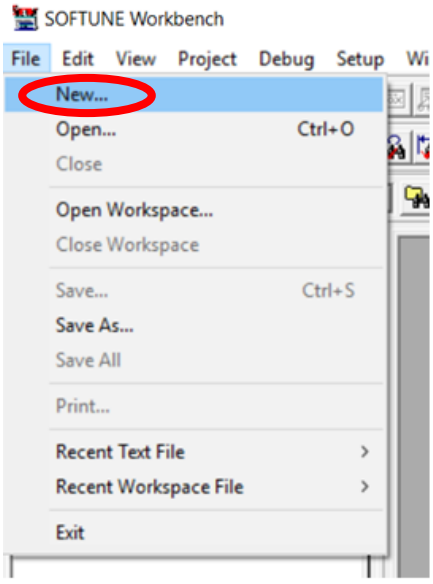
How to Start Softune Workbench

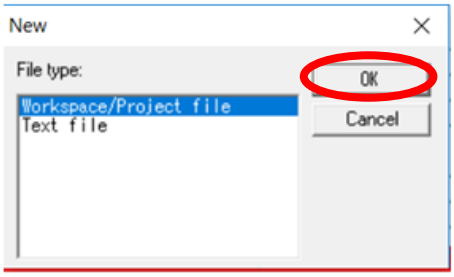
Softune Workbench version: F2MC-8L/8FX Family SOFTUNE (V30L36)

About how to install Softune Workbench successfully, please refer to the document (New_8FX_Adapter_Installation_Guide).

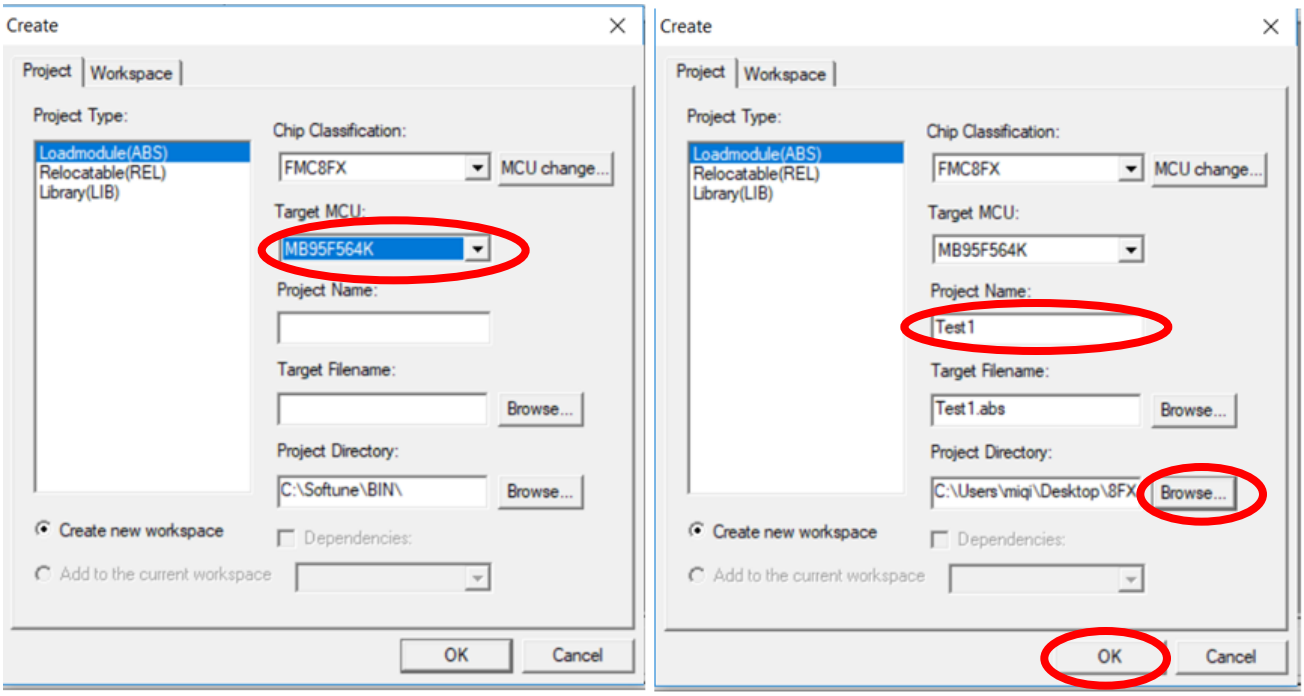
Create a new softune project

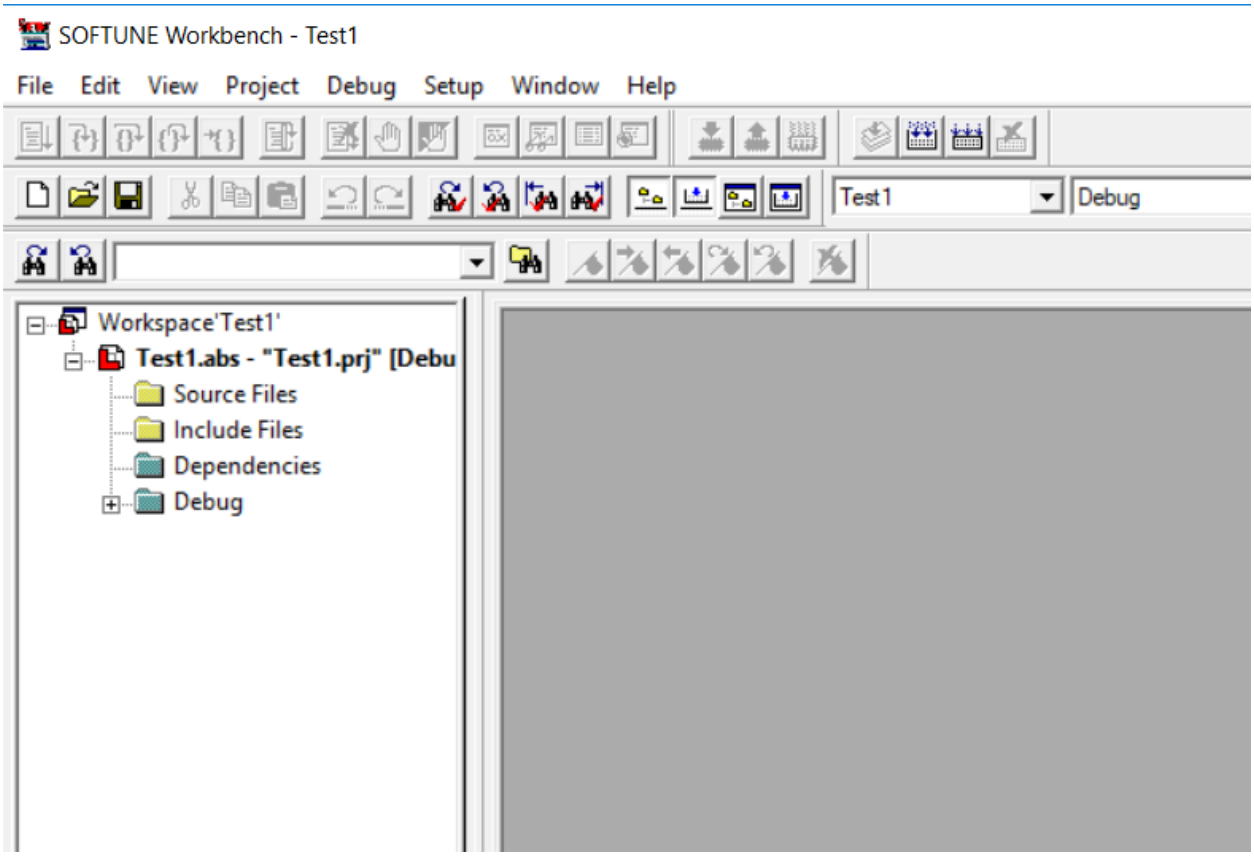
1, Open the Softune Workbench, File -> New, select Workspace/Project file, and then click OK.





