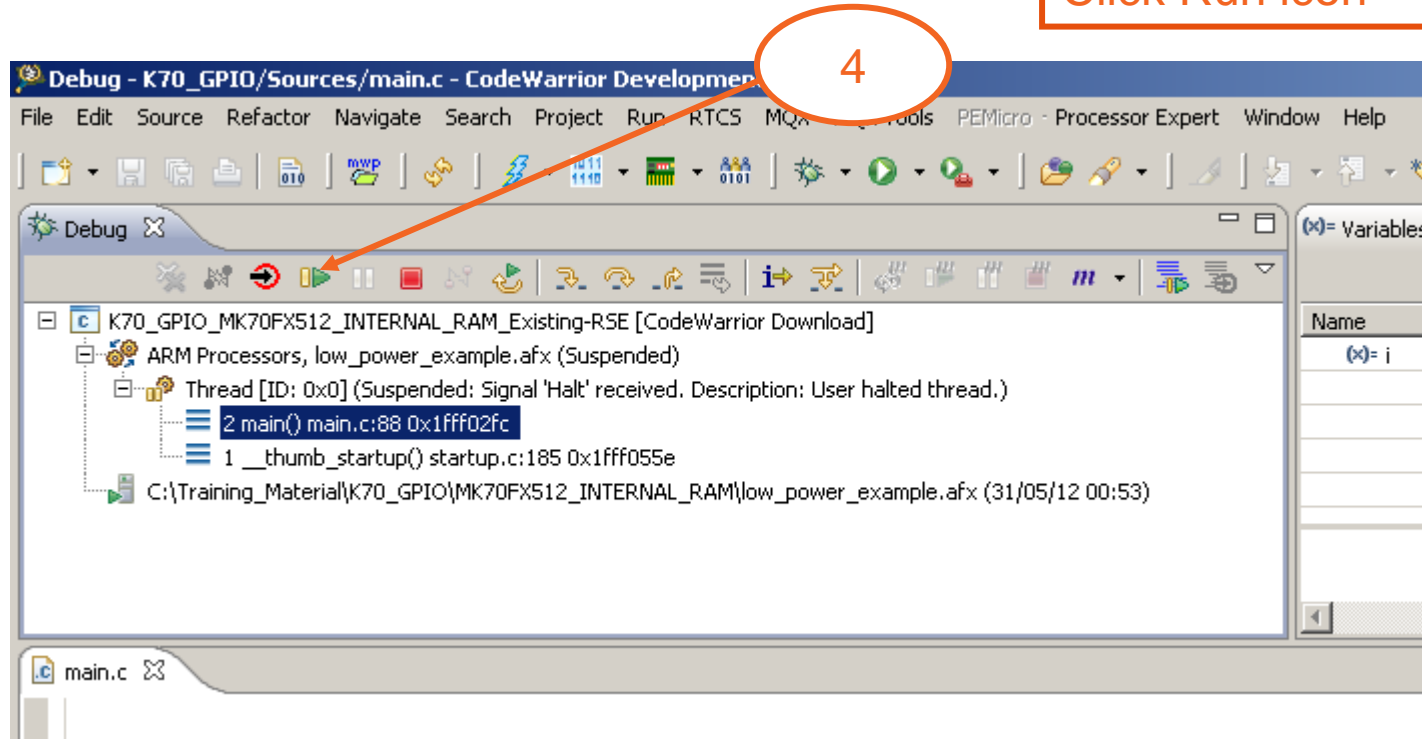
OK

# ...Or using the commander View

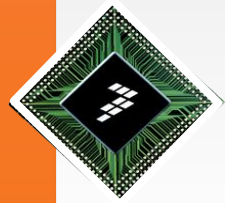


# Run and debug Project

Click Run icon







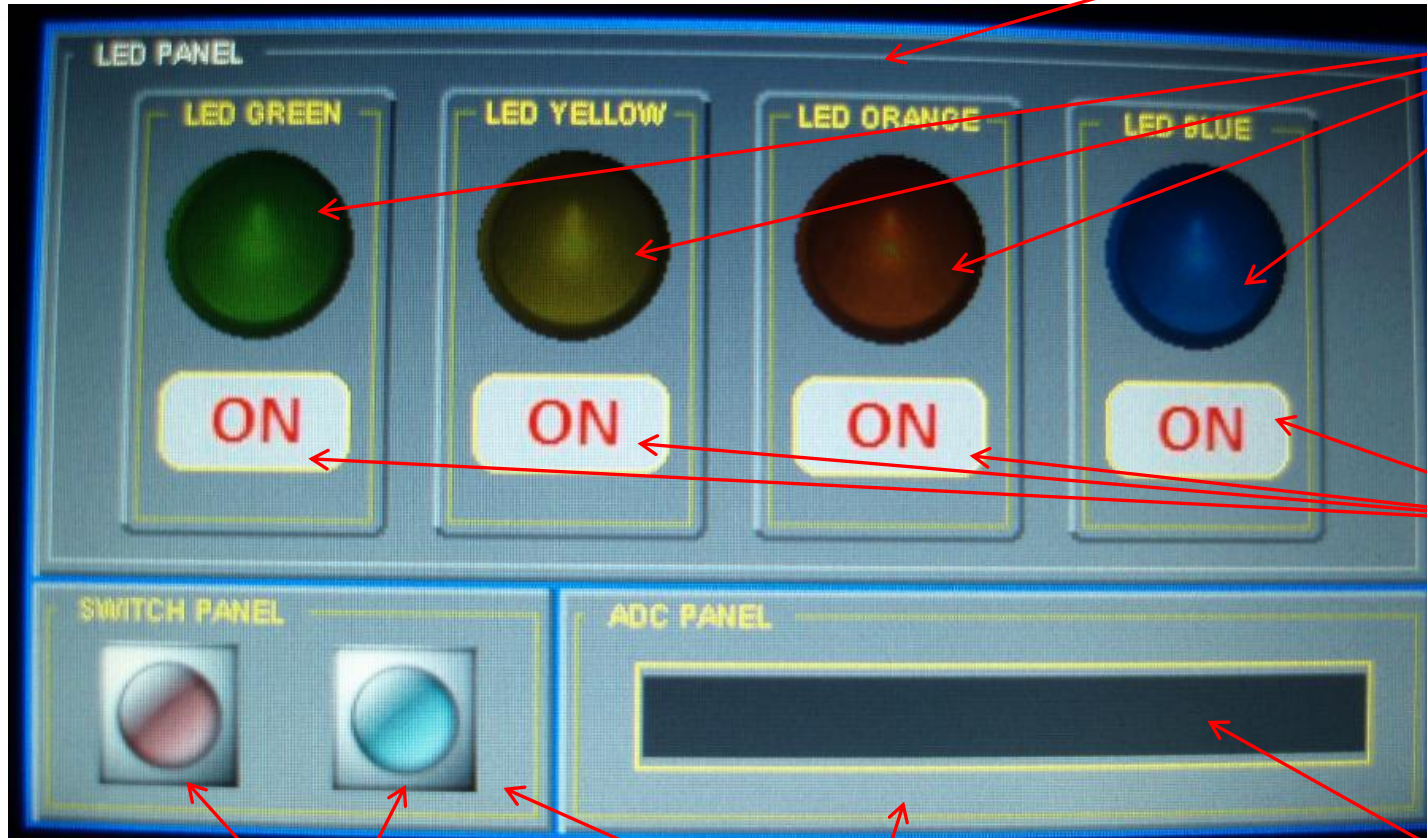
# Run Template Application

GROUP BOX

ICON

CHECKBOX

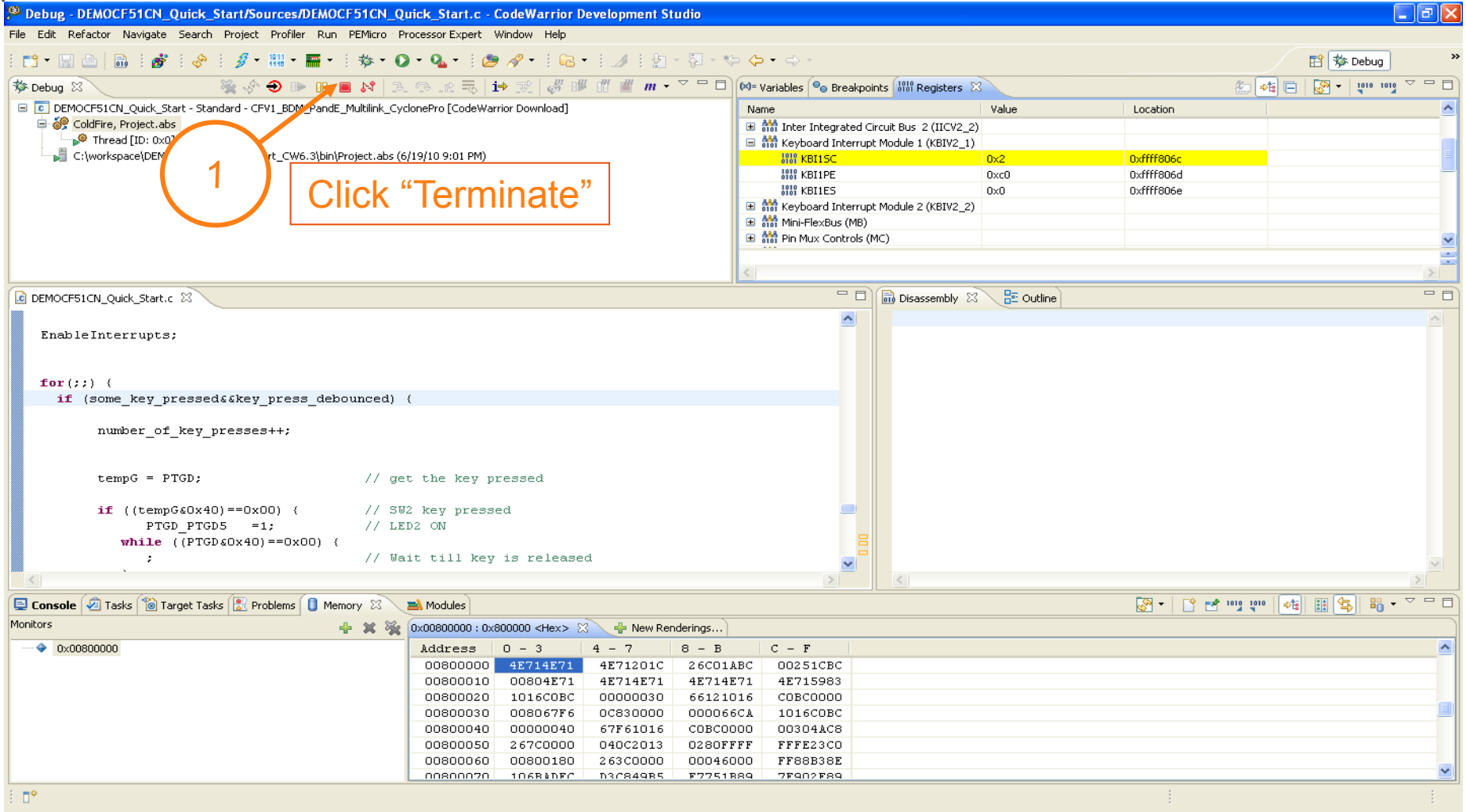
SLIDER



ICON

GROUP BOX

# Terminate the Project



Debug - DEMOCF51CN\_Quick\_Start/Sources/DEMOCF51CN\_Quick\_Start.c - CodeWarrior Development Studio

File Edit Refactor Navigate Search Project Profiler Run PEMicro Processor Expert Window Help

Debug

DEMOCF51CN\_Quick\_Start - Standard - CFV1\_BDM\_PandE\_Multilink\_CyclonePro [CodeWarrior Download]

ColdFire, Project.abs

Thread [ID: 0x0]

C:\workspace\DEMOCF51CN\_Quick\_Start\bin\Project.abs (6/19/10 9:01 PM)

1 Click "Terminate"

Variables Breakpoints Registers

Name	Value	Location
Inter Integrated Circuit Bus 2 (IICV2_2)		
Keyboard Interrupt Module 1 (KBIV2_1)		
KBII15C	0x2	0xffff806c
KBII1PE	0xc0	0xffff806d
KBII1ES	0x0	0xffff806e
Keyboard Interrupt Module 2 (KBIV2_2)		
Mini-FlexBus (MB)		
Pin Mux Controls (MC)		

DEMOCF51CN\_Quick\_Start.c

```

EnableInterrupts;

for(;;) {
    if (some_key_pressed&&key_press_debounced) {

        number_of_key_presses++;

        tempG = PTGD;           // get the key pressed

        if ((tempG&0x40)==0x00) { // SW2 key pressed
            PTGD_PTGD5 = 1;      // LED2 ON
            while ((PTGD&0x40)==0x00) { // Wait till key is released
                ;
            }
        }
    }
}
    
```

Disassembly Outline

Console Tasks Target Tasks Problems Memory Modules

Monitors

0x00800000 : 0x800000 <Hex> New Renderings...

