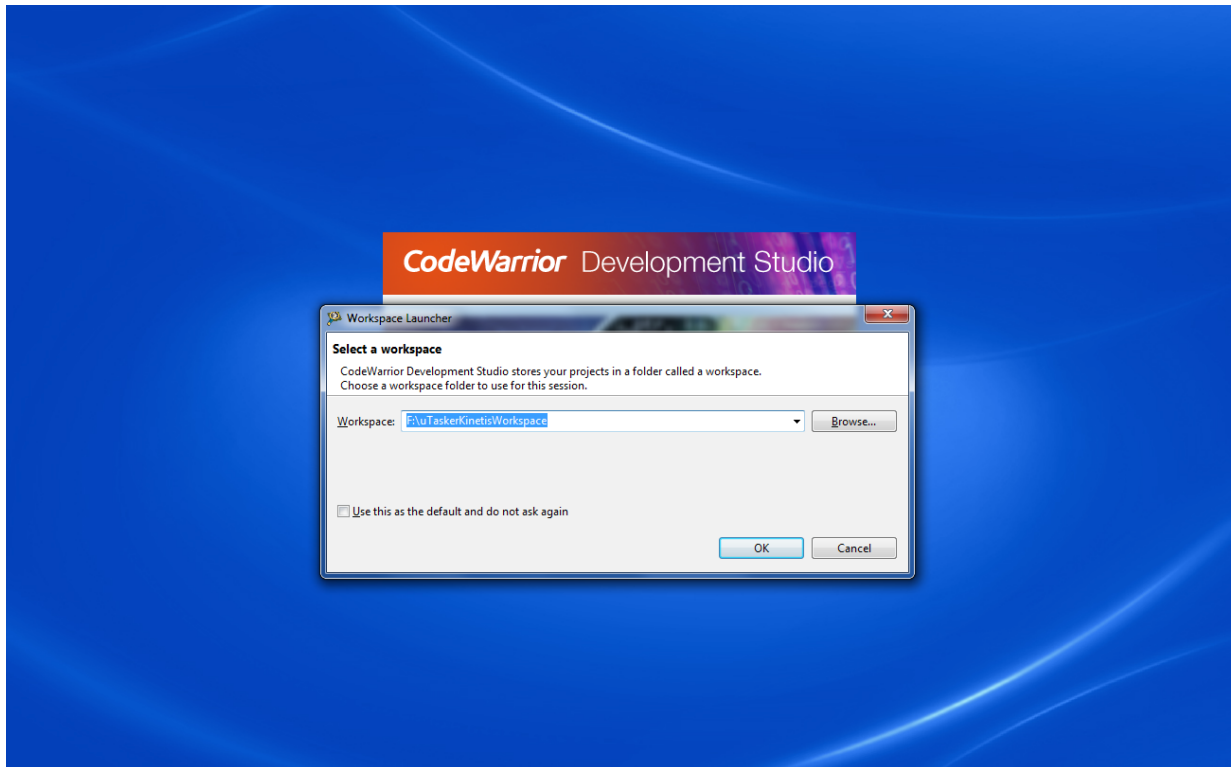
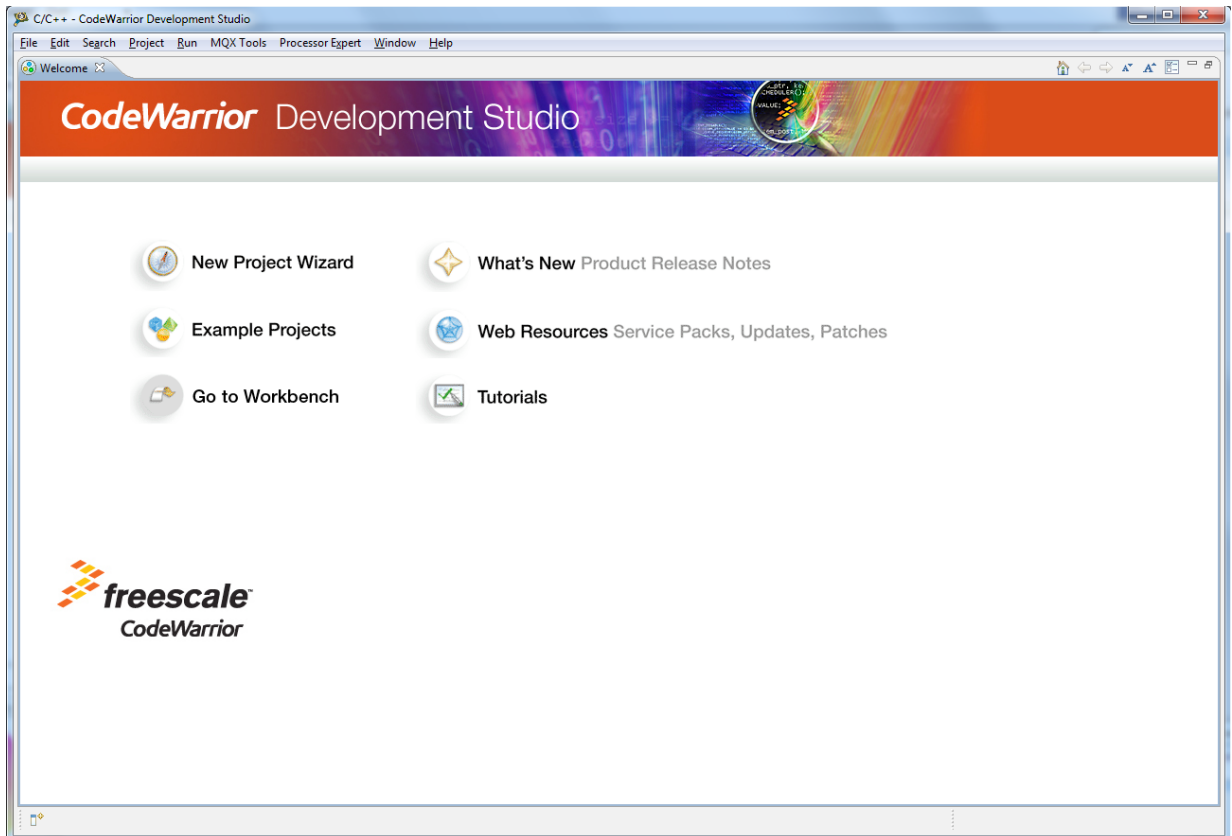


Creating a new uTasker application in CodeWarrior 10.3