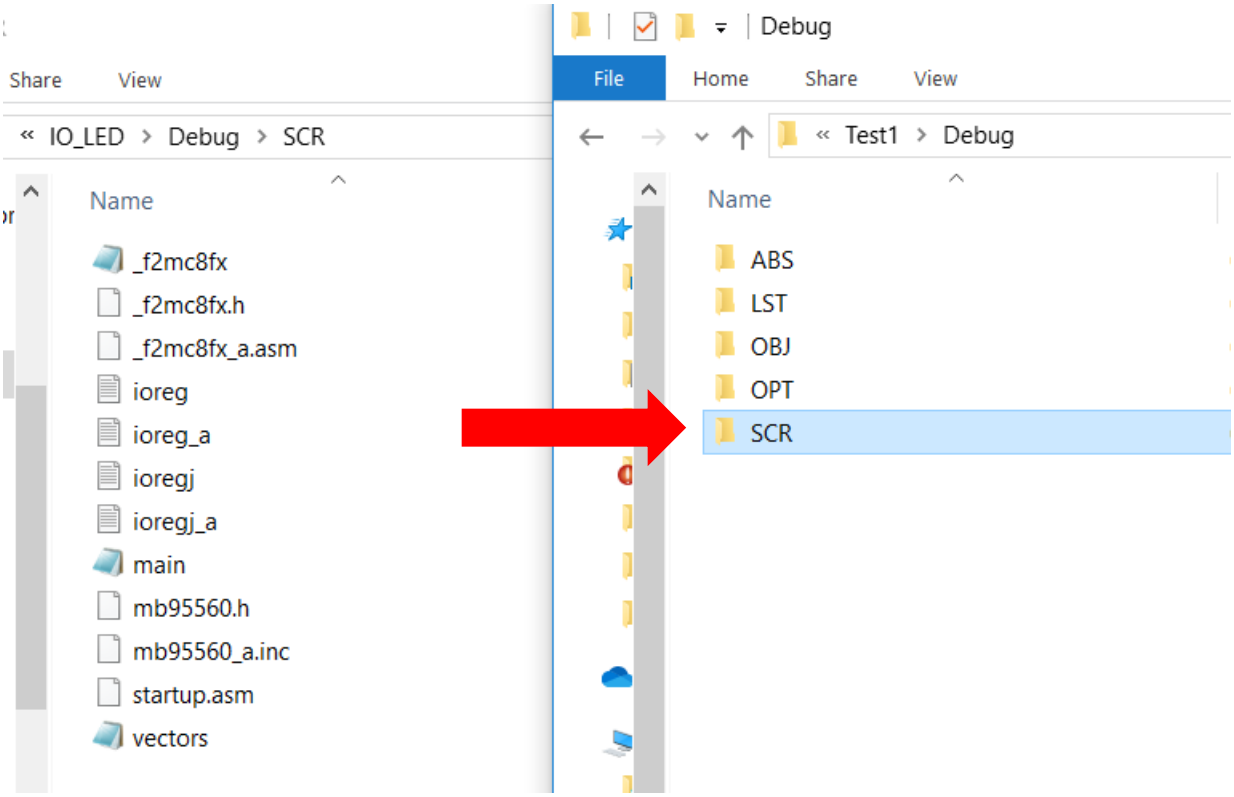
2, Select Target MCU, enter an arbitrary application name, and select the project directory to save your application project.


Create
Project
Workspace
Project Type:
Loadmodule(ABS)
Relocatable(REL)
Library(LIB)
Chip Classification:
FMC8FX
MCU change...
Target MCU:
MB95F564K
Project Name:
Target Filename:
Browse...
Project Directory:
C:\Softune\BIN\
Browse...
Create new workspace
Dependencies:
Add to the current workspace
OK
Cancel
Create
Project
Workspace
Project Type:
Loadmodule(ABS)
Relocatable(REL)
Library(LIB)
Chip Classification:
FMC8FX
MCU change...
Target MCU:
MB95F564K
Project Name:
Test1
Target Filename:
Test1.abs
Browse...
Project Directory:
C:\Users\miqi\Desktop\8FX
Browse...
Create new workspace
Dependencies:
Add to the current workspace
OK
Cancel

