

## **SDK Migration**

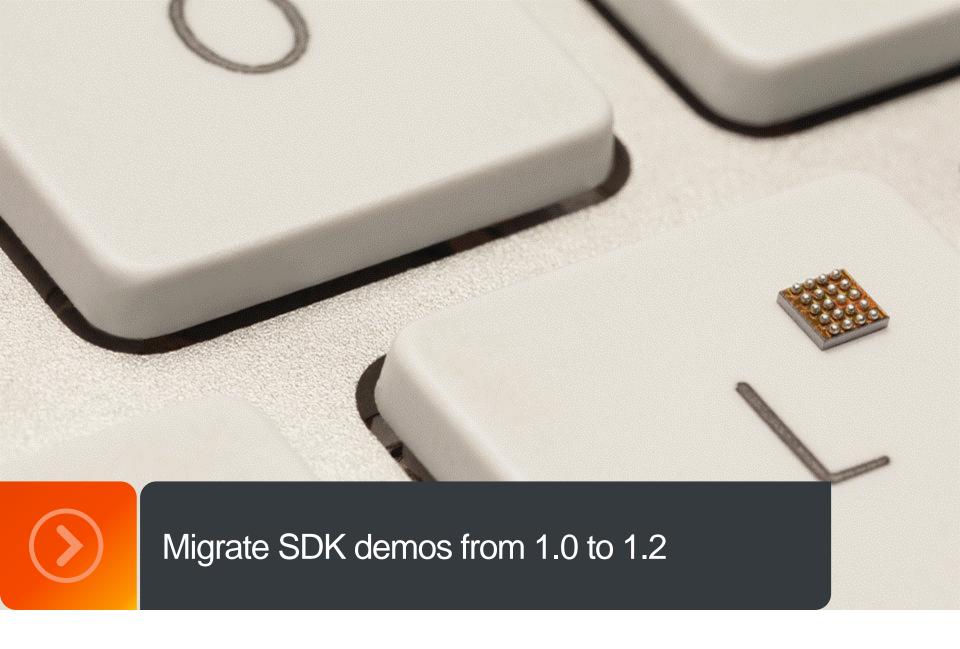
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#### External Use









# Agenda

- Overview
- Description of Process
- Q&A





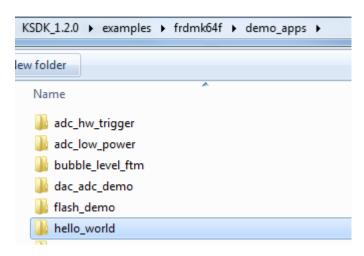
#### Overview

- Compared with SDK1.0, the architecture of SDK1.2 has been changed greatly. So if want to migrate demos from 1.0 to 1.2, The difference of demo directory between 1.0 and 1.2 should be understood. It can refer to SDK1.0 and SDK1.2 release note.
- Take hello\_world demo of frdmk64f on IAR as example.





- The SDK1.0 IAR project of hello\_world demo is located at \demos\hello\_world\iar\frdmk64f120m\.
- The demos of SDK1.2 are located at \examples\frdmk64f\demo\_apps\.
- First, we should create a new directory named "hello\_world" under \examples\frdmk64f\demo\_apps\



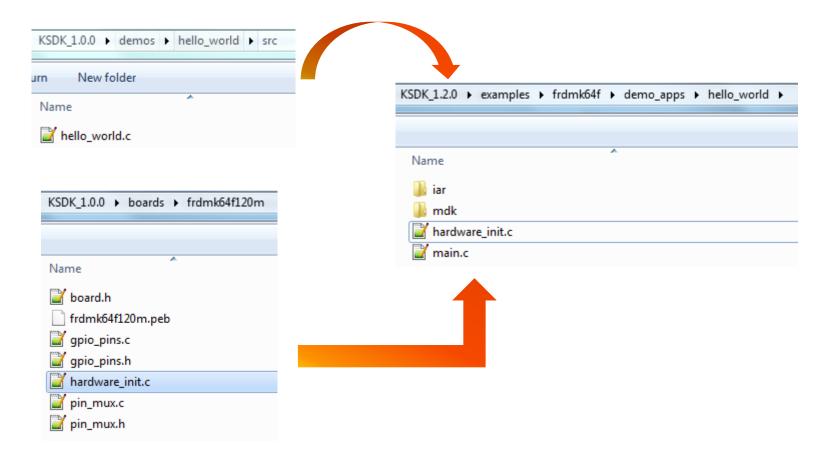




- Create a new directory named "iar" under \examples\frdmk64f\demo\_apps\hello\_world\, if you want to use keil, you can also create a new directory named "mdk" under the same directory, and other tool chains can be operated with the same action.
- Copy the source file "hello\_world.c" from 1.0 to 1.2, and changed the name to "main.c", and modify it according to your needing and API reference manual of SDK1.2.
- Copy "hardware\_init.c" from 1.0 to 1.2, and modify it, because in SDK1.2, hardware initialization source file is located at demo directory, it only initializes the necessary modules that this demo required.