Address	0 - 3	4 - 7	8 - B	C - F
00800000	4E714E71	4E71201C	26C01ABC	00251CBC
00800010	00804E71	4E714E71	4E714E71	4E715983
00800020	1016C0BC	00000030	66121016	C0BC0000
00800030	008067F6	0C830000	000066CA	1016C0BC
00800040	00000040	67F61016	C0BC0000	00304AC8
00800050	267C0000	040C2013	0280FFFF	FFFE23C0
00800060	00800180	263C0000	00046000	FF88B38E
00800070	106B1DFC	D3C849B5	E7251B89	7F902F89

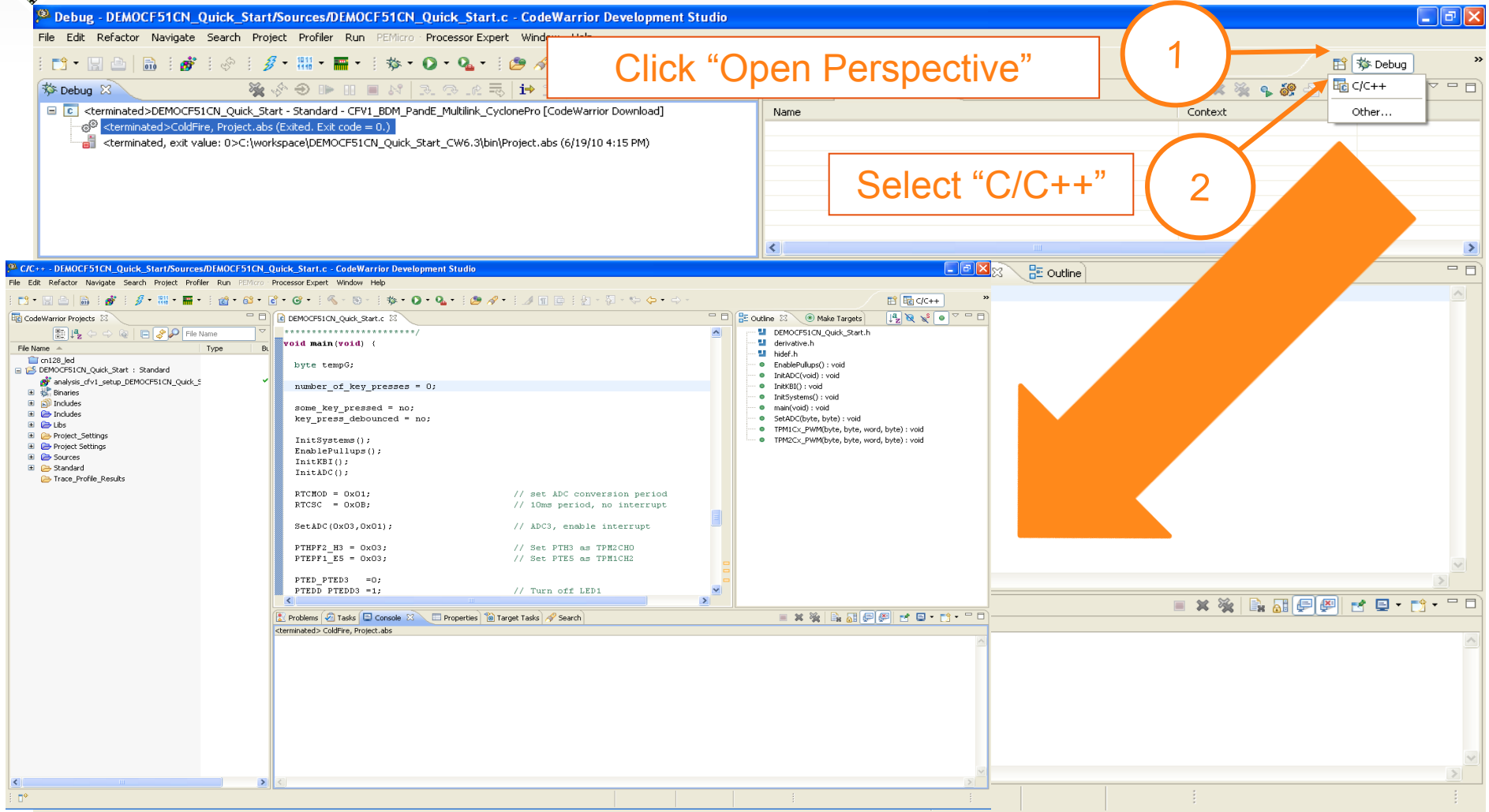
# Change Perspective

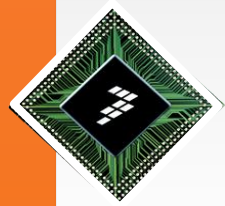
Click "Open Perspective"

Select "C/C++"

1

2

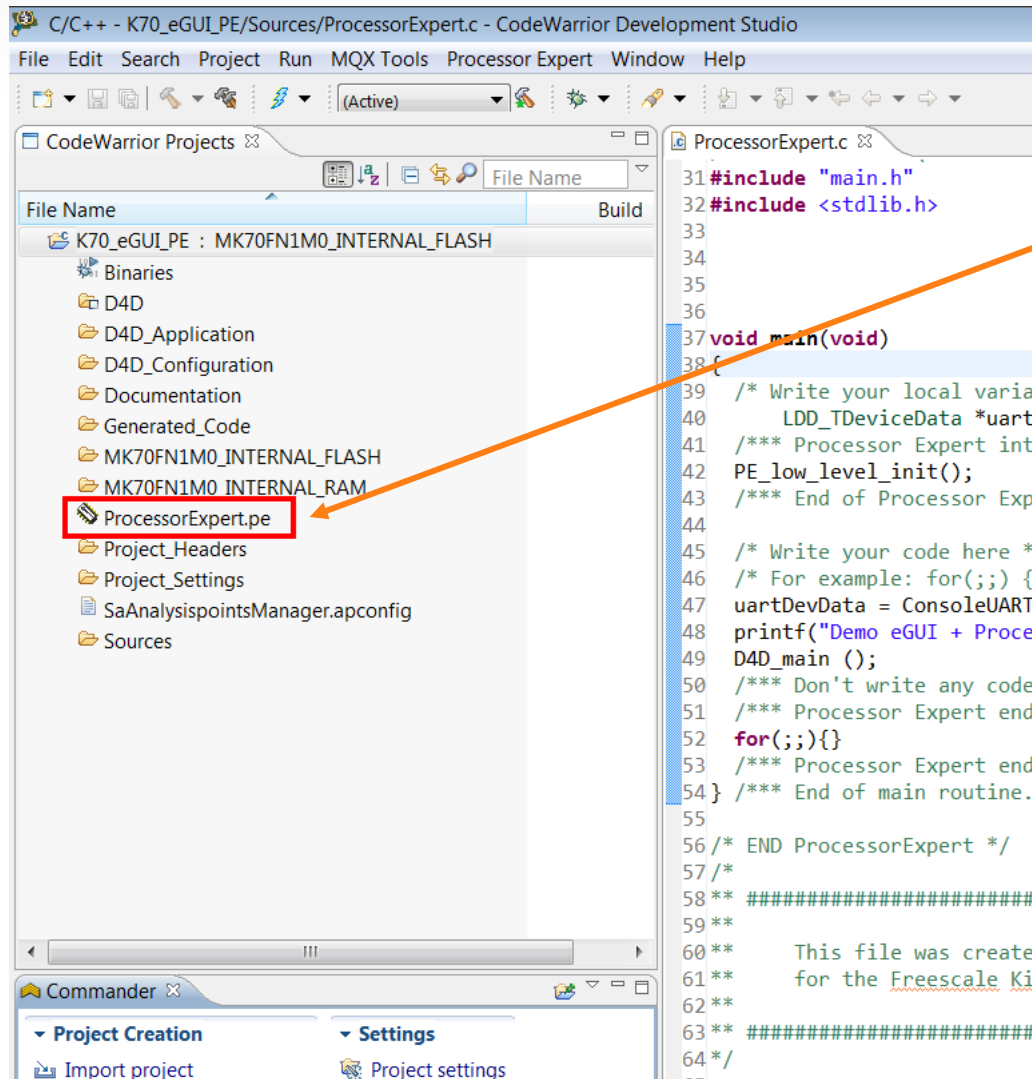




# Add LED Output Components

- We have to add 4 **BitIO** Components, one for each LED in the **TWR-K70F120N**
- We will associate the LED On/Off to the status of the Led icons in **eGUI** Application (Led Panel)
- When any of the “**CheckBox object**” is touched, we change the icon image and set the GPIO port to On/Off

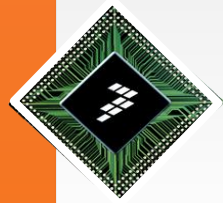
# Processor Expert Views



Duble Click on  
ProcessorExpert.pe

1





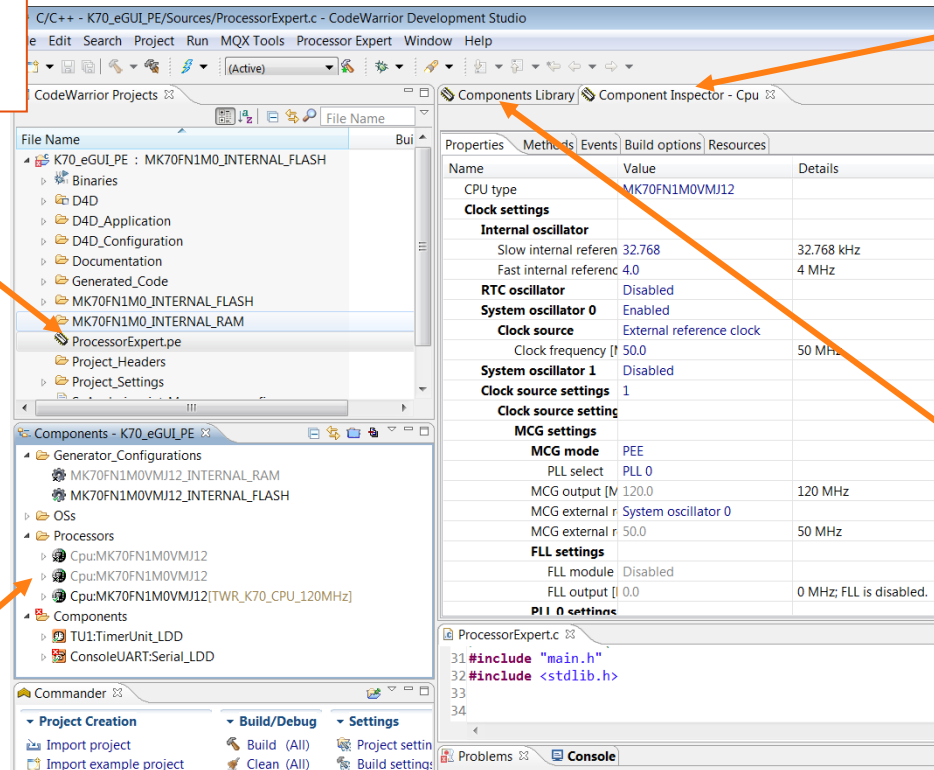
# Processor Expert Views

Processor Expert file  
in project

Component Inspector

Library of Components

Components in  
your project



C/C++ - K70\_eGUL\_PE/Sources/ProcessorExpert.c - CodeWarrior Development Studio

File Name

Components Library

Component Inspector - Cpu

Name	Value	Details
CPU type	MK70FN1M0VMJ12	
<b>Clock settings</b>		
Internal oscillator		
Slow internal referenc	32.768	32.768 kHz
Fast internal referenc	4.0	4 MHz
RTC oscillator	Disabled	
System oscillator 0	Enabled	
Clock source	External reference clock	
Clock frequency	50.0	50 MHz
System oscillator 1	Disabled	
Clock source settings	1	
Clock source setting		
<b>MCG settings</b>		
MCG mode	PEE	
PLL select	PLL 0	
MCG output	120.0	120 MHz
MCG external r	System oscillator 0	
MCG external r	50.0	50 MHz
<b>FLL settings</b>		
FLL module	Disabled	
FLL output	0.0	0 MHz; FLL is disabled.
<b>PLL settings</b>		

ProcessorExpert.c

```

31 #include "main.h"
32 #include <stdlib.h>
33
34

```

Commander

Project Creation

Build/Debug

Settings

Import project

Build (All)

Project settings

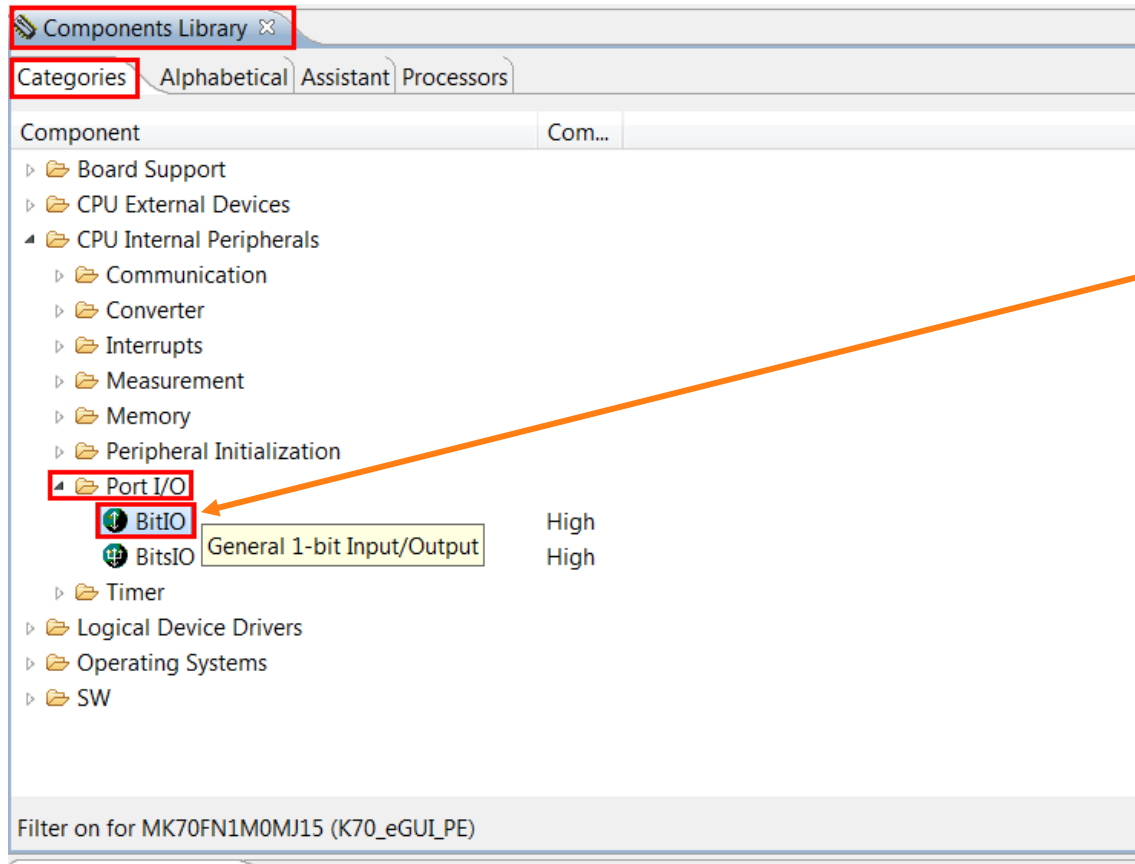
Import example project

Clean (All)

