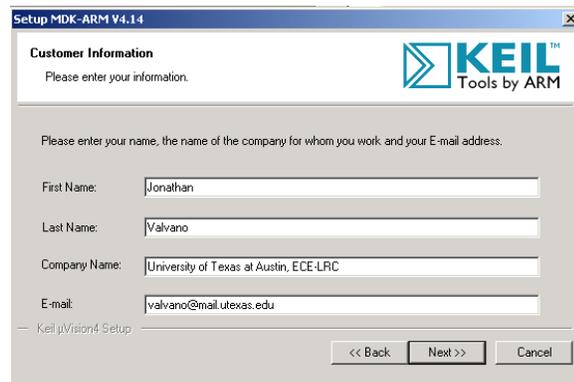
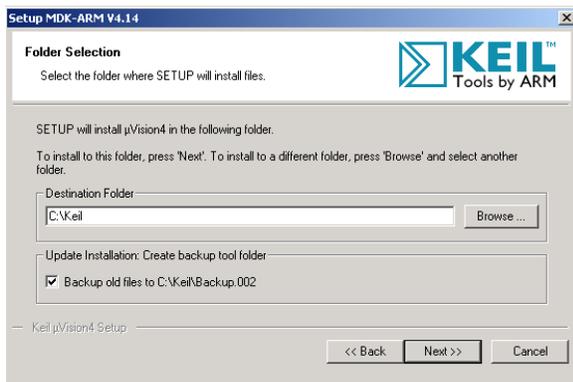
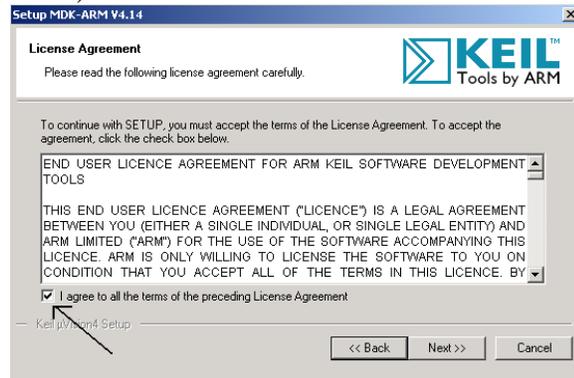
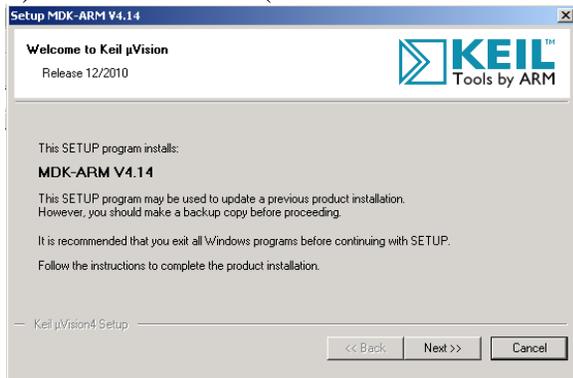
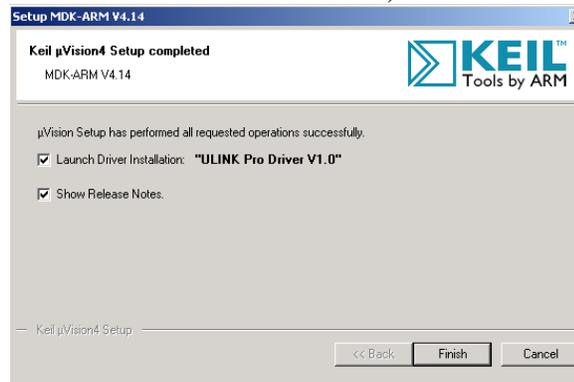
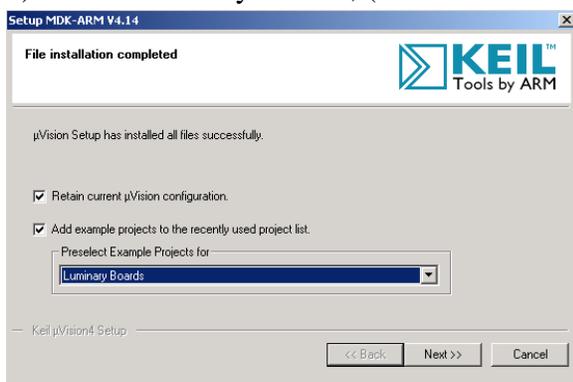