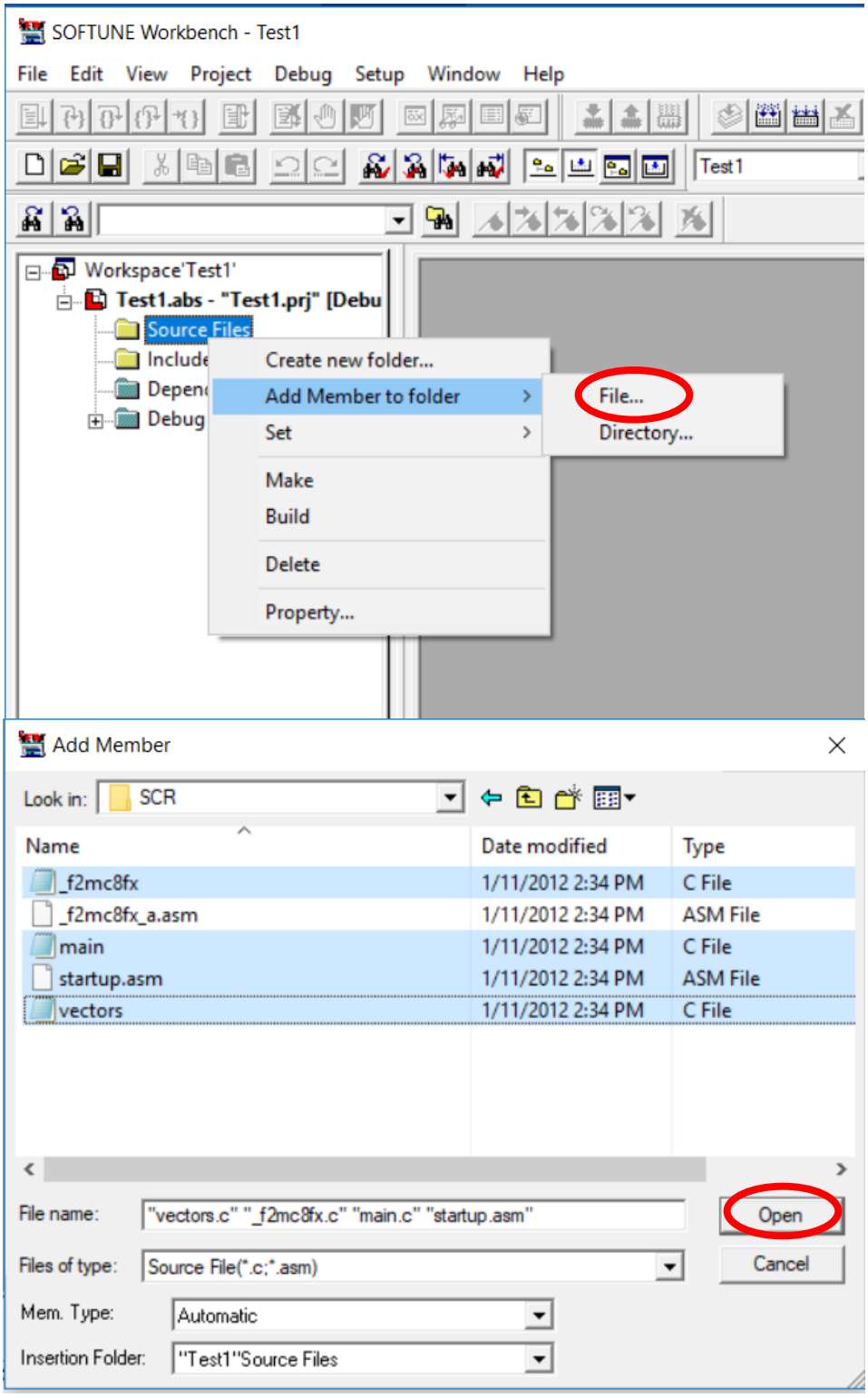

SOFTUNE Workbench - Test1
File
Edit
View
Project
Debug
Setup
Window
Help
Test1
Debug
Workspace'Test1'
Test1.abs - "Test1.prj" [Debu
Source Files
Include Files
Dependencies
Debug

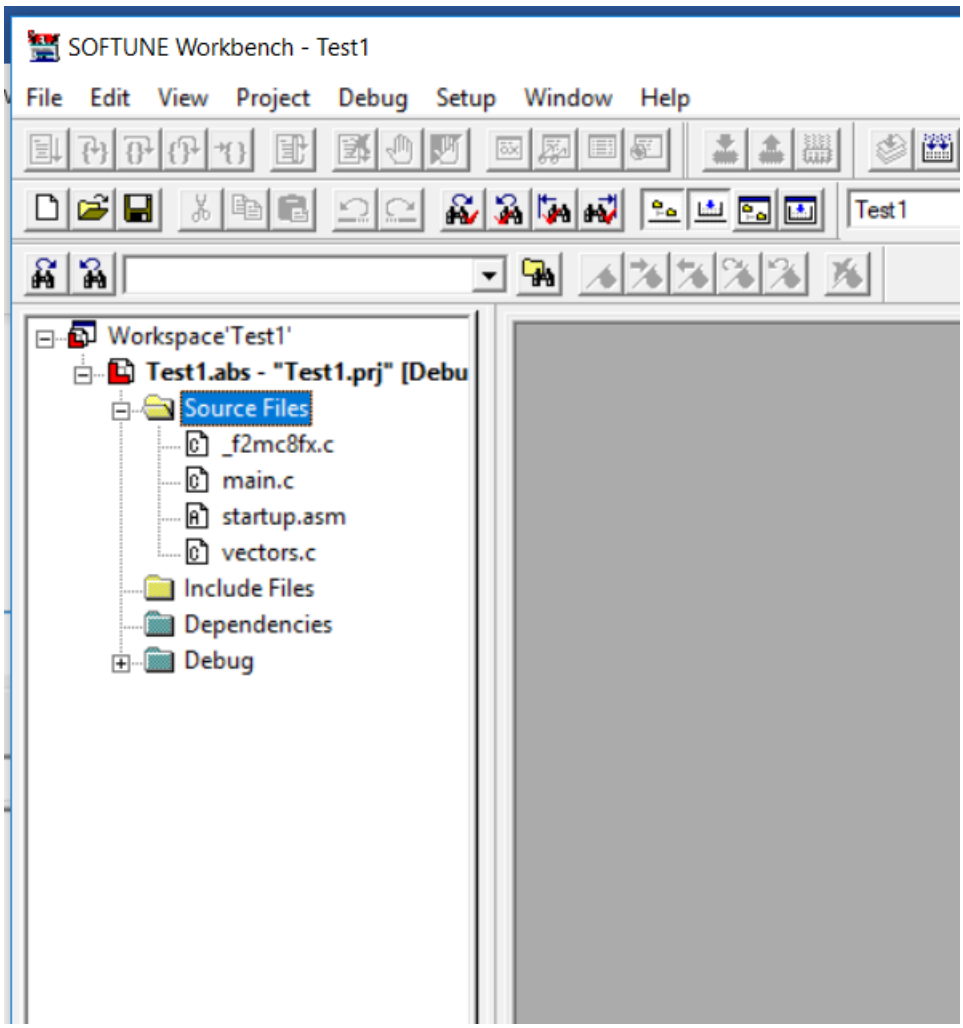
3, add I/O header file, start-up file and vector file etc.