Build settings

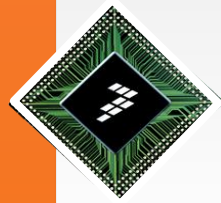
# Add LED Output Components

- Go to Components Library and double click in **BitIO**



Double Click on  
BitIO

1



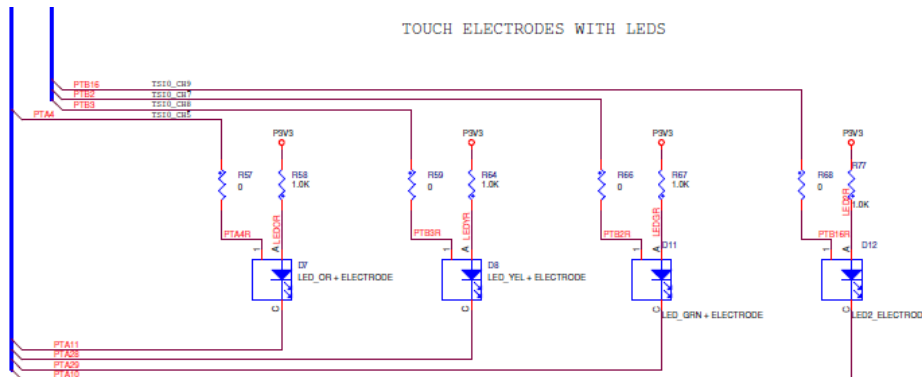
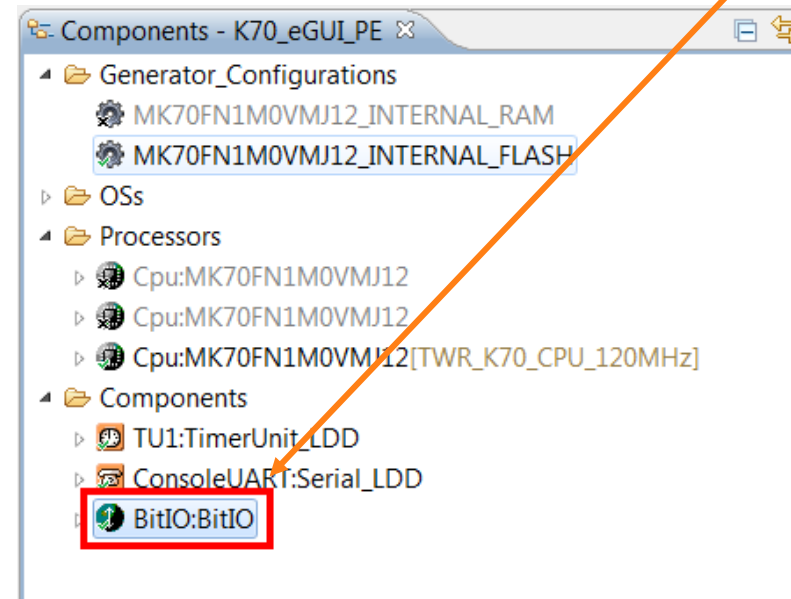
# Add LED Output Components

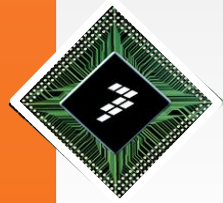
- Click in the new component added to project
- Edit the component fields to associate to **LED GREEN** (PTA29)

Pushbuttons	SW1 (IRQ0)	PTD0	PTD0
	SW2 (IRQ1)	PTE26	PTE26
	SW3 (RESET)	RESET_b	RESET_b
Touch Pads	E1 / Touch	PTA4	TSIO_CH5
	E2 / Touch	PTB3	TSIO_CH8
	E3 / Touch	PTB2	TSIO_CH7
	E4 / Touch	PTB16	TSIO_CH9
LEDs	E1 / Orange LED	PTA11	PTA11
	E2 / Yellow LED	PTA28	PTA28
	E3 / Green LED	PTA29	PTA29
	E4 / Blue LED	PTA10	PTA10
Potentiometer	Potentiometer (R71)	—	ADC1_DM1
Accelerometer	I2C SDA	PTE18	I2C0_SDA
	I2C SCL	PTE19	I2C0_SCL
	INT1	PTB4	PTB4
	INT2	PTB7	PTB7

Click on BitIO

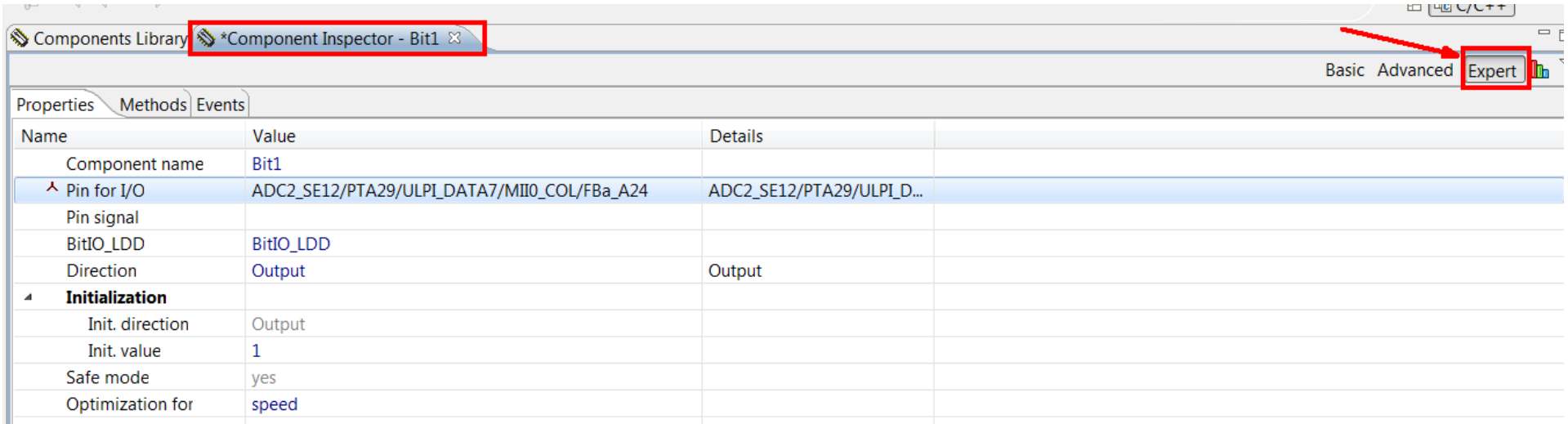
2





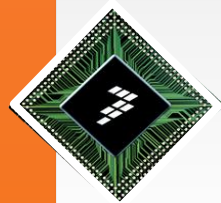
# Add LED Output Components

- Change to **‘Expert Mode’** in Components inspector



The screenshot shows the 'Component Inspector - Bit1' window. The 'Expert' tab is selected, indicated by a red box and an arrow. The 'Properties' tab is active, showing a table of component properties.

Name	Value	Details
Component name	Bit1	
Pin for I/O	ADC2_SE12/PTA29/ULPI_DATA7/MII0_COL/FBa_A24	ADC2_SE12/PTA29/ULPI_D...
Pin signal		
BitIO_LDD	BitIO_LDD	
Direction	Output	Output
<b>Initialization</b>		
Init. direction	Output	
Init. value	1	
Safe mode	yes	
Optimization for	speed	

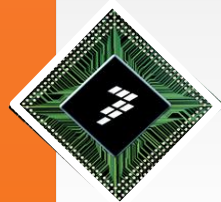


# Add LED Output Components

- Changes the values in **Component Inspector**

Components Library *Component Inspector - LED_ x			
Properties Methods Events			
Name	Value	Details	
Component name	LD_GREEN		
Pin for I/O	ADC2_SE12/PTA29/ULPI_DATA7/MII0_COL/FBa_A24	ADC2_SE12/PTA29/ULPI_D...	
Pin signal			
BitIO_LDD	BitIO_LDD		
Direction	Output	Output	
<b>Initialization</b>			
Init. direction	Output		
Init. value	1		
Safe mode	yes		
Optimization for	speed		





# Add LED Output Components

- **Repeat** the same steps to add the rest of LED components

Components Library \*Component Inspector - LD\_YELLOW

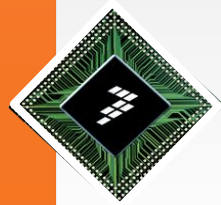
Properties		
Name	Value	Details
Component name	LD_YELLOW	
Pin for I/O	ADC2_SE13/PTA28/ULPI_DATA6/MII0_TXER/FBa_A25	ADC2_SE13/PTA28/ULPI_D...
Pin signal		
BitIO_LDD	BitIO_LDD	
Direction	Output	Output
<b>Initialization</b>		
Init. direction	Output	
Init. value	1	
Safe mode	yes	
Optimization for	speed	

# Add LED Output Components

- **Repeat** the same steps to add the rest of LED components

The screenshot shows the CodeWarrior Component Inspector for the LD\_ORANGE component. The component name is LD\_ORANGE. The Pin for I/O is ADC3\_SE15/PTA11/ULPI\_DATA1/FTM2\_CH1/MII0\_RXCLK/FTM... with details ADC3\_SE15/PTA11/ULPI\_D... The Pin signal is BitIO\_LDD. The Direction is Output. The Initialization section shows Init. direction as Output, Init. value as 1, Safe mode as yes, and Optimization for as speed.

Name	Value	Details
Component name	LD_ORANGE	
Pin for I/O	ADC3_SE15/PTA11/ULPI_DATA1/FTM2_CH1/MII0_RXCLK/FTM...	ADC3_SE15/PTA11/ULPI_D...
Pin signal	BitIO_LDD	
Direction	Output	Output
<b>Initialization</b>		
Init. direction	Output	
Init. value	1	
Safe mode	yes	
Optimization for	speed	

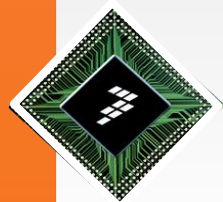


# Add LED Output Components

- **Repeat** the same steps to add the rest of LED components

Components Library \*Component Inspector - LD\_BLUE

Name	Value	Details
Component name	LD_BLUE	
Pin for I/O	ADC3_SE4a/PTA10/ULPI_DATA0/FTM2_CH0/MII0_RXD2/FTM2...	ADC3_SE4a/PTA10/ULPI_D...
Pin signal		
BitIO_LDD	BitIO_LDD	
Direction	Output	Output
<b>Initialization</b>		
Init. direction	Output	
Init. value	1	
Safe mode	yes	
Optimization for	speed	

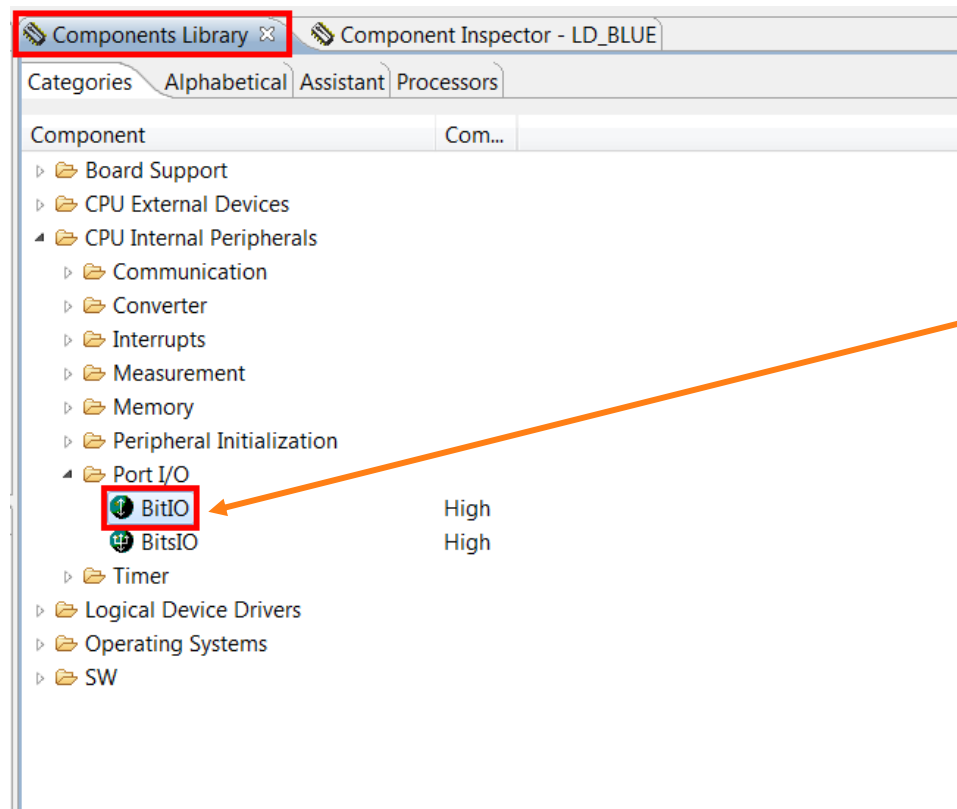


## Add SW Input Components

- We have to add 2 **BitIO** Components, one for each Push - Button in the **TWR-K70F120N**
- We will associate the LED On/Off to the status of the Led icons in **eGUI** Application (Switch Panel)
- When any of the “**Push Button**” is pressed, we change the icon image in the Switch Panel.

# Add SW Input Components

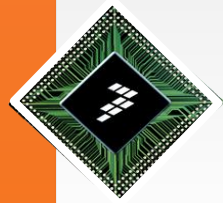
- Add two additional **BitIO** that will be associated to **SW1** and **SW2**



Double Click on  
BitIO

1



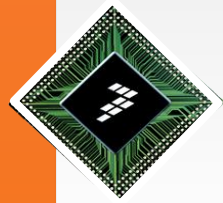


# Add SW Input Components

Components Library \*Component Inspector - SW\_1

Properties Methods Events

Name	Value	Details
Component name	SW_1	
Pin for I/O	PTD0/LLWU_P12/SPI0_PCS0/UART2_RTS_b/FTM3_CH0/FBa_ALE/FBa_...	PTD0/LLWU_P12/SPI0_PCS0...
Pin signal		
BitIO_LDD	BitIO_LDD	
Direction	Input	Input
<b>Initialization</b>		
Init. direction	Input	
Init. value	0	
Safe mode	yes	
Optimization for	speed	