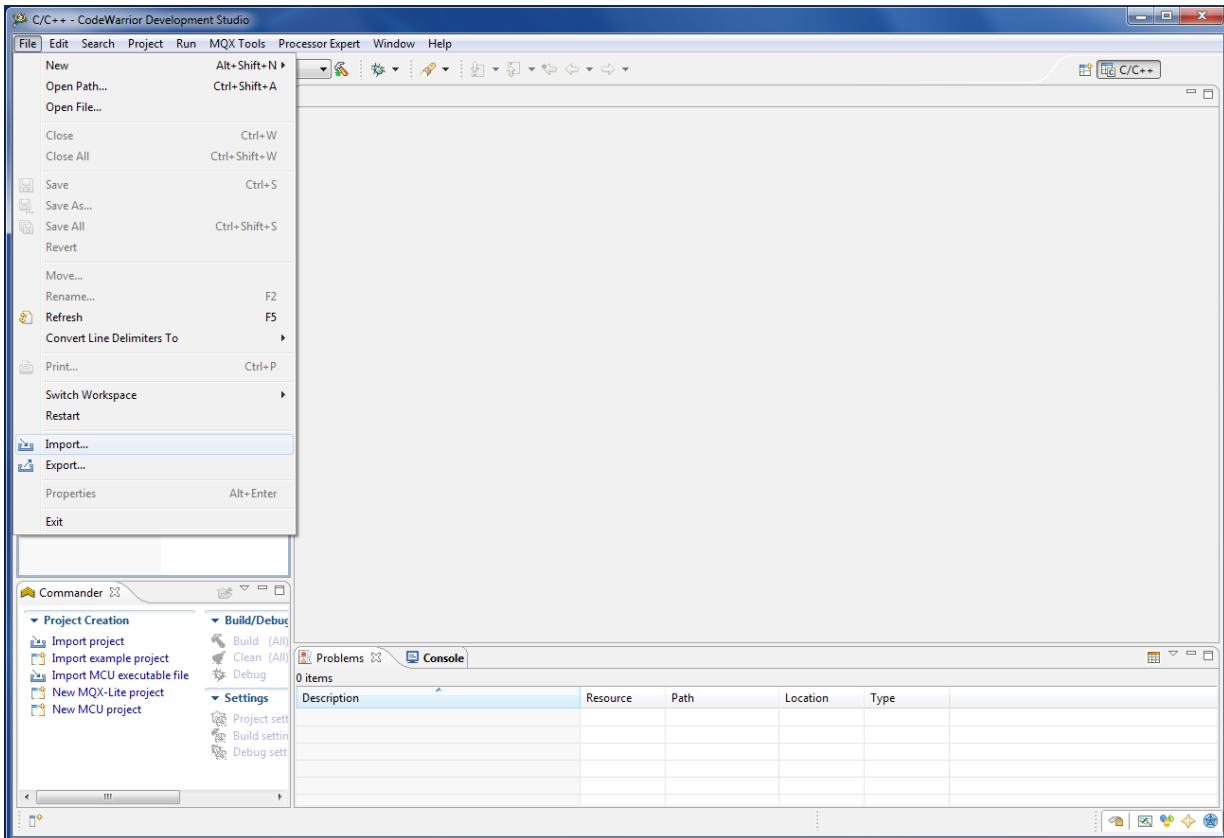
Start CodeWarrior and create a new workspace anywhere on your computer.