## Installation of the Keil RealView MDK,

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



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

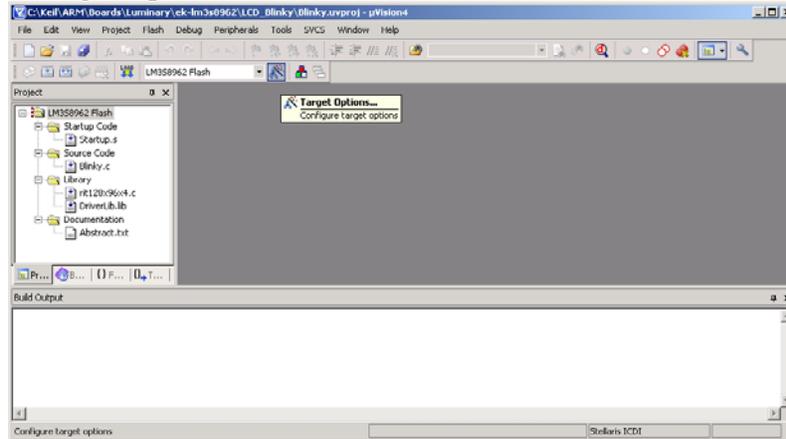


- 6) If you have the board, connect the board to the PC using the USB cable  
Play the game if you wish, it also uses the serial link, the CAN, and the Ethernet link  
You can put the game back on at a later time

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  $\mu$ Vision4

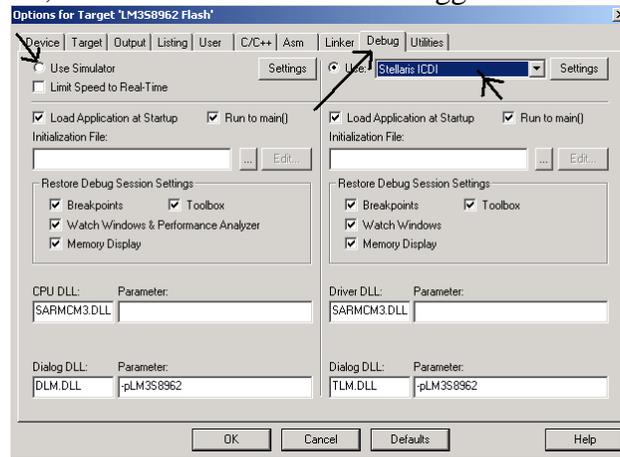
Open the project in \Keil\ARM\Boards\Luminary\ek-lm3s8962\LCD\_Blinky  
Execute the Target Options... command



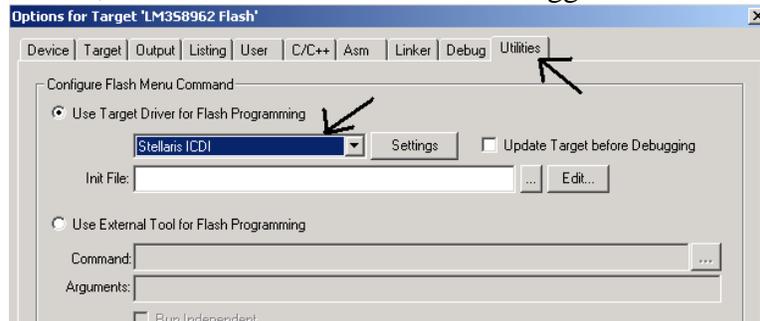
Select the Debug tab

If you do not have a board, select simulator

If you have a board, select the Stellaris ICDI debugger



In the Utilities tab, also select the Stellaris ICDI debugger



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