# Add SW Input Components

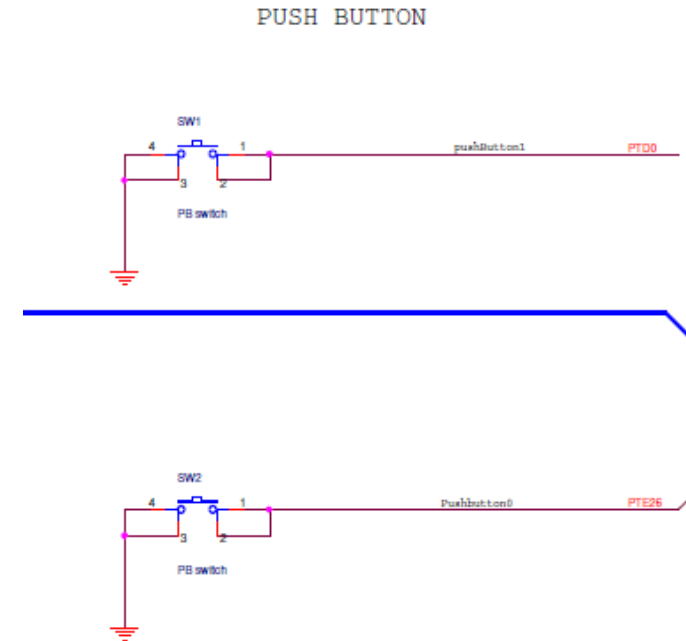
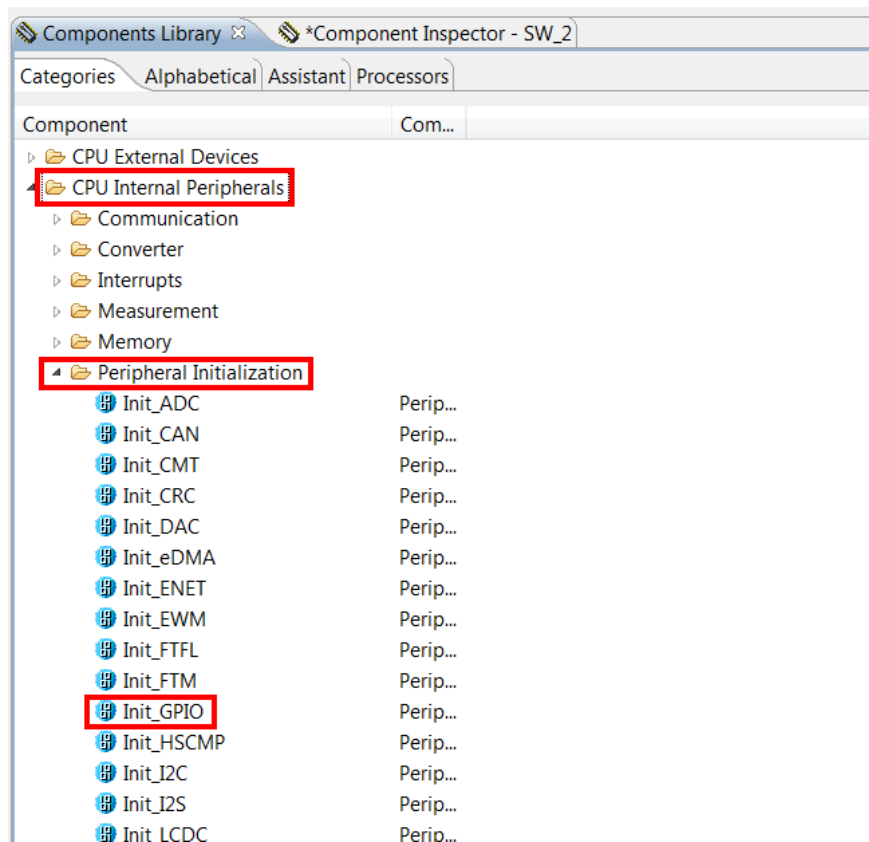
Components Library \*Component Inspector - SW\_2

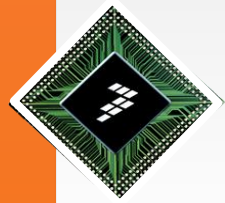
Properties Methods Events

Name	Value	Details
Component name	SW_2	
Pin for I/O	ADC3_SE5b/PTE26/ENET_1588_CLKIN/UART4_CTS_b/I2S1_TXD0/GLC...	ADC3_SE5b/PTE26/ENET_1...
Pin signal		
BitIO_LDD	BitIO_LDD	
Direction	Input	Input
<b>Initialization</b>		
Init. direction	Input	
Init. value	0	
Safe mode	yes	
Optimization for	speed	

# Add SW Input Components

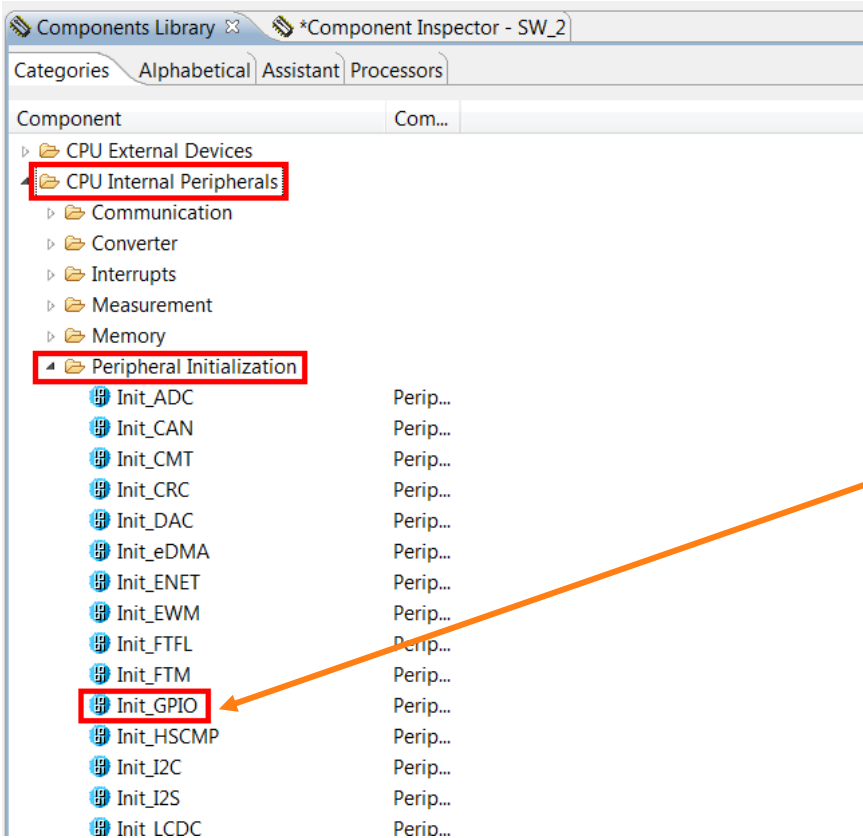
- We need to enable Pull-up resistor for **SW1** and **SW2** pins
- Go to Components Library and expand **Peripheral Initialization**





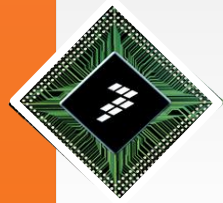
# Add SW Input Components

- Add two **Init\_GPIO**



Double Click on  
Init\_GPIO

1



# Add SW Input Components

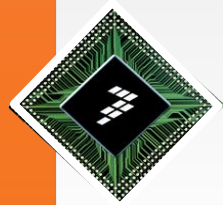
- Click on **Init\_GPIO** and Edit Component

Components Library \*Component Inspector - SW1

Properties Methods

Name	Value	Details
Component name	SW1	
Device	PTD	PTD
! Pins		
! Pin 0	Enabled	
! Pin	PTD0/LLWU_P12/SPI0_PCS0/UART2_RTS_b/FTM3_CH0/FBa_ALE/FBa_...	Peripheral is already used b...
Pin signal		
Pin output	No initialization	
Output value	No initialization	
Open drain enable	No initialization	
Pull enable	Enabled	
Pull select	Pull Up	
Slew rate	No initialization	
Drive strength	No initialization	
Interrupt configuration	No initialization	
Digital filter enable	No initialization	
Passive filter enable	No initialization	
Lock	No initialization	
Pin 1	Disabled	





# Add SW Input Components

- We have a conflict as we are using two components for the same pin (**PTD0**)
- Right click on Pin item where error is reported. Enable “**Pin Sharing Enabled**” by single click on this command.

Components Library \*Component Inspector - SW1

Bas

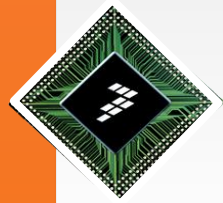
Properties Methods

Name	Value	Details
Component name	SW1	
Device	PTD	PTD
▼ Pins		
▼ Pin 0	Enabled	
▼ Pin	PTD0/LLWU_P12/SPI0_PCS0/UART2_RTS_b/FTM3_CH0/FBa_ALE/FBa_...	Peripheral is already used b
Pin signal		
Pin output	No initialization	
Output value	No initialization	
Open drain enable	No initialization	
Pull enable	Enabled	
Pull select	Pull Up	

1

Right Click on Details column

Expand All  
Collapse All  
Help on Component  
Delete Item  
Pin Sharing Enabled



# Add SW Input Components

- Click on **Init\_GPIO** and Edit Component

Components Library \*Component Inspector - SW2

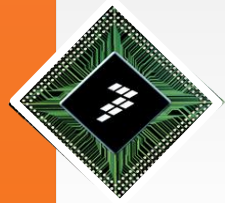
Properties Methods

Name	Value	Details
Component name	SW2	
Device	PTE	PTE
Pins		
Pin 0	Disabled	
Pin 1	Disabled	

Components Library \*Component Inspector - SW2

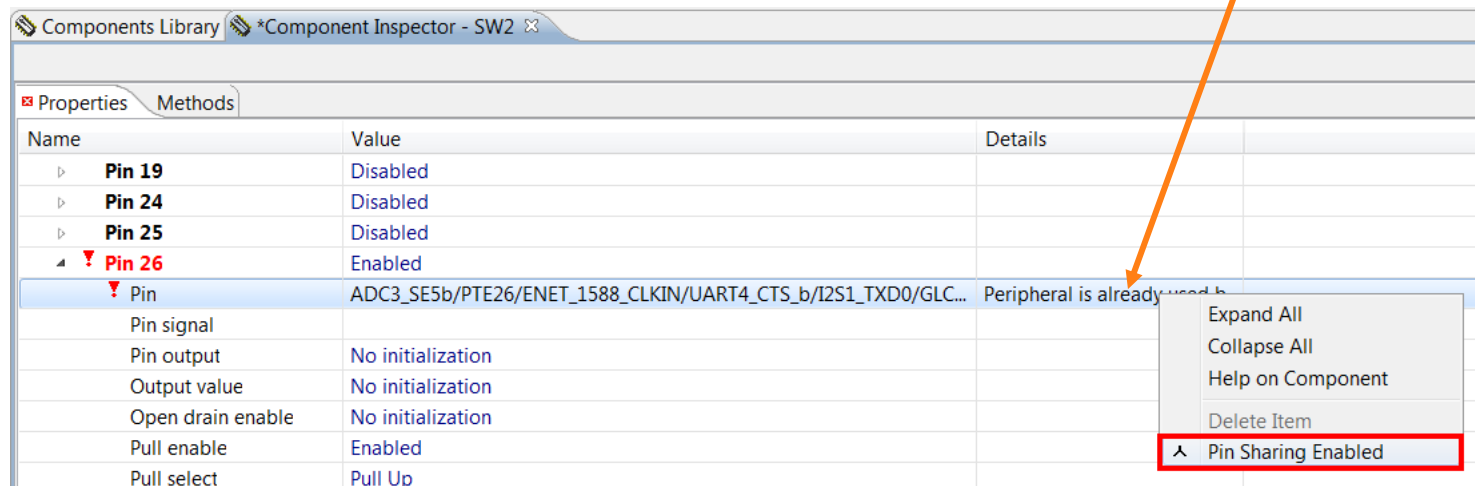
Properties Methods

Name	Value	Details
Pin 19	Disabled	
Pin 24	Disabled	
Pin 25	Disabled	
Pin 26	Enabled	
Pin	ADC3_SE5b/PTE26/ENET_1588_CLKIN/UART4_CTS_b/I2S1_TXD0/GLC...	Peripheral is already used b...
Pin signal		
Pin output	No initialization	
Output value	No initialization	
Open drain enable	No initialization	
Pull enable	Enabled	
Pull select	Pull Up	
Slew rate	No initialization	



# Add SW Input Components

- We have a conflict as we are using two components for the same pin (**PTE26**)
- Right click on Pin item where error is reported. Enable “**Pin Sharing Enabled**” by single click on this command.



Components Library \*Component Inspector - SW2

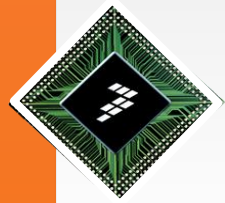
Properties Methods

Name	Value	Details
Pin 19	Disabled	
Pin 24	Disabled	
Pin 25	Disabled	
Pin 26	Enabled	
Pin	ADC3_SE5b/PTE26/ENET_1588_CLKIN/UART4_CTS_b/I2S1_TXD0/GLC...	Peripheral is already used b...
Pin signal		
Pin output	No initialization	
Output value	No initialization	
Open drain enable	No initialization	
Pull enable	Enabled	
Pull select	Pull Up	

Right Click on Details column

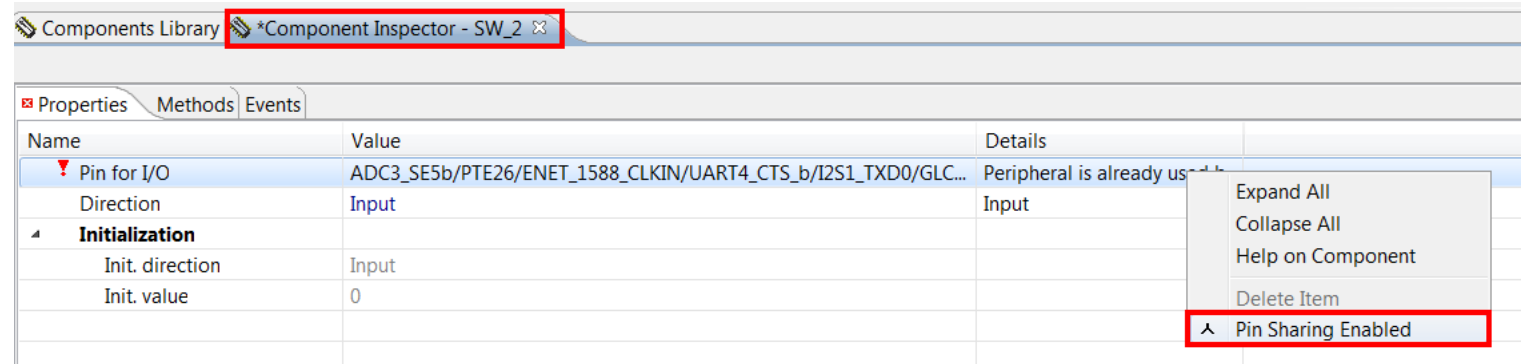
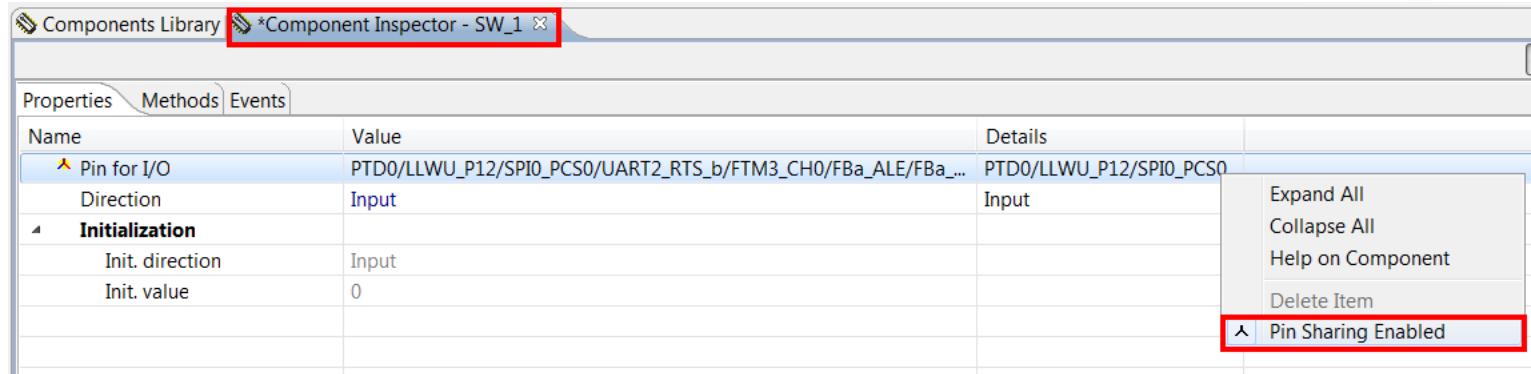
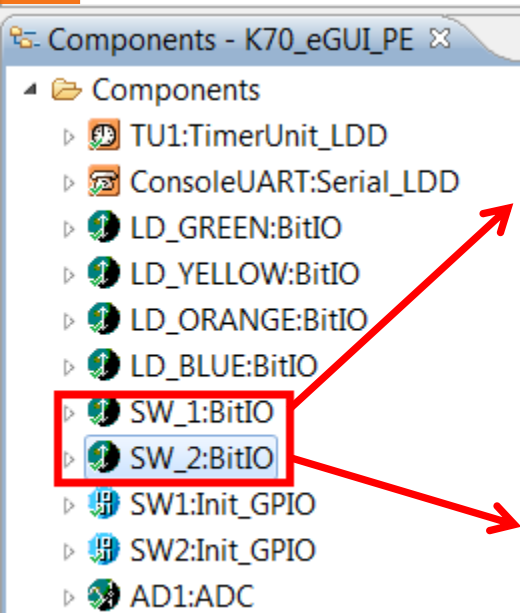
1