You can copy the header file, startup file and vector file from a sample project to your project as below. Copy all of files of SCR folder

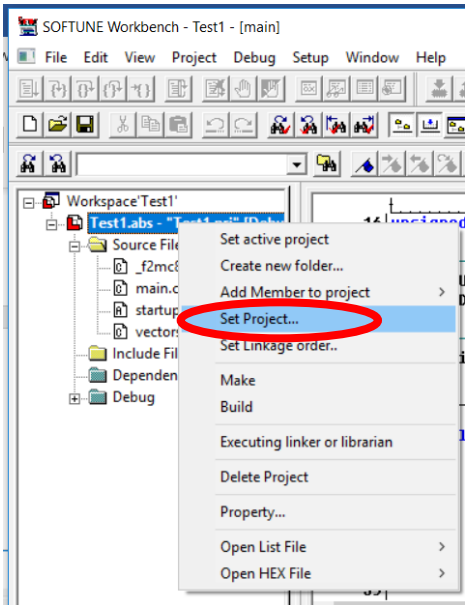


Add these files to project.

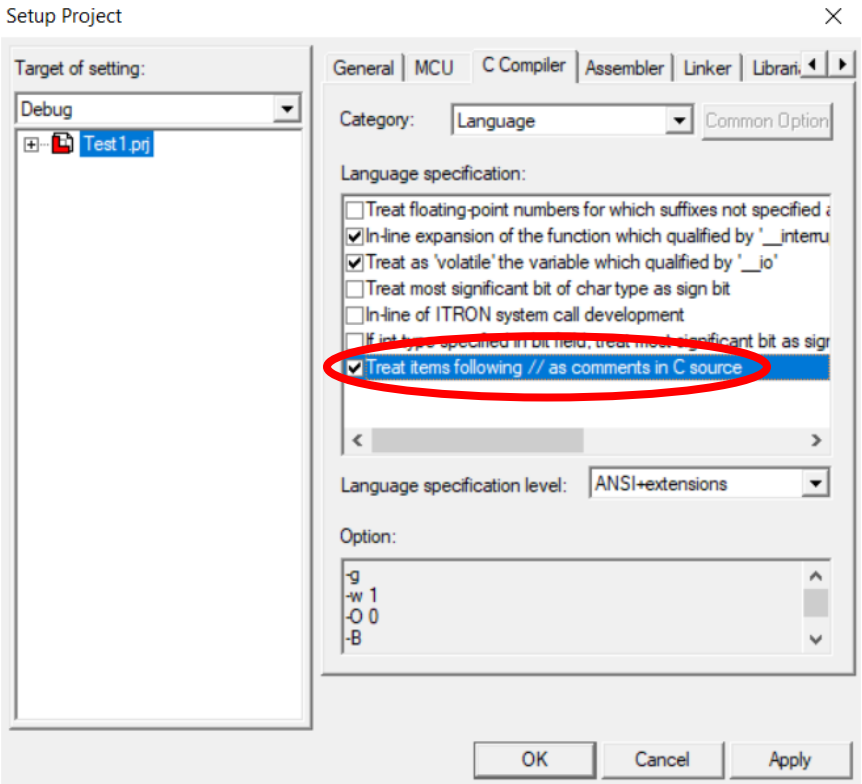



SOFTUNE Workbench - Test1
File Edit View Project Debug Setup Window Help
Test1
Workspace'Test1'
Test1.abs - "Test1.prj" [Debu
Source Files
_f2mc8fx.c
main.c
startup.asm
vectors.c
Include Files
Dependencies
Debug

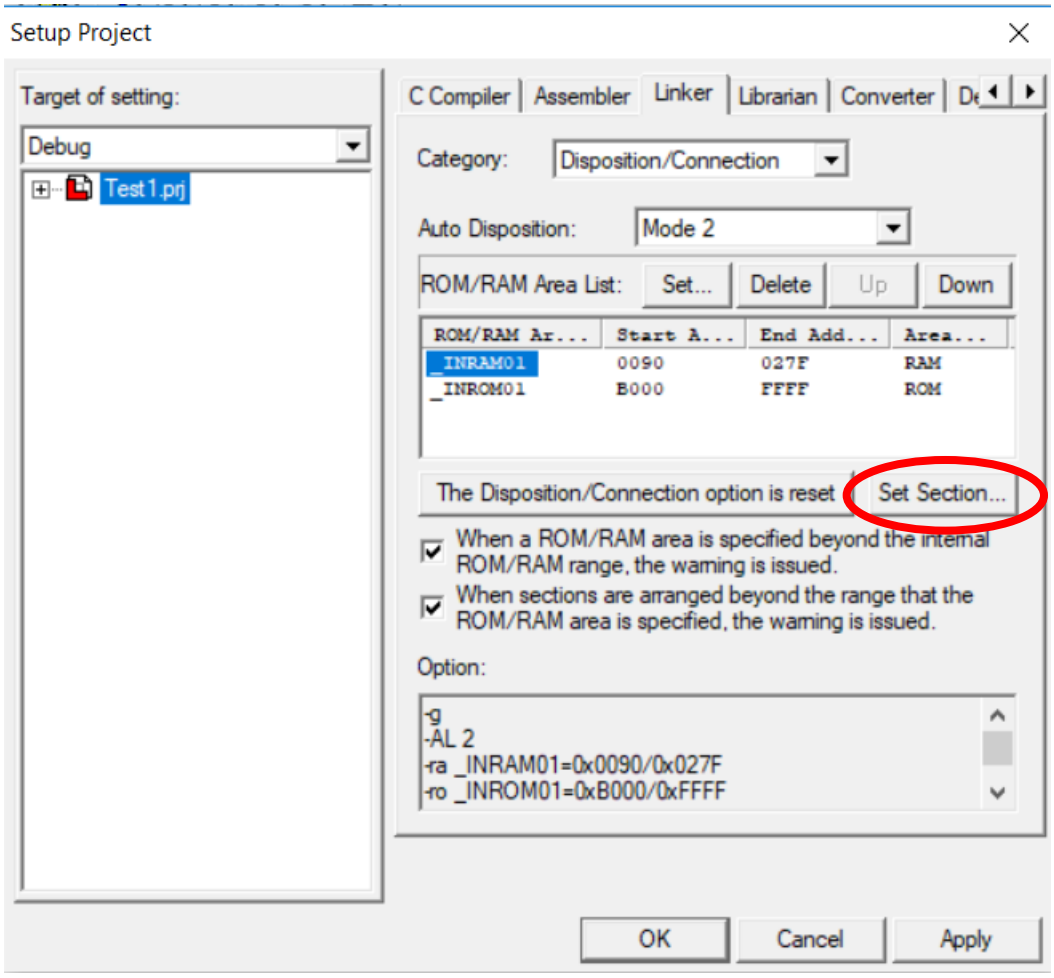
4, Configure the project. Right-click -> Set Project



