Installation of the Keil RealView MDK,

Download the installer from the internet at <u>https://www.keil.com/demo/eval/arm.htm</u>
 Run the Installer (as of Jan 2011 version was 4.14)



Setup MDK-ARM ¥4.14	Setup MDK-ARM ¥4.14
Folder Selection Select the folder where SETUP will install files.	Customer Information Please enter your information.
SETUP will install µVision4 in the following folder. To install to this folder, press Next". To install to a different folder, press Browse' and select another folder.	Please enter your name, the name of the company for whom you work and your E-mail address.
Destination Folder	First Name: Jonathan
C:\Keil Browse	Last Name: Valvano
Update Installation: Create backup tool folder	Company Name: University of Texas at Austin, ECE-LRC
	E-mail: valvano@mail.utexas.edu
- Kell µVrsion4 Setup	- Keil µVision4 Setup Cancel

5) Select Luminary Boards, (this includes our Texas Instruments Arm boards)

Setup MDK-ARM V4.14	Secup MDK-ARM ¥4.14	<u>`</u>
File installation completed	Keil µVision4 Setup completed MDK-ARM V4.14	
µVision Setup has installed all files successfully.	μVision Setup has performed all requested operations successfully. Launch Driver Installation: "ULINK Pro Driver V1.0"	
✓ Retain current µVision configuration.	Show Release Notes.	
Add example projects to the recently used project list. Preselect Example Projects for Example Projects for Example Source T		
Keil µVrsion4 Setup Keil µVrsion4 Setup Keit >> Cancel	Keil pVision4 Setup Keil pVision4 Setup Keil pVision4 Setup	Finish Cancel

6) If you have the board, connect the board to the PC using the USB cable

Play the game if you wish, it also uses the serial link, the CAN, and the Ethernet link You can put the game back on at a later time

Open project in StellarisWare\boards\ek-lm3s8962\qs_ek-lm3s8962 Verify debugger is set to Stellaris ICDI in Debug and Utilities options Download (you will not be able to compile or debug; it is too big)

7) Start µVision4

Open the project in \Keil\ARM\Boards\Luminary\ek-lm3s8962\LCD_Blinky Execute the Target Options... command

G/Kell/ARM\Boards\Luminary\ek-lm3s8962\LCD_Blinky\Blinky.uvproj - uVision4	×
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Select the Debug tab

If you do not have a board, select simulator If you have a board, select the Stellaris ICDI debugger

tions for Target 'LM358962 Flash'	×
Device Target Output Listing User C/C++ Asm	Linker Debug Utilities
Limit Speed to Real-Time	
✓ Load Application at Startup ✓ Run to main() Initialization File: ✓ Edit	Load Application at Startup Run to main() Initialization File: Edit
Restore Debug Session Settings	Restore Debug Session Settings
CPU DLL: Parameter: SARMCM3.DLL	Driver DLL: Parameter: SARMCM3.DLL
Dialog DLL: Parameter: DLM.DLL pLM3S8962	Dialog DLL: Parameter: TLM.DLL pLM3S8962
OK Ca	ncel Defaults Help

In the Utilities tab, also select the Stellaris ICDI debugger

Uptions for Target "LM358962 Flash"
Device Target Output Listing User C/C++ Asm Linker Debug Utilities
Configure Flash Menu Command
Use Target Driver for Flash Programming
Stellaris ICDI
Init File: Edit
C Use External Tool for Flash Programming
Command:
Arguments:
Run Independent

Compile by executing Project->Build Target Download by executing Flash->Download Debug by executing Debug->Start/StopDebugSession Try these: Single step, breakpoint, run, reset, review, yellow arrow