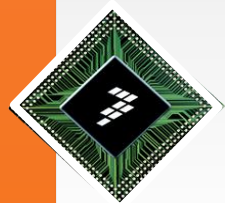
Expand All  
Collapse All  
Help on Component  
Delete Item  
**Pin Sharing Enabled**



# Add SW Input Components

- Got to **SW\_1** and **SW\_2 BitIO** components and enable **Pin Sharing**



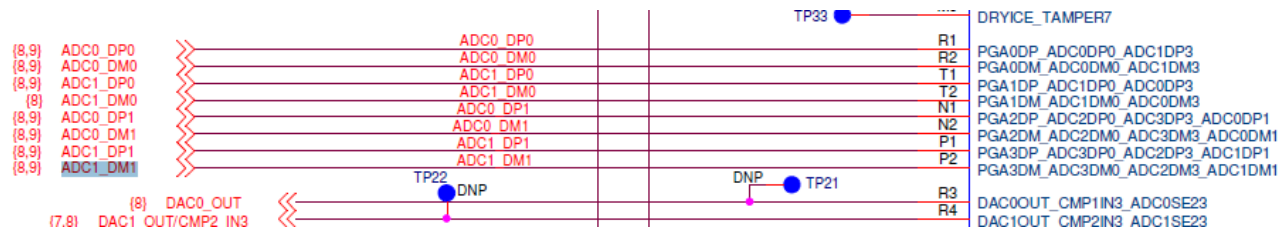
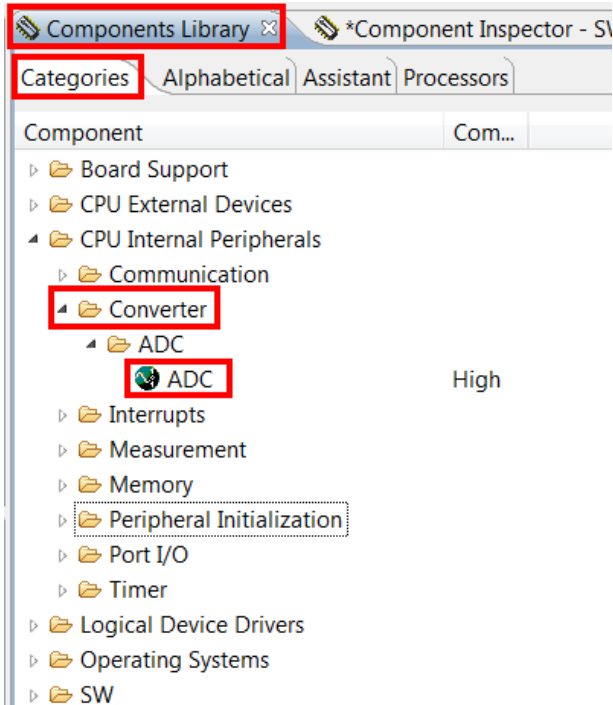


## Add ADC Input Component

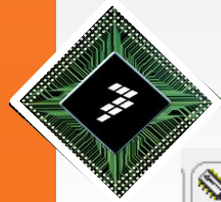
- We have to add **ADC** Component to measure the voltage in the Potentiometer of **TWR-K70F120N**
- We will associate the Potentiometer to the status of the Slider in **eGUI** Application (ADC Panel)
- When the “**Pot**” is changed, we change the Slider value in the ADC Panel.

# Add ADC Input Component

- Go to Components Library and double click in **ADC**





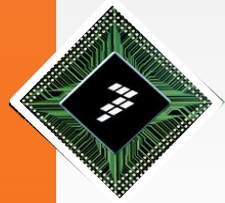


# Add ADC Input Component

Components Library \*Component Inspector - AD1

Properties Methods Events

Name	Value	Details
Component name	AD1	
A/D converter	ADC1	ADC1
Sharing	Disabled	
! ADC_LDD	ADC_LDD	Error in the inherited comp...
Interrupt service/event	Enabled	
A/D interrupt	INT_ADC1	INT_ADC1
A/D interrupt priority	medium priority	8
A/D channels	1	
Channel0		
A/D channel (pin)	PGA3_DM/ADC3_DM0/ADC2_DM3/ADC1_DM1	PGA3_DM/ADC3_DM0/AD...
A/D channel (pin) signal		
A/D channel (pin)	PGA3_DM/ADC3_DM0/ADC2_DM3/ADC1_DM1	PGA3_DM/ADC3_DM0/AD...
A/D channel (pin) signal		
Mode select	Single Ended	
A/D resolution	Autoselect	16 bits
! Conversion time		Unassigned timing
Low-power mode	Disabled	
High-speed conversion mode	Disabled	



# Add ADC Input Component

Timing dialog - AD1/Conversion time

<< Advanced

Prescalers\Req.v...	Speed mod...	Adjusted values
Clock source:	Auto select	Speed mode 0: AD...

Runtime settings type: fixed value

Value type	Value	Unit
Init. value:	4	μs

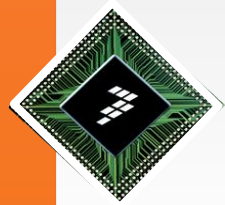
Allowed error: 5 Unit: % Minim 0

Possible settings Clock path

Selected speed mode All

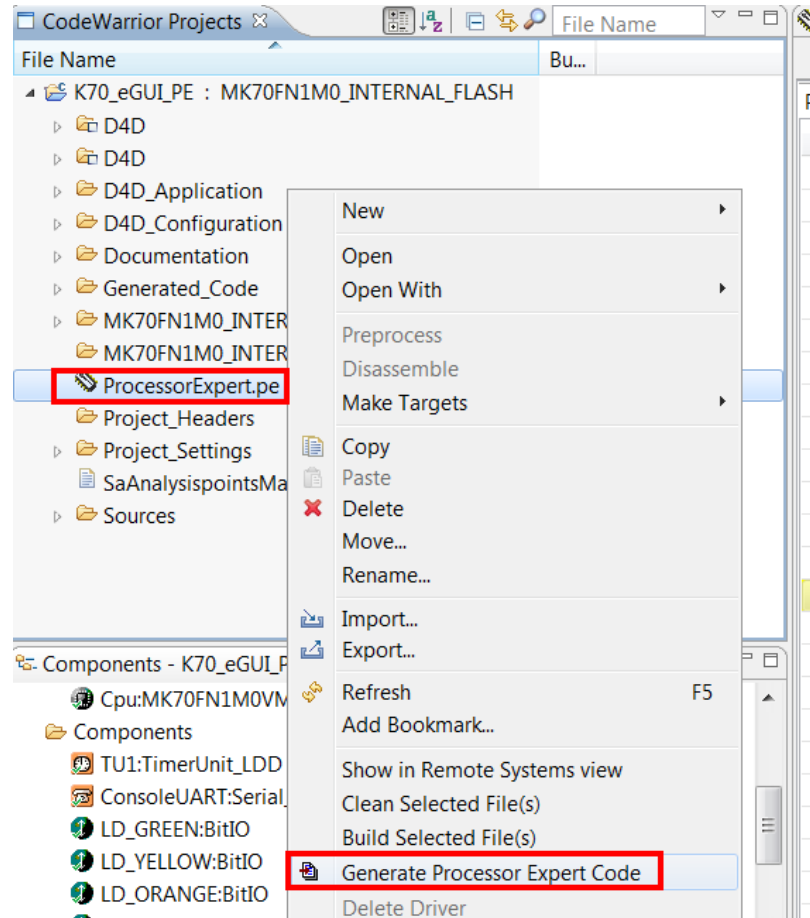
Value
1.666667 μs
2 μs
3.333333 μs
4 μs

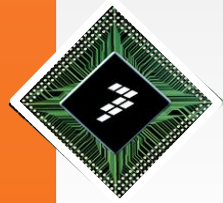
OK Cancel



# Generate Processor Expert Code

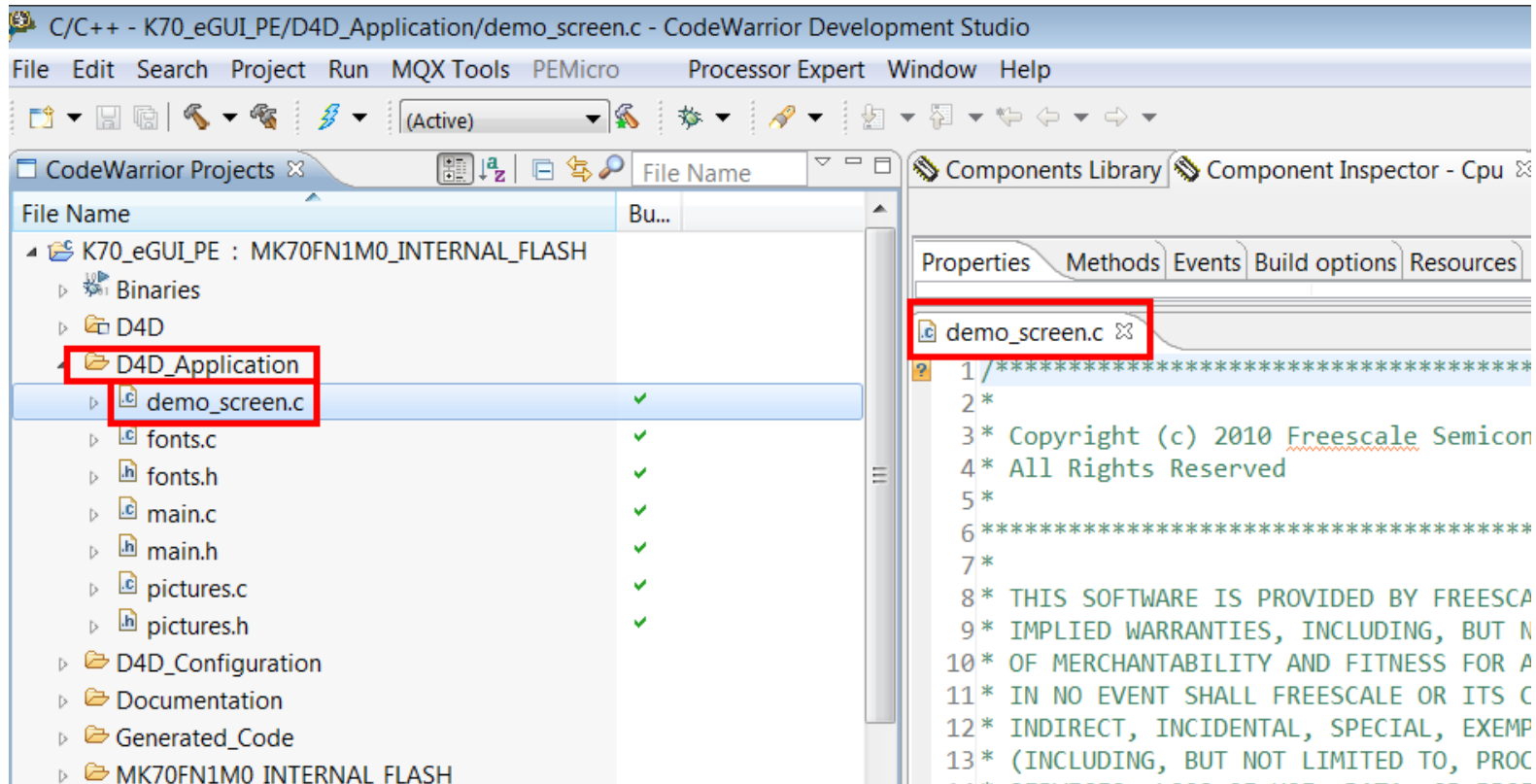
- Right Click over **ProcessorExpert.pe** and “**Generate Processor Expert Code**”

