NXP Touch Software Starting Guide

By Jennie Zhang
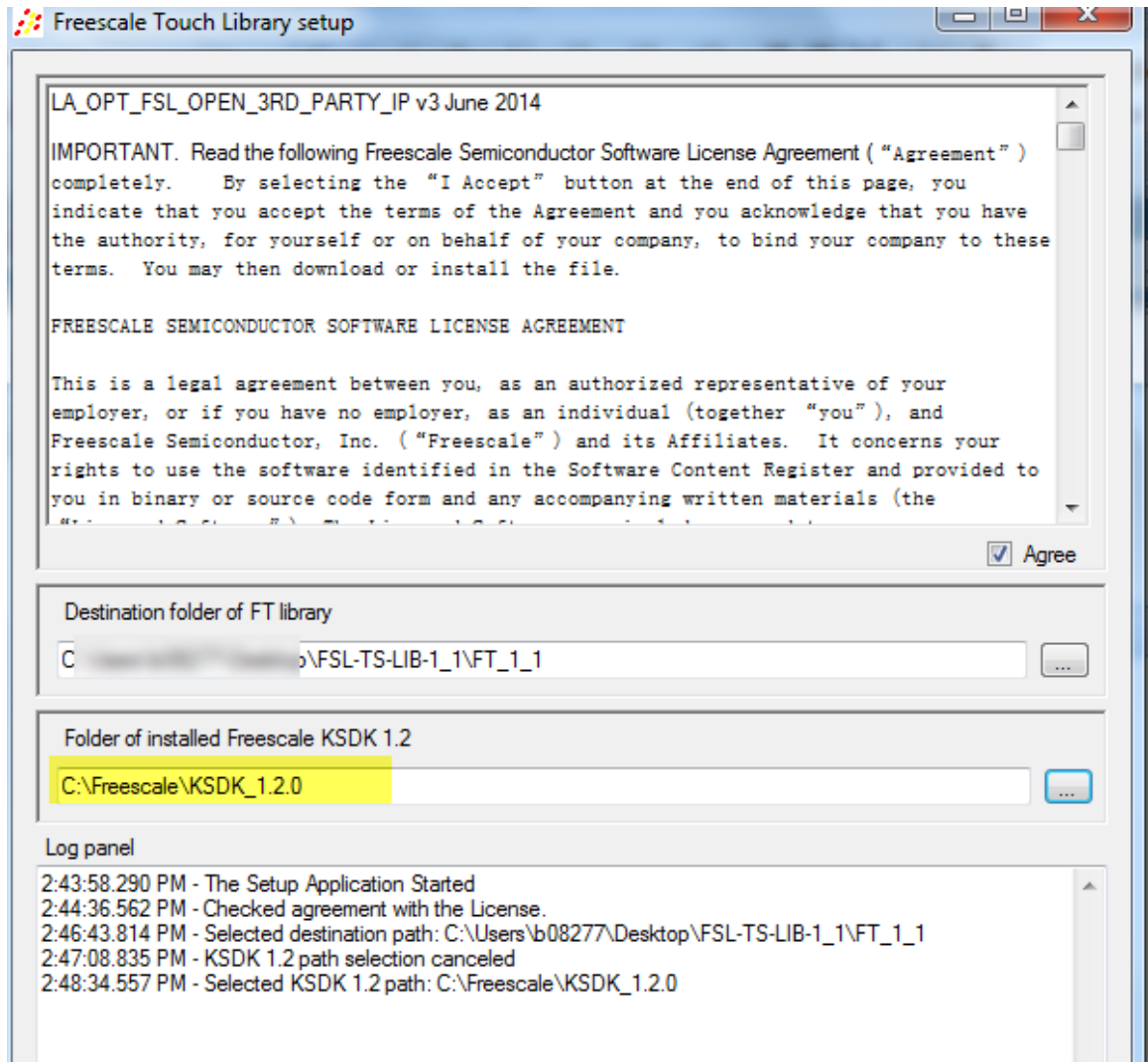
NXP Touch software (http://www.nxp.com/products/microcontrollers-and-processors/arm-processors/kinetis-cortex-m/kinetis-symbols-footprints-and-models/freescale-touch-software:FREESCALE-TOUCH-SOFTWARE) is designed to speed development of your touch applications and is ideal for use with Kinetis MCUs. Because it is available as both a binary library and also in source code, many customers like using it.

Recently I received several cases from customers that some of our customers can't run this package successfully. So I start to write this document of how to use this package to make this package "run" on your board!