Copy IAR projects from 1.0 to 1.2



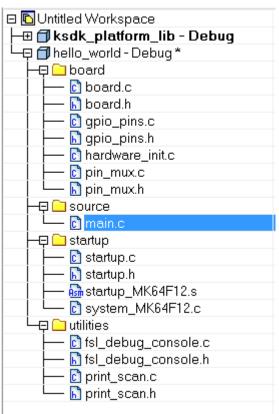
- Then open the IAR project files to change for SDK1.2
  - Relocate the platform library project.
  - Relocate the board configuration files. For SDK1.0, board configuration files are located at \boards\frdmk64f120m, and for SDK1.2, they are located at \examples\frdmk64f and hardware\_init.c is located at \examples\frdmk64f\demo\_apps\hello\_world
  - Relocate the source files of this demo. For SDK1.0, hello\_world.c is located at \demos\hello\_world\src, and for SDK1.2, main.c is located at \examples\frdmk64f\demo\_apps\hello\_world





- Change the IAR project files for SDK1.2
  - Relocate the startup files. For SDK1.0, these files are located at \platform\startup and \platform\startup\MK64F12, and for SDK1.2, they are located at \platform\devices and \platform\devices\MK64F12\startup
  - Relocate the utilities files. For SDK1.0, these files are located at \platform\utilities, and for SDK1.2, these files are located at

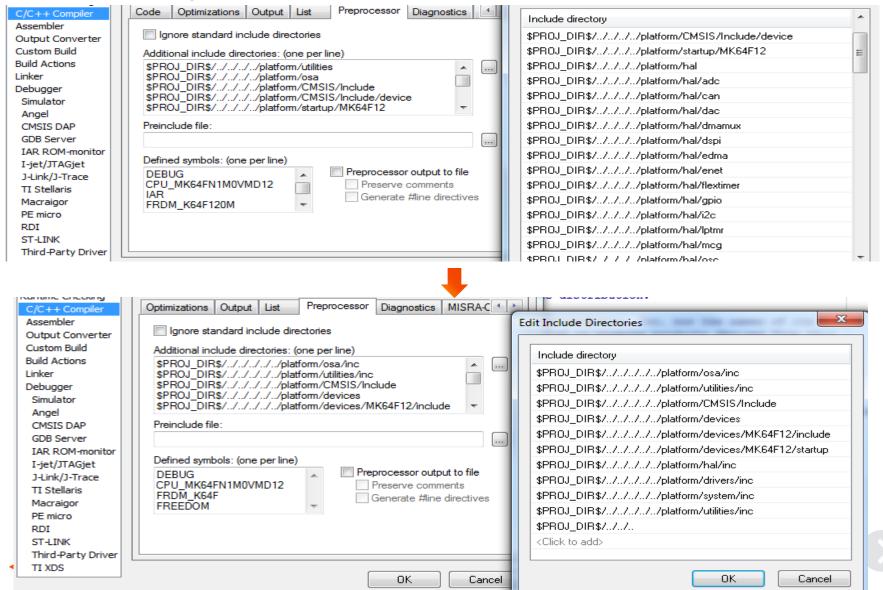
\platform\utilities. □ Number Untitled Workspace ├─⊞ 🗊 ksdk\_platform\_lib - Debuq └── 🗇 hello\_world - Debug \* 🕀 🧀 board 📓 board.h c apio\_pins.c 📓 gpio\_pins.h nardware\_init.c c pin\_mux.c pin\_mux.h 🕀 🗀 source hello\_world.c -🖯 🗀 startupi 🛅 startup.c 🖍 startup.h startup\_MK64F12.s system\_MK64F12.c 🗕 🧀 utilities fsl\_debuq\_console.c fsl\_debuq\_console.h



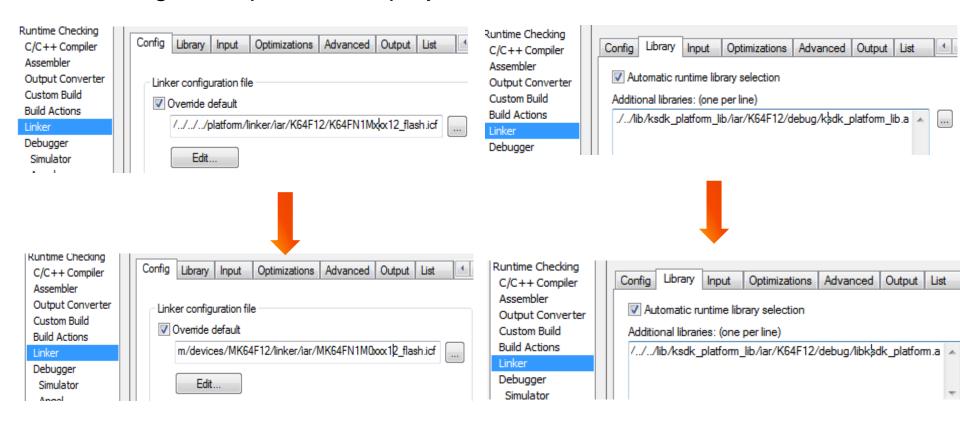




Then change the option of the project.



Change the option of the project.













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