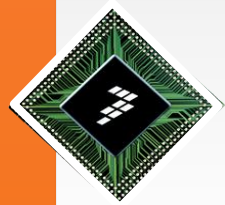




# Add Components Code

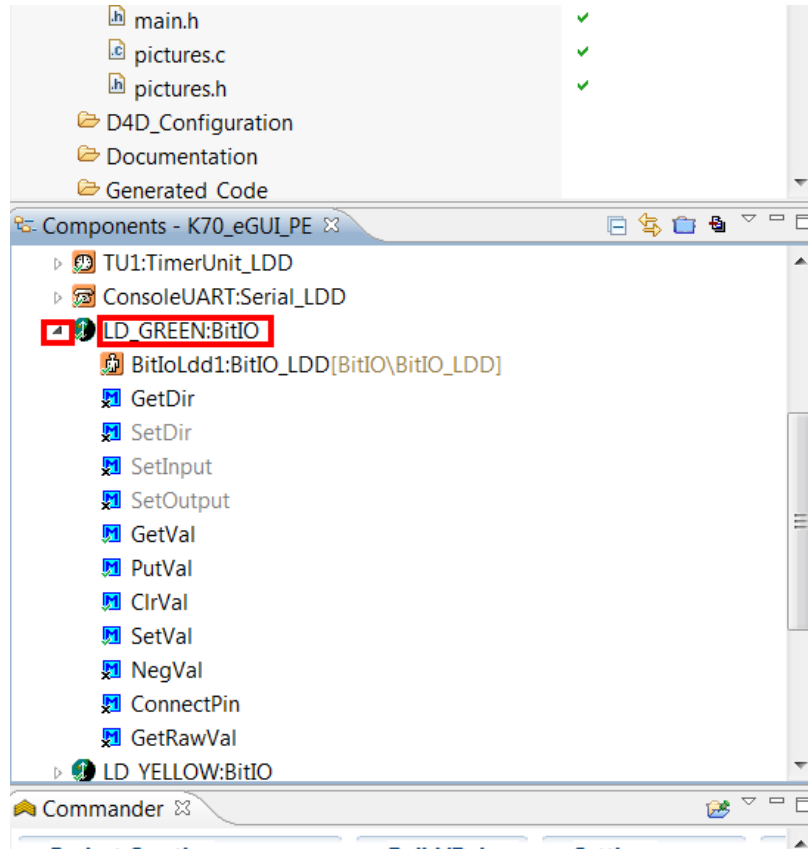
- Open **demo\_screen.c**

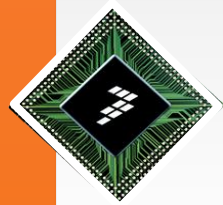




# Add Components Code

- Expand the **LD\_GREEN** Component in your **project**





# Add Components Code

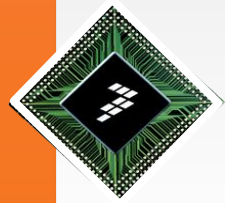
- Search in code for **LED GREEN comments**
- Add code in **void OnChange\_CheckBox** function

```

334     if(D4D_CheckBoxGetValue(pThis))
335     {
336         D4D_IconSetIndex(&Led_Green, 1);
337         //////////////////////////////////////
338         // Code for LED GREEN
339
340         //////////////////////////////////////
341     }
342     else
343     {
344         D4D_IconSetIndex(&Led_Green, 0);
345         //////////////////////////////////////
346         // Code for LED GREEN 2
347
348         //////////////////////////////////////
349     }
350 }
351

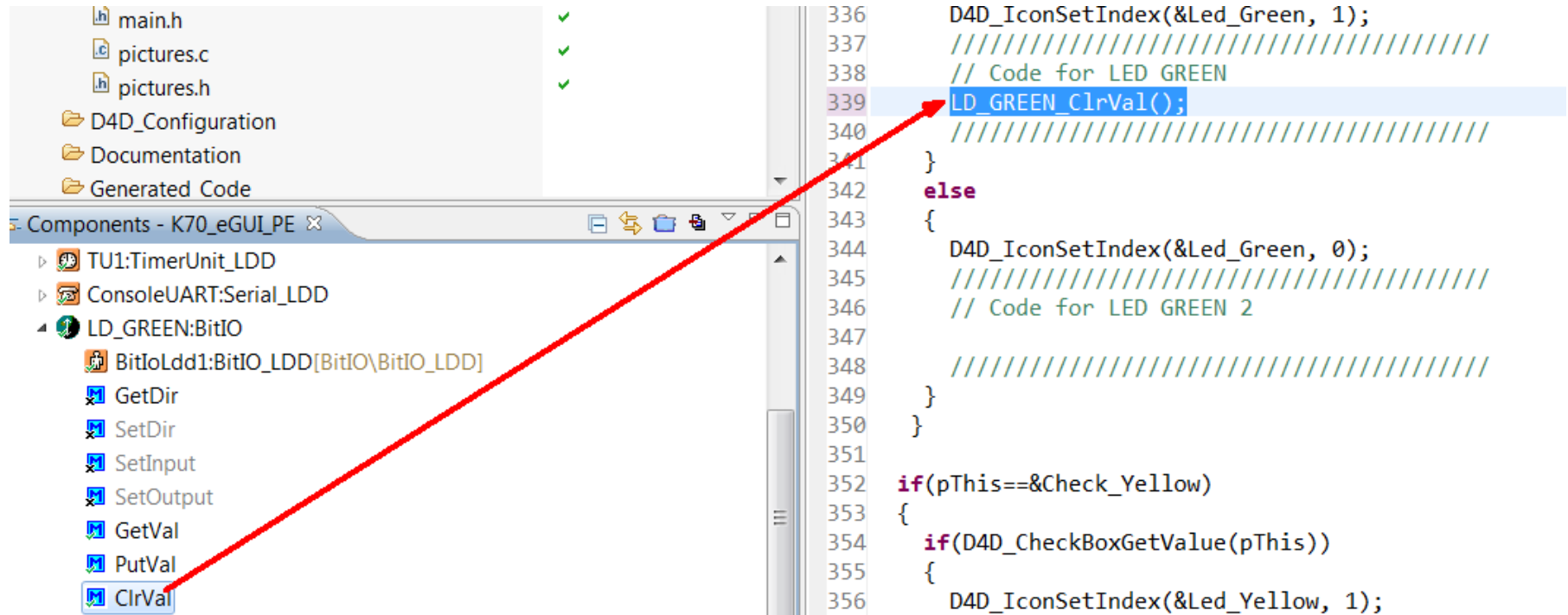
```





# Add Components Code

- “Drag and Drop” **ClrVal** function



The screenshot shows the CodeWarrior Development Studio interface. On the left, the 'Components - K70\_eGUI\_PE' window displays a tree view of components. The 'LD\_GREEN:BitIO' component is expanded, showing a list of functions including 'ClrVal'. A red arrow points from the 'ClrVal' function in this list to its implementation in the source code editor on the right. The code editor shows the implementation of the 'ClrVal' function, which is highlighted in blue. The function is named 'LD\_GREEN\_ClrVal()' and is located at line 339. The code includes comments and function calls to 'D4D\_IconSetIndex' and 'D4D\_CheckBoxGetValue'.

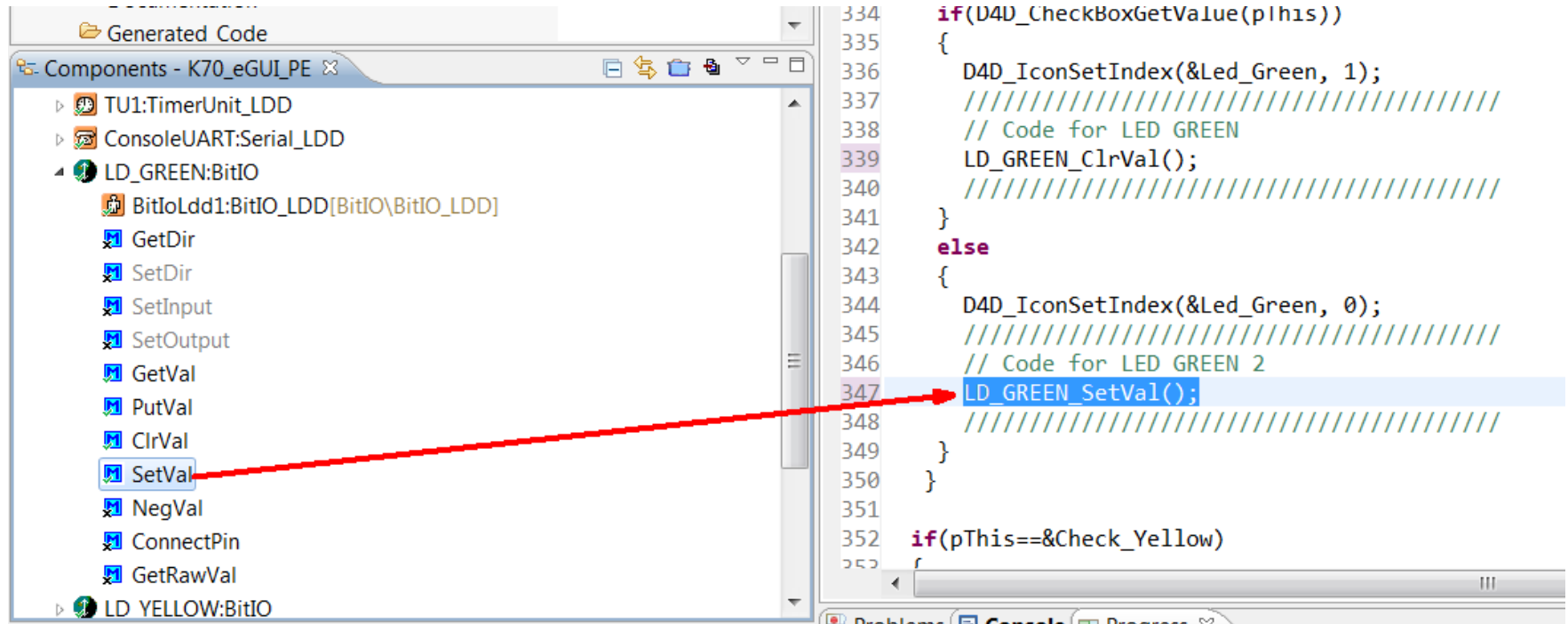
```

336 D4D_IconSetIndex(&Led_Green, 1);
337 ///////////////////////////////////////////////////
338 // Code for LED GREEN
339 LD_GREEN_ClrVal();
340 ///////////////////////////////////////////////////
341 }
342 else
343 {
344 D4D_IconSetIndex(&Led_Green, 0);
345 ///////////////////////////////////////////////////
346 // Code for LED GREEN 2
347
348 ///////////////////////////////////////////////////
349 }
350 }
351
352 if(pThis==&Check_Yellow)
353 {
354     if(D4D_CheckBoxGetValue(pThis))
355     {
356         D4D_IconSetIndex(&Led_Yellow, 1);

```

# Add Components Code

- “Drag and Drop” **SetVal** function





# Add Components Code

- Add code for **Orange, Yellow and Blue LED's** in the same way

```
351
352  if(pThis==&Check_Yellow)
353  {
354      if(D4D_CheckBoxGetValue(pThis))
355      {
356          D4D_IconSetIndex(&Led_Yellow, 1);
357          //////////////////////////////////////
358          // Code for LED YELLOW
359          LD_YELLOW_ClrVal();
360          //////////////////////////////////////
361      }
362      else
363      {
364          D4D_IconSetIndex(&Led_Yellow, 0);
365          //////////////////////////////////////
366          // Code for LED YELLOW 2
367          LD_YELLOW_SetVal();
368          //////////////////////////////////////
369      }
370  }
```



# Add Components Code

- Add code for **Orange, Yellow and Blue LED's** in the same way

```
372 {  
373     if(D4D_CheckBoxGetValue(pThis))  
374     {  
375         D4D_IconSetIndex(&led_Orange, 1);  
376         ///////////////////////////////////  
377         // Code for LED ORANGE  
378         LD_ORANGE_ClrVal();  
379         ///////////////////////////////////  
380     }  
381     else  
382     {  
383         D4D_IconSetIndex(&Led_Orange, 0);  
384         ///////////////////////////////////  
385         // Code for LED ORANGE 2  
386         LD_ORANGE_SetVal();  
387         ///////////////////////////////////  
388     }  
389 }
```



# Add Components Code

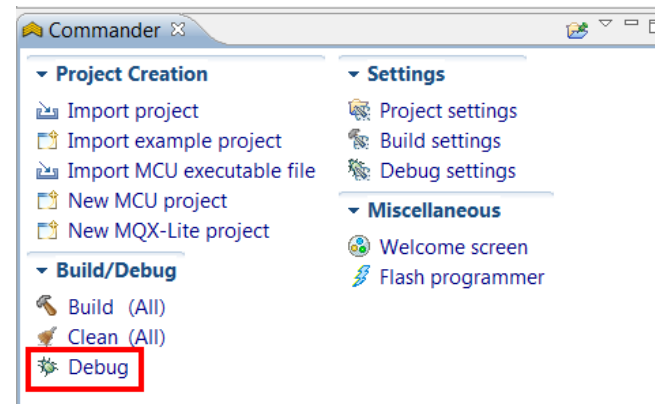
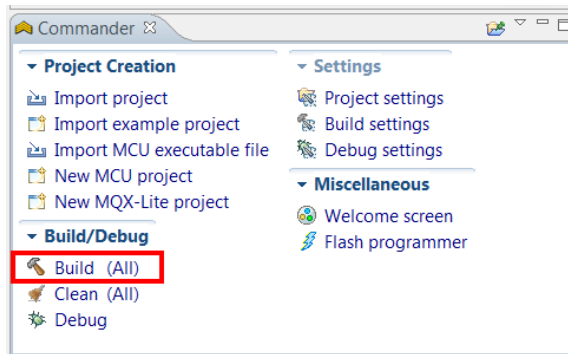
- Add code for **Orange, Yellow and Blue LED's** in the same way

```
390     if(pThis==&Check_Blue)
391     {
392         if(D4D_CheckBoxGetValue(pThis))
393         {
394             D4D IconSetIndex(&Led Blue, 1);
395             //////////////////////////////////////
396             // Code for LED BLUE
397             LD_BLUE_ClrVal();
398             //////////////////////////////////////
399         }
400     else
401     {
402         D4D IconSetIndex(&Led Blue, 0);
403         //////////////////////////////////////
404         // Code for LED BLUE 2
405         LD_BLUE_SetVal();
406         //////////////////////////////////////
407     }
408 }
```



