

How to convert a LM3S1968 project into a LM3S8962 project

- 1) Make a copy of the entire directory
- 2) Rename directory name
- 3) Open the copied project and verify the copied project compiles by executing Project->RebuildAllTargetFiles
- 4) Execute Project->Options for this target
 - Under Device tab, change device to the correct processor (LM3S8962)
 - Under Target tab, make sure crystal frequency matches your board (8 MHz)
 - Under debug tab, make sure the debugger matches your debugger

5) In the source files, change all

```
#include "lm3s1968.h"
```

To

```
#include "lm3s8962.h"
```

6) This is the hard part... find all I/O pins and morph them to the pins on the new board
E.g., OLED on LM3S1968

```
#define SYSCTL_PERIPH_GPIO_OLEDDC SYSCTL_PERIPH_GPIOH
```

```
#define GPIO_OLEDDC_BASE GPIO_PORTH_BASE
```

```
#define GPIO_OLEDDC_PIN GPIO_PIN_2
```

```
#define GPIO_OLEDEN_PIN GPIO_PIN_3
```

OLED on the LM3S8962

```
#define SYSCTL_PERIPH_GPIO_OLEDDC SYSCTL_PERIPH_GPIOA
```

```
#define GPIO_OLEDDC_BASE GPIO_PORTA_BASE
```

```
#define GPIO_OLEDDC_PIN GPIO_PIN_6
```

```
#define GPIO_OLEDEN_PIN GPIO_PIN_7
```