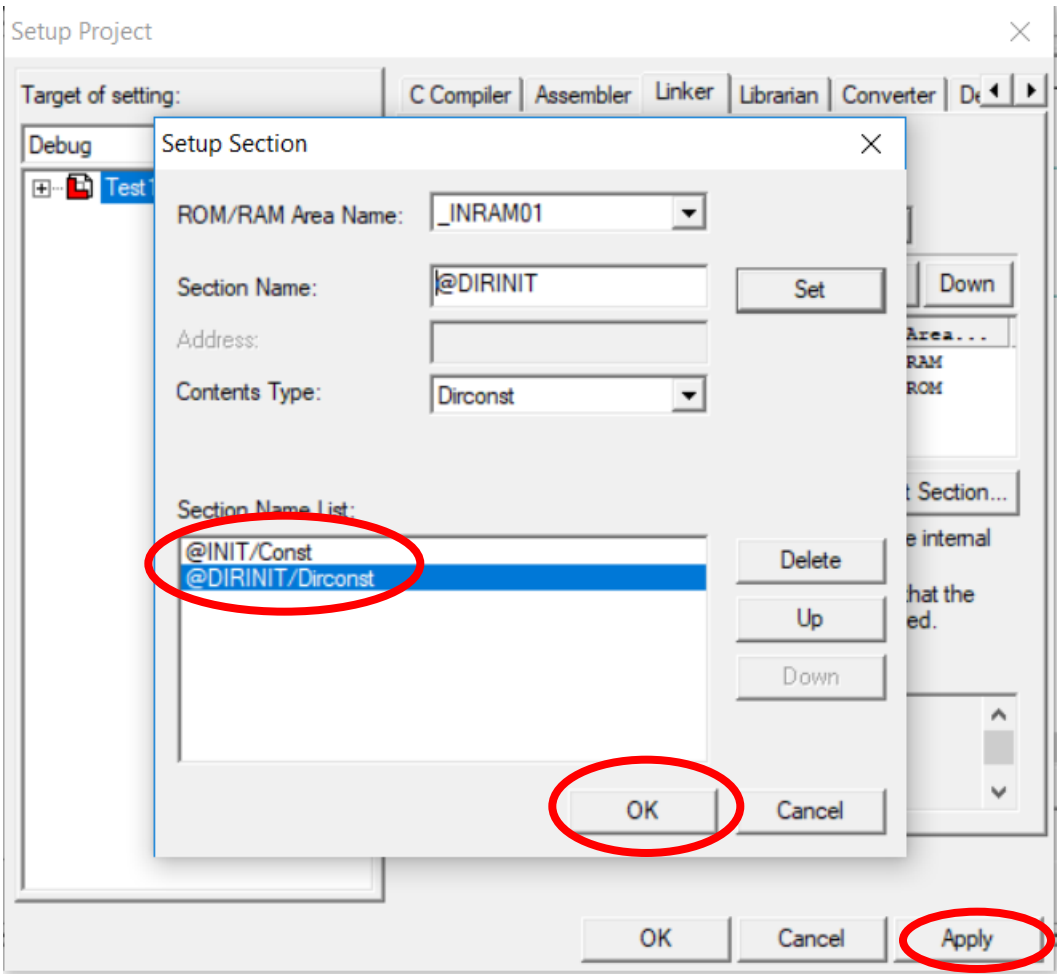
On the C Compiler tab, select Language in Category list: check the following item.



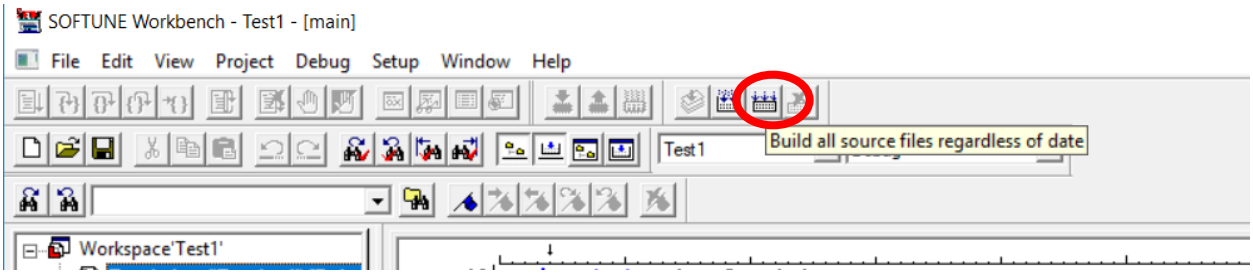
5, On the Linker tab, select Dispostion/Connection in Category list



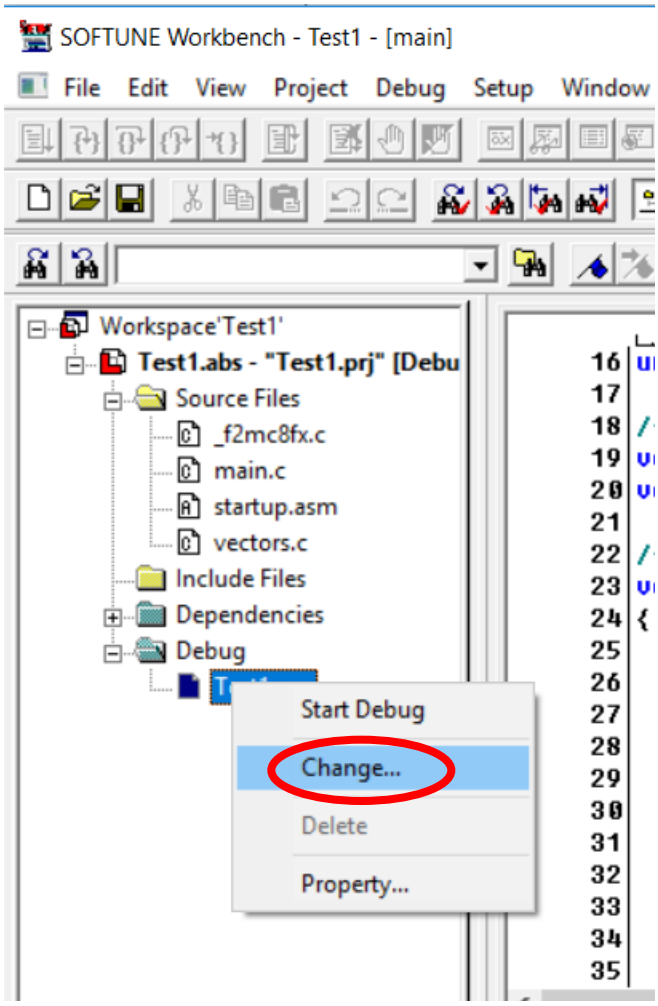
Click Set Section, set @INIT and DIRDINT