# Test LED's

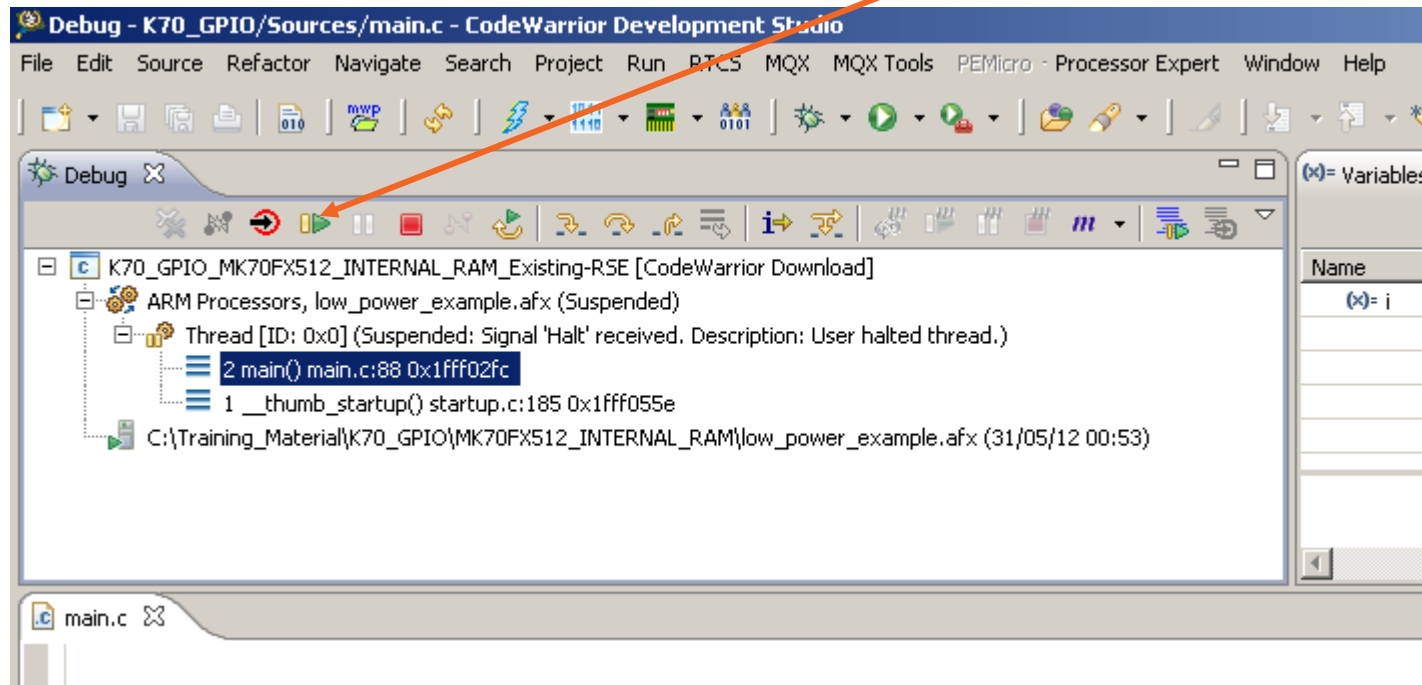
- **Build** Project
- **Debug** Project
- **Check** that you can switch on-off board LED's

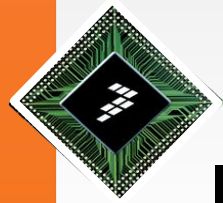




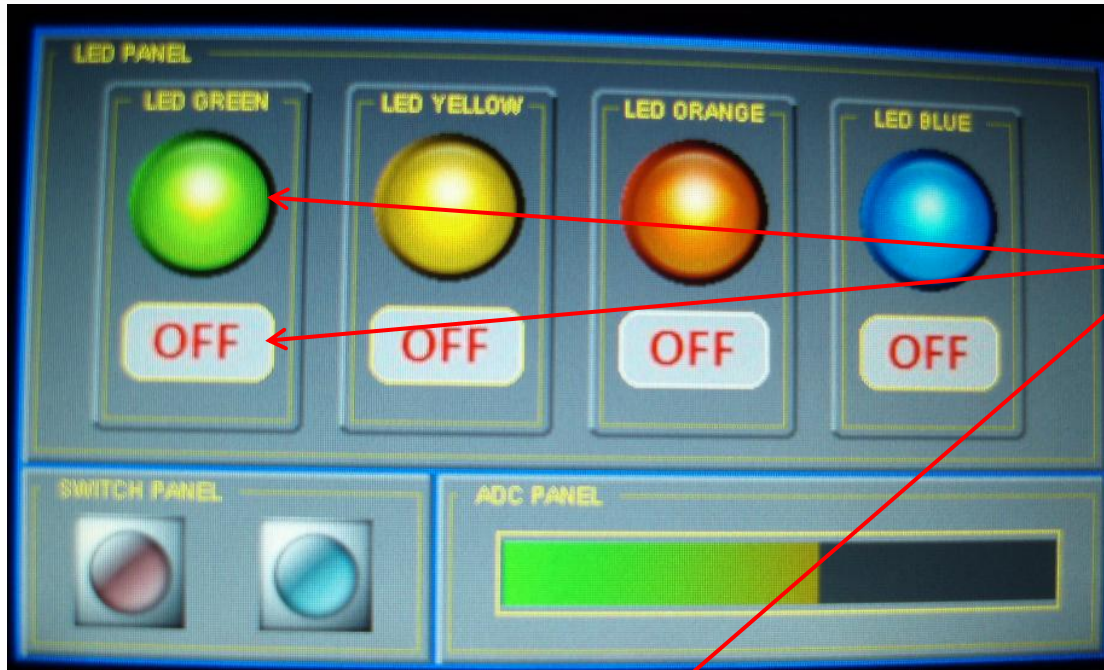
# Run and debug Project

Click Run icon

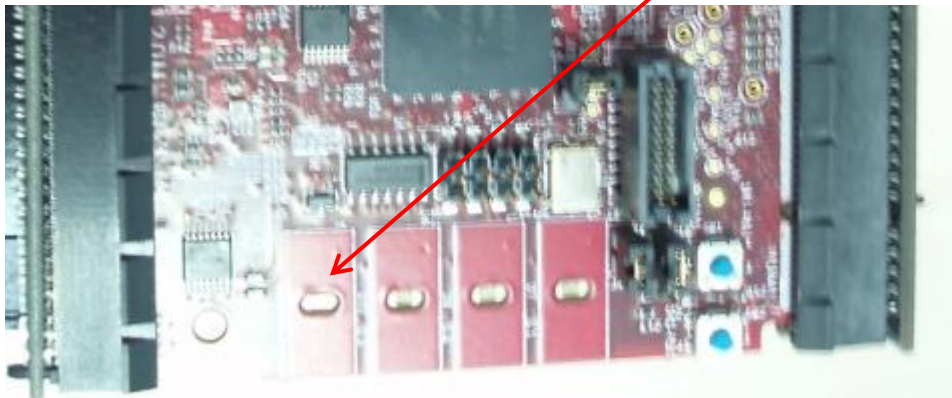




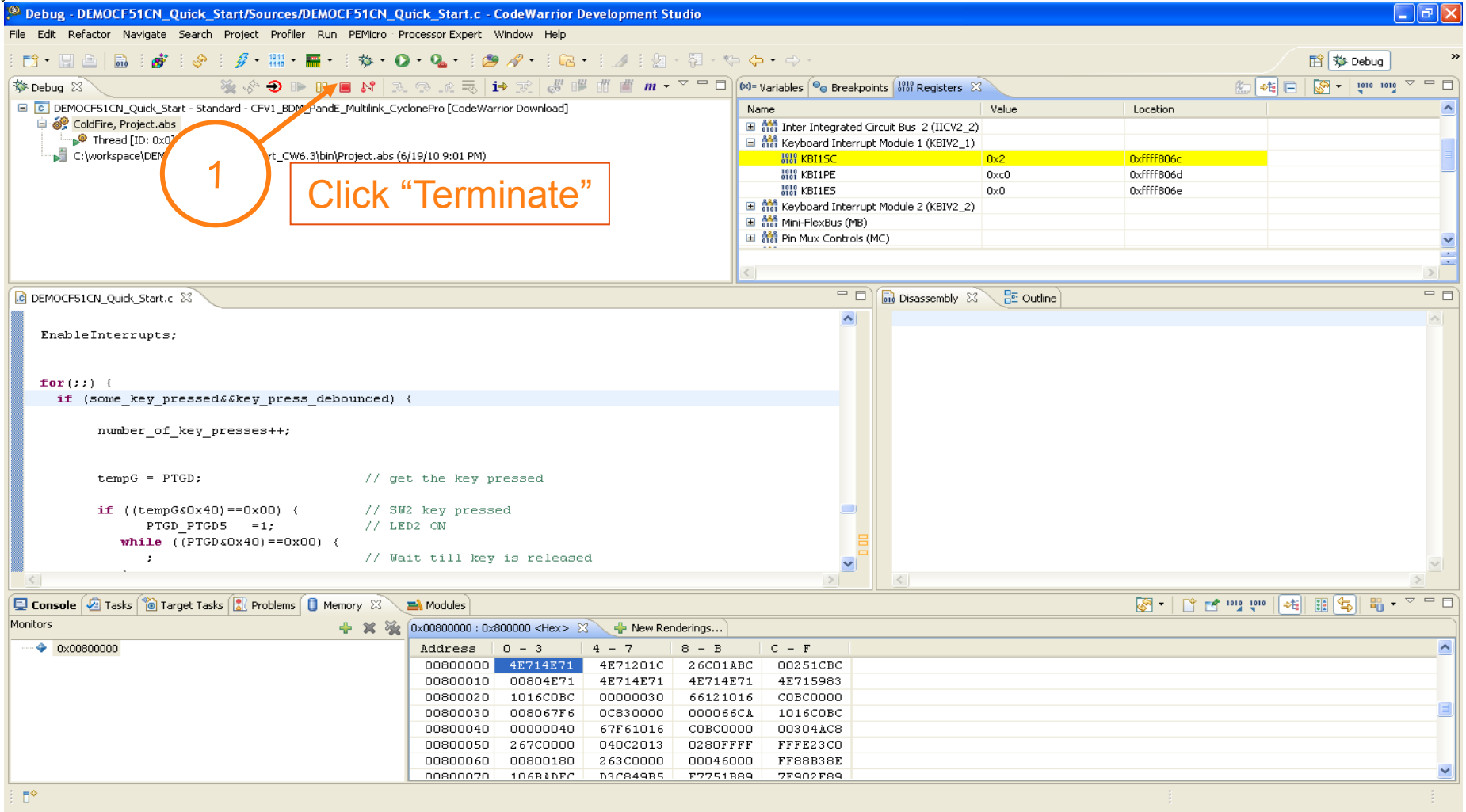
# Test LED's



**Touch CheckBox to  
switch On/Off Board LED**



# Terminate the Project



The screenshot shows the CodeWarrior Development Studio interface. The top toolbar contains various icons for debugging. A red circle with the number '1' highlights the 'Terminate' icon (a red square with a white 'X'). A red arrow points from this icon to a text box that says 'Click "Terminate"'. The main window displays the source code for 'DEMOCF51CN\_Quick\_Start.c'. The bottom panel shows the 'Registers' window with a table of registers and their values.

Name	Value	Location
Inter Integrated Circuit Bus 2 (IICV2_2)		
Keyboard Interrupt Module 1 (KBIV2_1)		
KBII15C	0x2	0xffff806c
KBII1PE	0xc0	0xffff806d
KBII1ES	0x0	0xffff806e
Keyboard Interrupt Module 2 (KBIV2_2)		
Mini-FlexBus (MB)		
Pin Mux Controls (MC)		

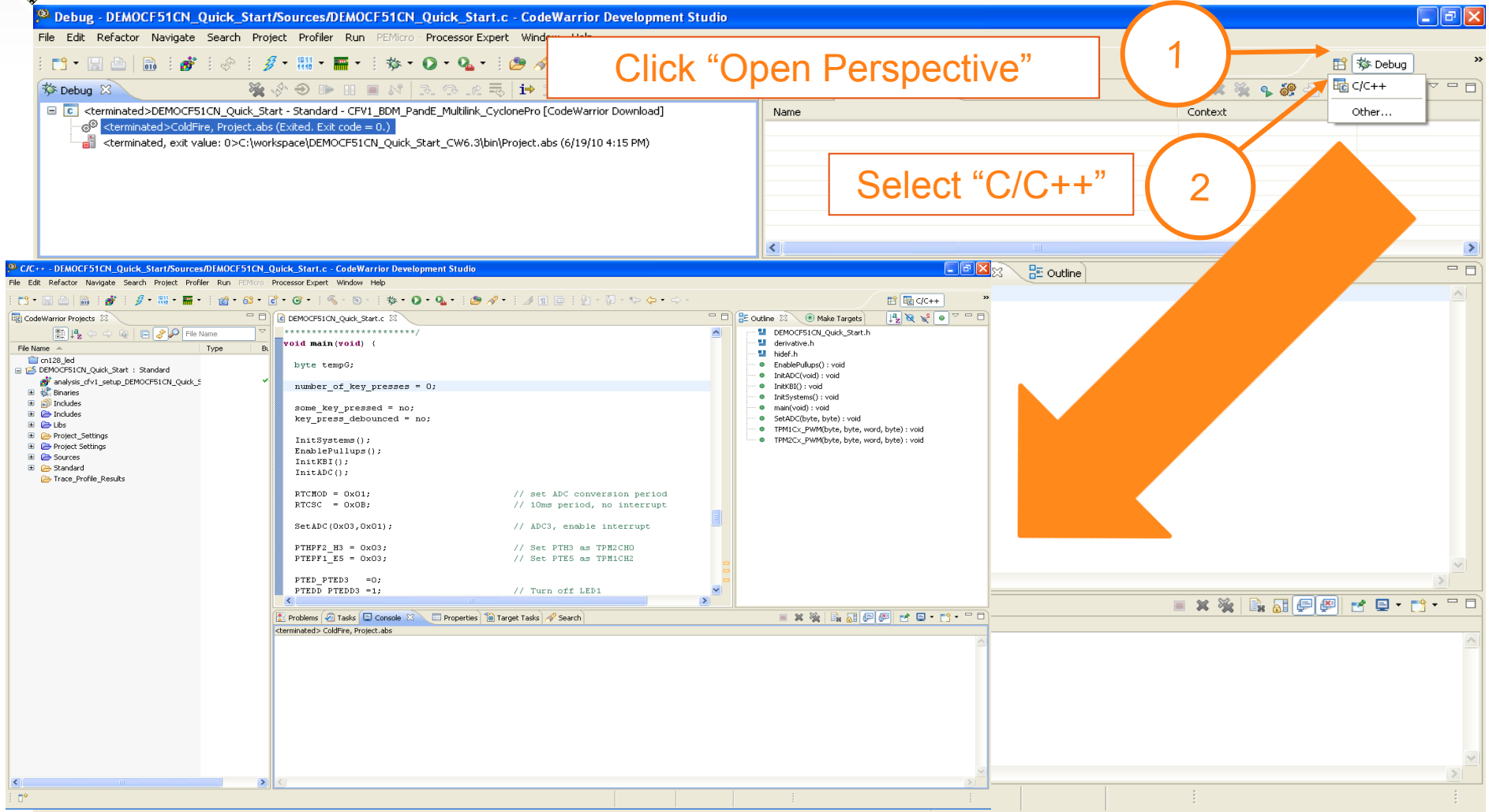
# Change Perspective

Click "Open Perspective"

Select "C/C++"