1. Download NXP Touch Software Library v1.1 from here:
   http://www.nxp.com/products/microcontrollers-and-processors/arm-processors/kinetis-cortex-m/kinetis-symbols-footprints-and-models/freescale-touch-software:FREESCALE-TOUCH-SOFTWARE?code=FREESCALE-TOUCH-SOFTWARE&nodeId=0150522FC898C93521&fpsp=1&tab=Design_Tools_Tab

2. Make sure we have KSDK1.2 installed on our computer.
3. Run ft_setup.bat. it will install Freemaster2.0 and NXP Touch Library to disk
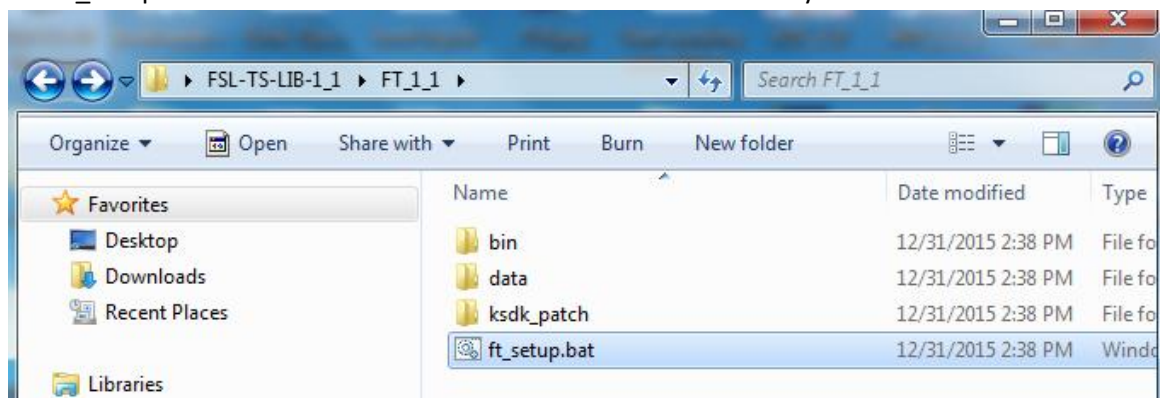
During install, everything is in normal install mode. we need only pay attention to make sure install FT library to KSDK1.2 install folder. See below:

Freescale Touch Library setup

LA_OPT_FSL_OPEN_3RD_PARTY_IP v3 June 2014

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Destination folder of FT library

C _____ \FSL-TS-LIB-1_1\FT_1_1

Folder of installed Freescale KSDK 1.2

C:\Freescale\KSDK_1.2.0

Log panel

2:43:58.290 PM - The Setup Application Started
2:44:36.562 PM - Checked agreement with the License.
2:46:43.814 PM - Selected destination path: C:\Users\b08277\Desktop\FSL-TS-LIB-1_1\FT_1_1
2:47:08.835 PM - KSDK 1.2 path selection canceled
2:48:34.557 PM - Selected KSDK 1.2 path: C:\Freescale\KSDK_1.2.0

4. From my test, I use FRDM-KL25. After install, rebuild lib
   C:\Freescale\KSDK_1.2.0\lib\ksdk_platform_lib\kds\KL25Z4
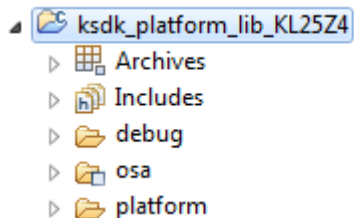
5. open project for example ..FT_1_1\sw\examples\frdm_aslider_app with KDS3.0. Build it, many customer told me it would produce several build errors. I reproduced the build error from my side too.
   To fix the error: in project properties, C/C++build, settings, Cross ARM C Compiler, Includes, have all the related KSDK source/inc folder included:
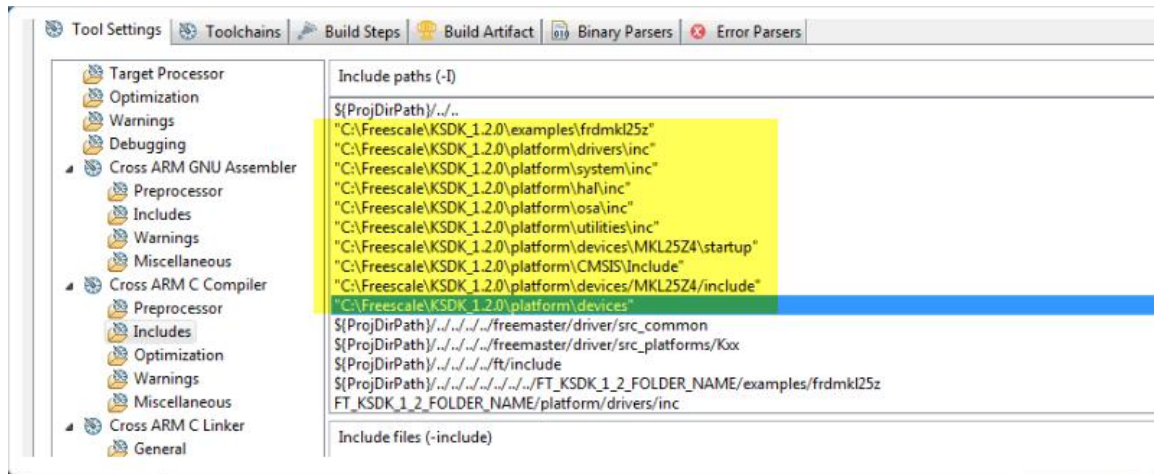
6. then check project properties, Resource, Linked Resources, linked resources tab, make sure all the related resource locations are correct.

7. After above steps. This project can pass build on my side. See video attached.