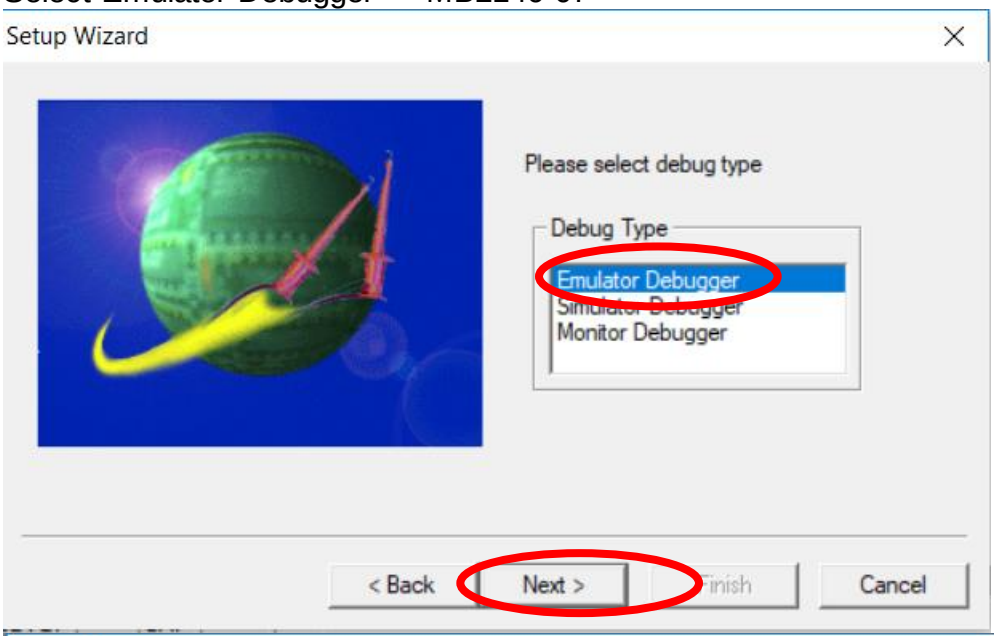
6, Build the project.