1

2

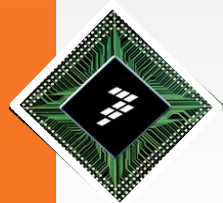


# Add Components Code

- Add code for **SW1** and **SW2**
- Add code in **static void ScreenDemo\_OnMain()** function

```
demo screen.c x ProcessorExpert.c
288 static void ScreenDemo_OnMain()
289 {
290
291     LDD_TError error;
292
293     ///////////////////////////////////
294     // Add SW Code here
295     if(SW_1_GetVal()) D4D_IconSetIndex(&SW1, 0);
296     else D4D_IconSetIndex(&SW1, 1);
297
298     if(SW_2_GetVal())D4D_IconSetIndex(&SW2, 0);
299     else D4D_IconSetIndex(&SW2, 1);
300
301     ///////////////////////////////////
302
303
```

You can use Copy&Paste\_lab1.txt file



# Add Components Code

- Add code for the **ADC** channel (**Pot**)

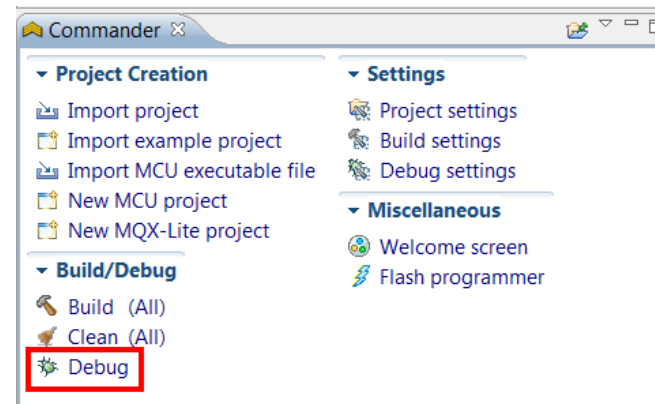
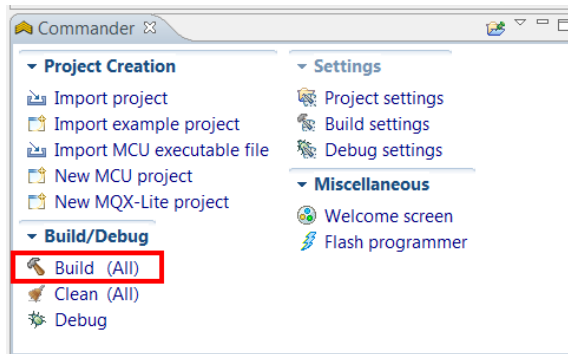
```
303
304 //////////////////////////////////////////////////
305 // Add ADC Code here
306     if(time.bits.b100ms)
307     {
308         AD1_Measure(TRUE);
309         error= AD1_GetValue16(&data);
310         D4D_SldrSetValue(&Slr_ADC, (D4D_SLIDER_VALUE)((data*100)/65535));
311         time.bits.b100ms=0;
312     }
313
314
315 //////////////////////////////////////////////////|
316
```





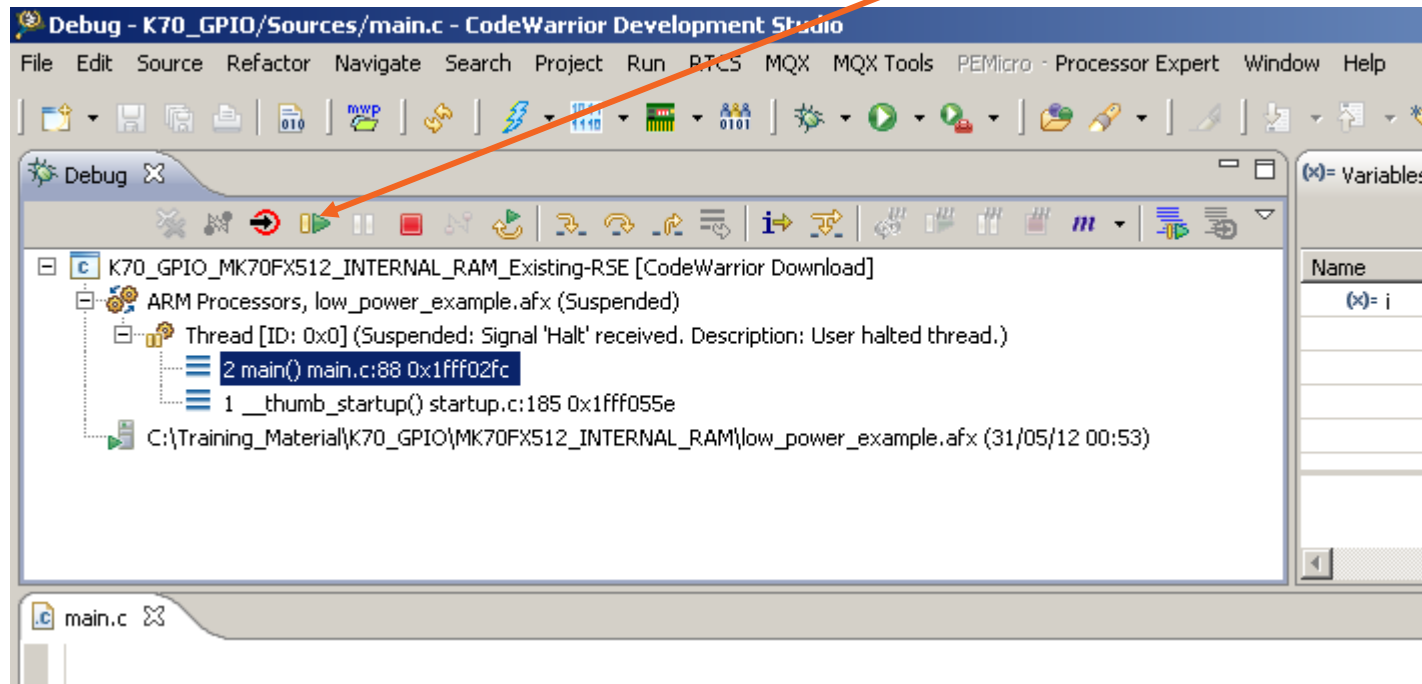
# Test Application

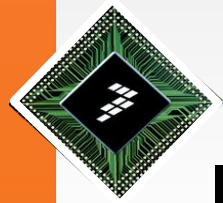
- **Build** Project
- **Debug** Project
- **Check** that full application is running as expected



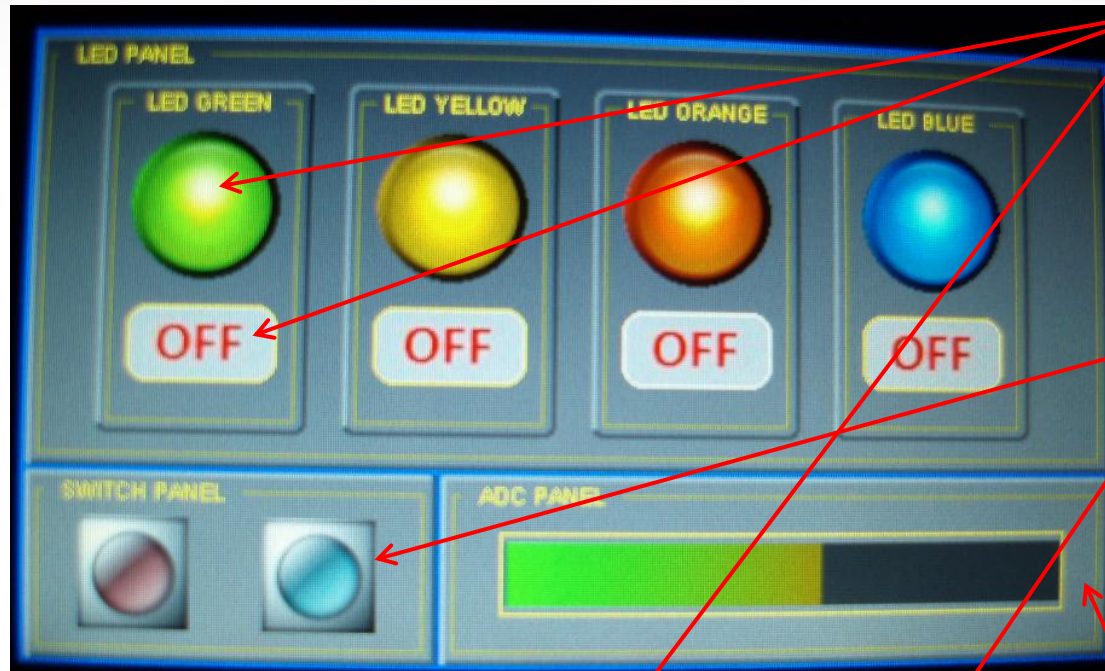
# Run and debug Project

Click Run icon



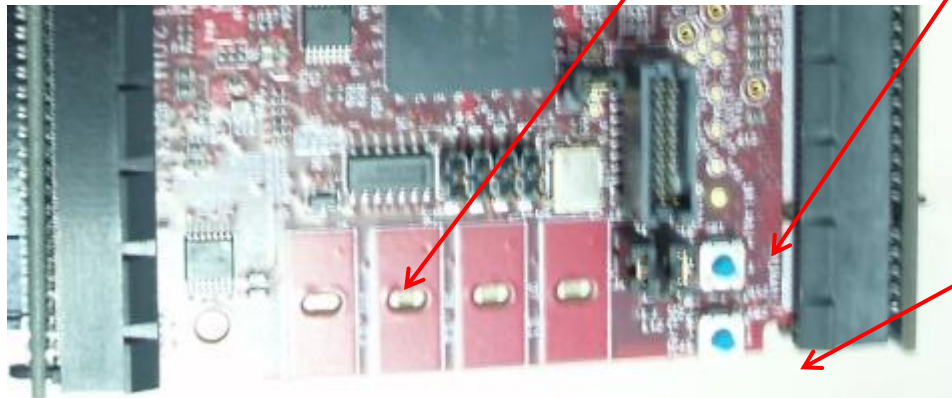


# Run the New Application



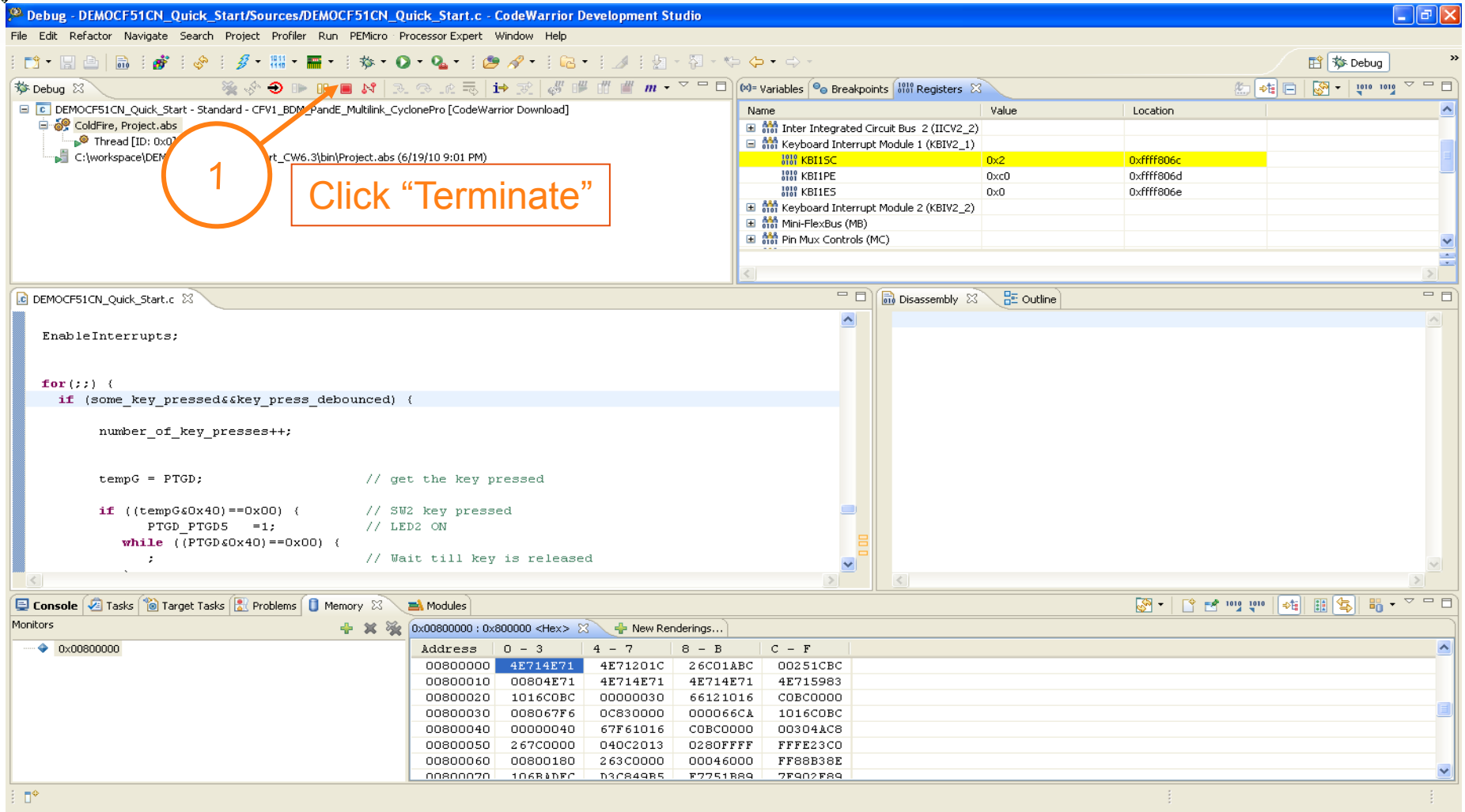
**Touch CheckBox to switch On/Off Board LED**

**Push SW1/SW2**



**Move POT to change Slider**

# Terminate the Project



The screenshot shows the CodeWarrior Development Studio interface. The top toolbar contains various icons for debugging. A red circle with the number '1' highlights the 'Terminate' icon (a red square with a white 'X'). A red arrow points from this icon to a text box that says 'Click "Terminate"'. The main window displays the source code for 'DEMOCF51CN\_Quick\_Start.c'. The bottom panel shows the 'Monitors' window with a table of memory addresses and values.

**Monitors Window Table:**

Address	0 - 3	4 - 7	8 - B	C - F
00800000	4E714E71	4E71201C	26C01ABC	00251CBC
00800010	00804E71	4E714E71	4E714E71	4E715983
00800020	1016C0BC	00000030	66121016	C0BC0000
00800030	008067F6	0C830000	000066CA	1016C0BC
00800040	00000040	67F61016	C0BC0000	00304AC8
00800050	267C0000	040C2013	0280FFFF	FFFE23C0
00800060	00800180	263C0000	00046000	FF88B38E
00800070	106B1DFC	D3C849B5	E7251B89	7F902F89