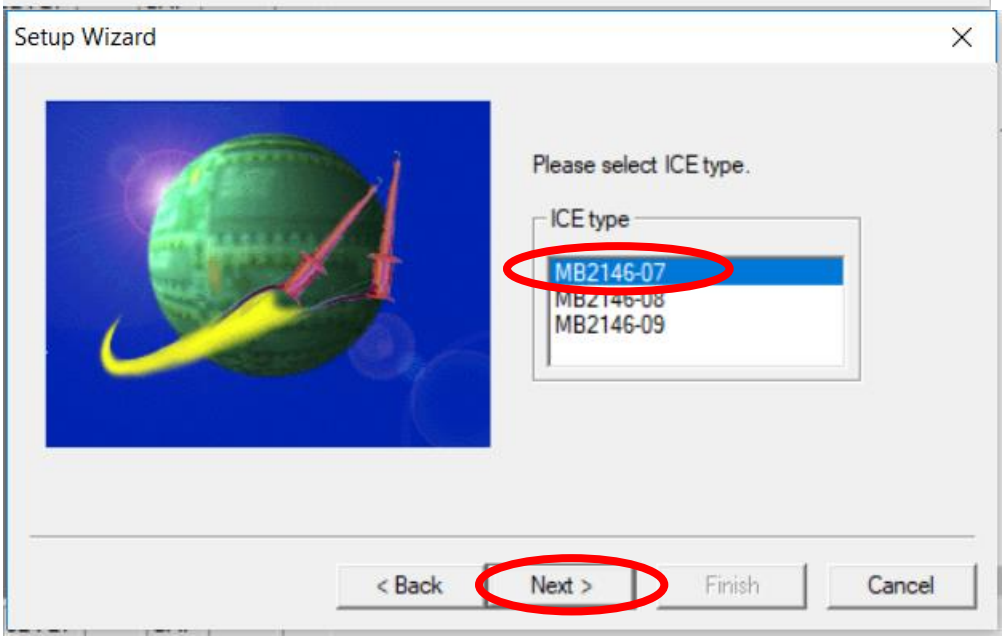


7, Configure Debug information, Right-Click, select Change

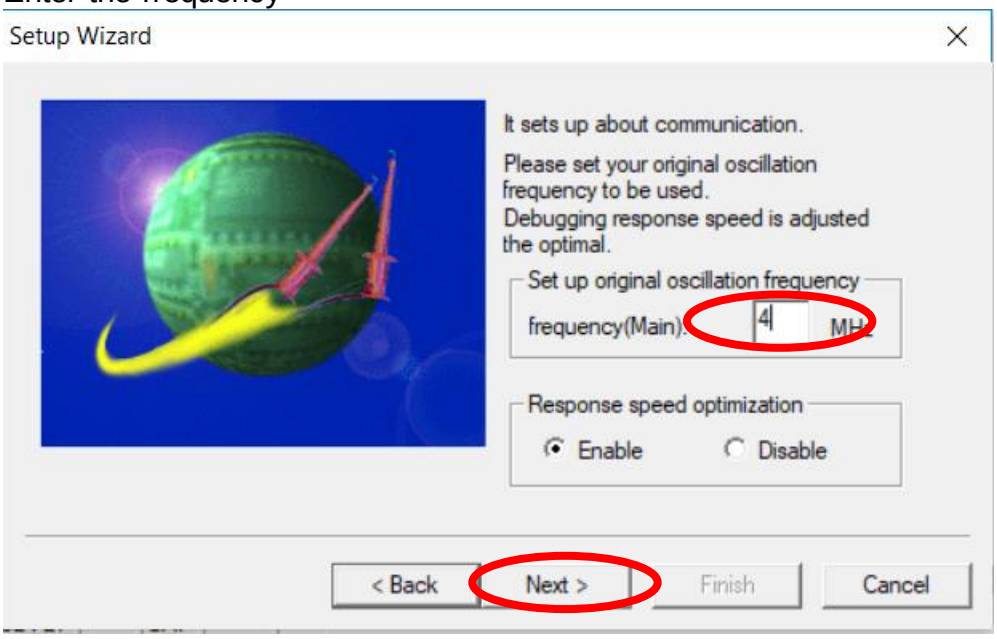


Select Emulator Debugger -> MB2146-07

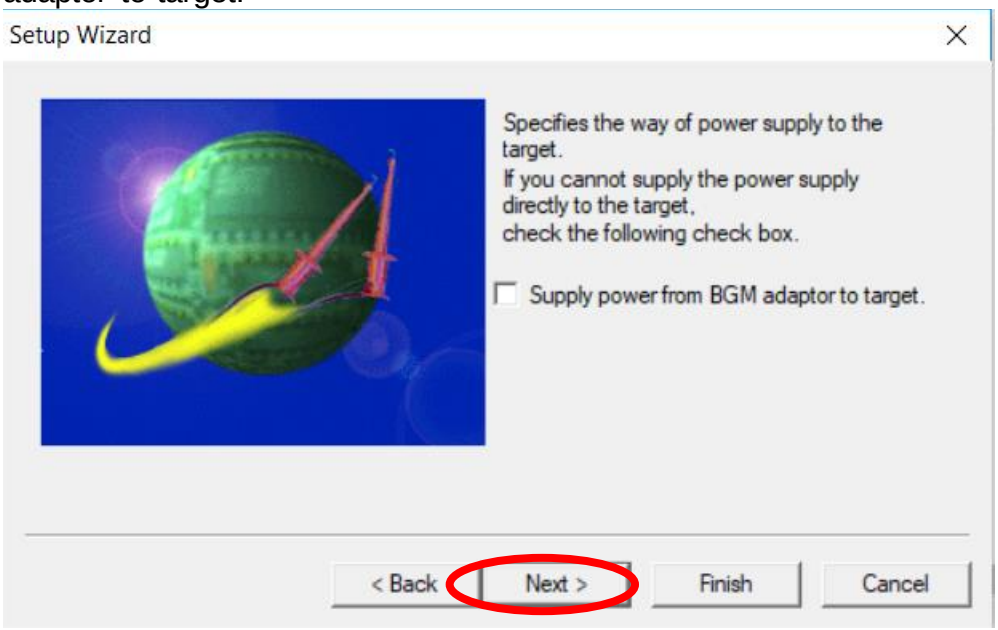


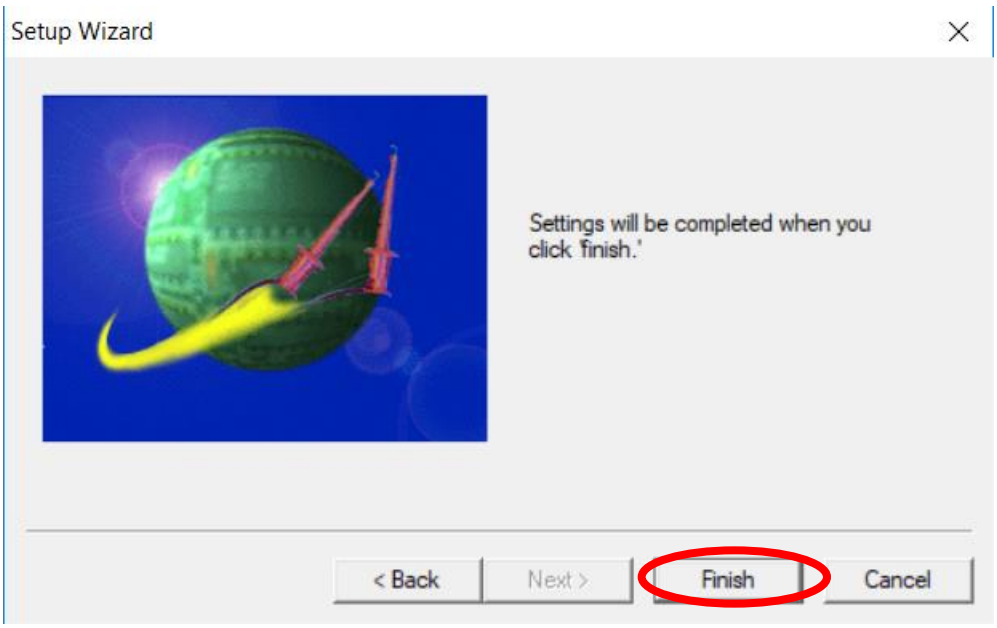


Enter the frequency

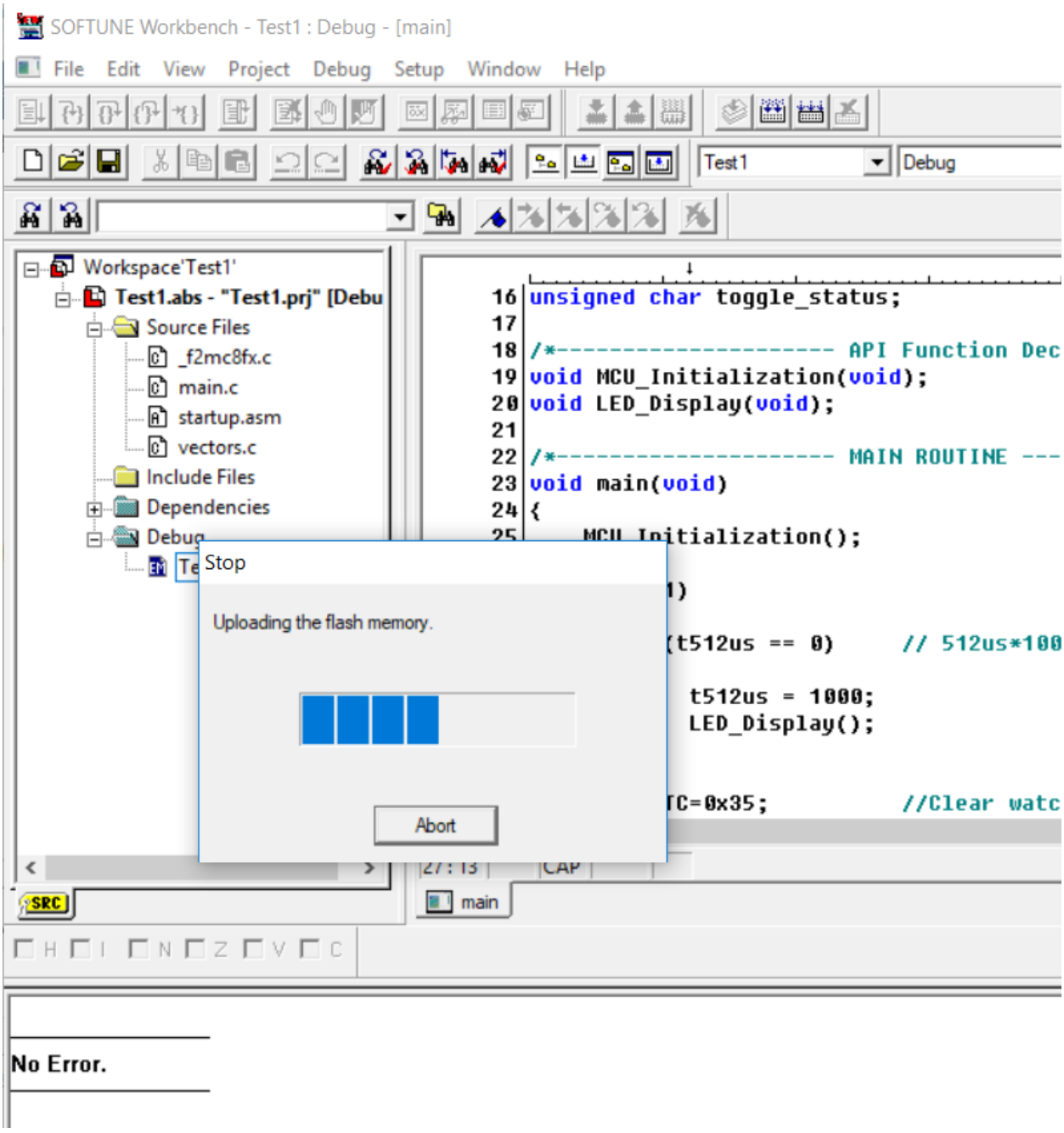


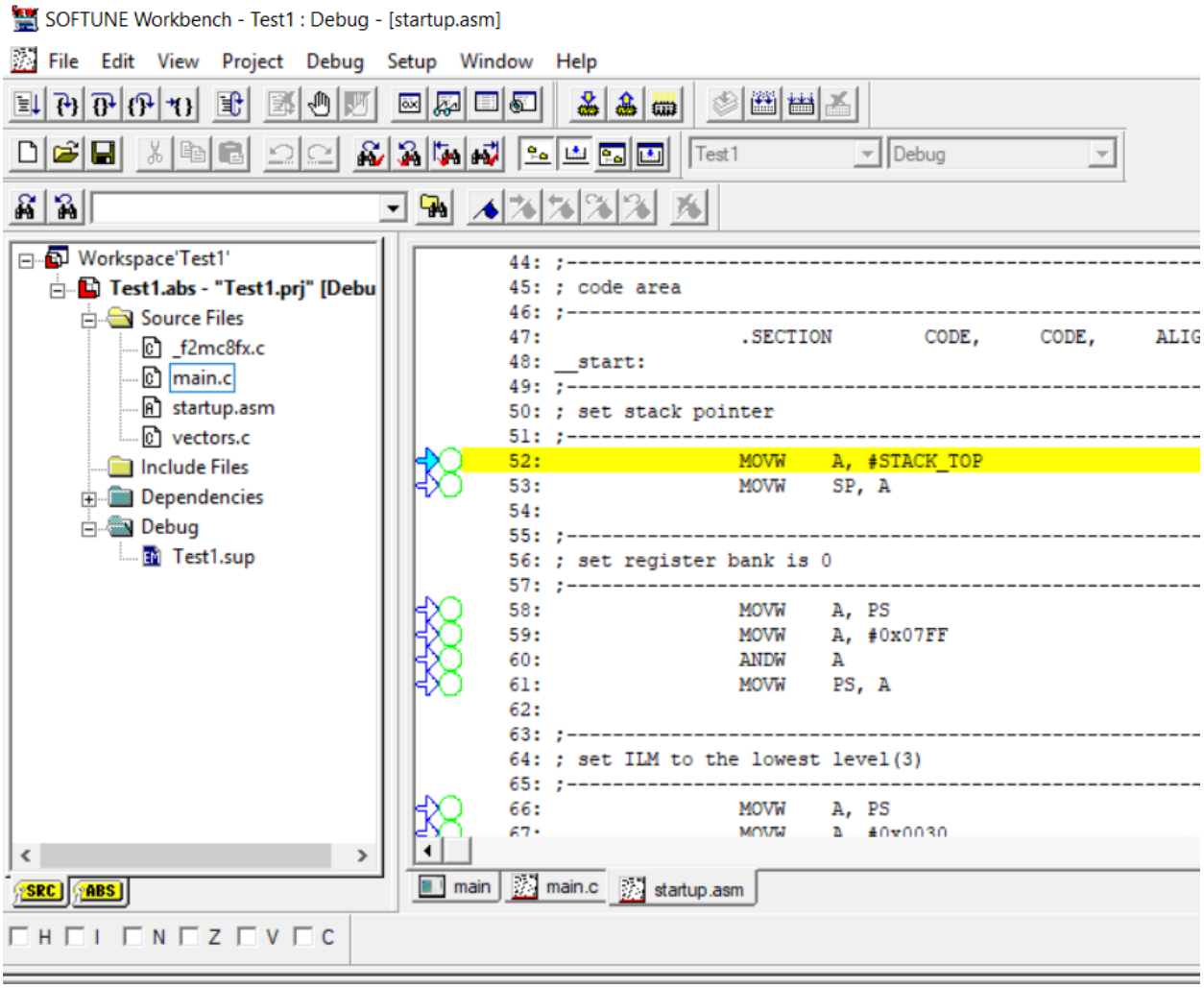
If use BGMA to supply power for target board, please select Supply power from BGM adaptor to target.




Setup Wizard
Settings will be completed when you click 'finish.'
< Back
Next >
Finish
Cancel

8, after connecting BGMA with PC and target board, Double-click Test1.sup




SOFTUNE Workbench - Test1 : Debug - [startup.asm]
File Edit View Project Debug Setup Window Help
Test1
Debug
Workspace'Test1'
Test1.abs - "Test1.prj" [Debu
Source Files
_f2mc8fx.c
main.c
startup.asm
vectors.c
Include Files
Dependencies
Debug
Test1.sup
SRC
ABS
H I N Z V C
44: ;---
45: ; code area
46: ;---
47: .SECTION CODE, CODE, ALIG
48: __start:
49: ;---
50: ; set stack pointer
51: ;---
52: MOVW A, #STACK_TOP
53: MOVW SP, A
54:
55: ;---
56: ; set register bank is 0
57: ;---
58: MOVW A, PS
59: MOVW A, #0x07FF
60: ANDW A
61: MOVW PS, A
62:
63: ;---
64: ; set ILM to the lowest level(3)
65: ;---
66: MOVW A, PS
main
main.c
startup.asm