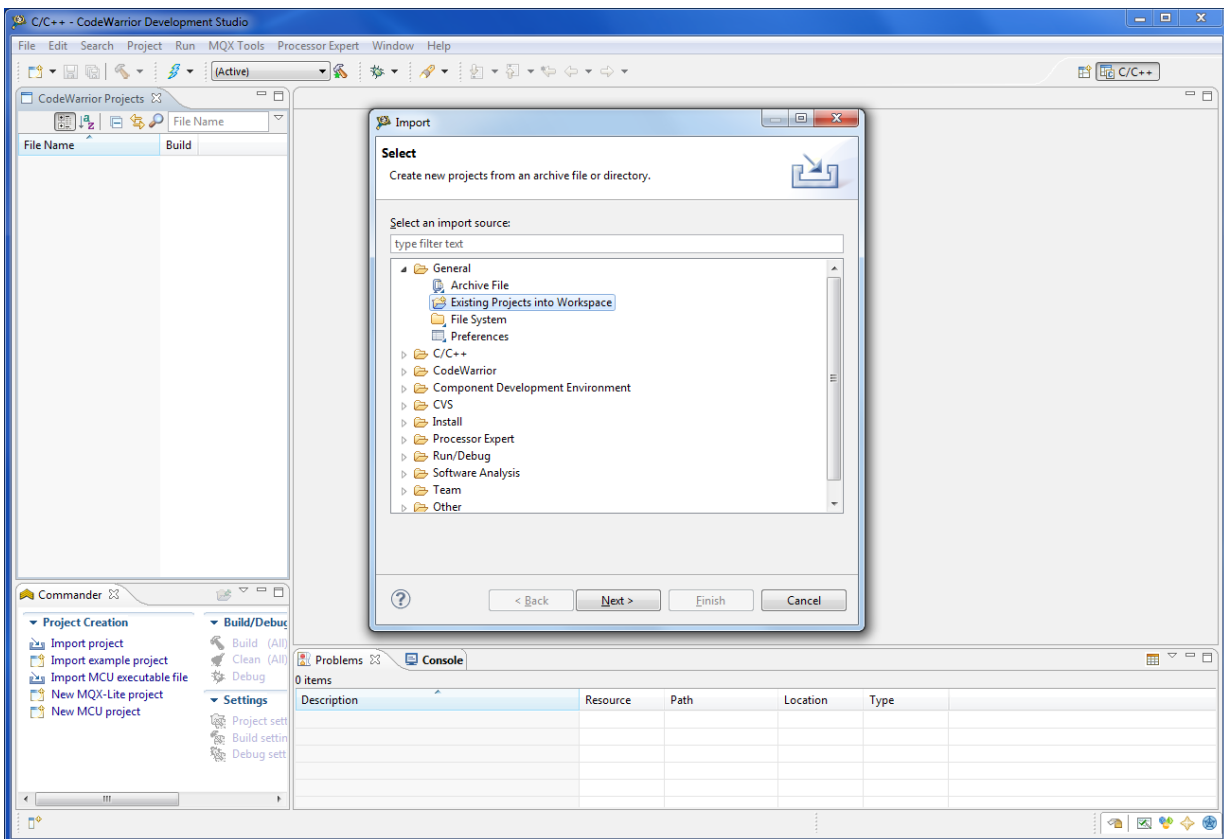
Go to Workbench to import the uTasker project.



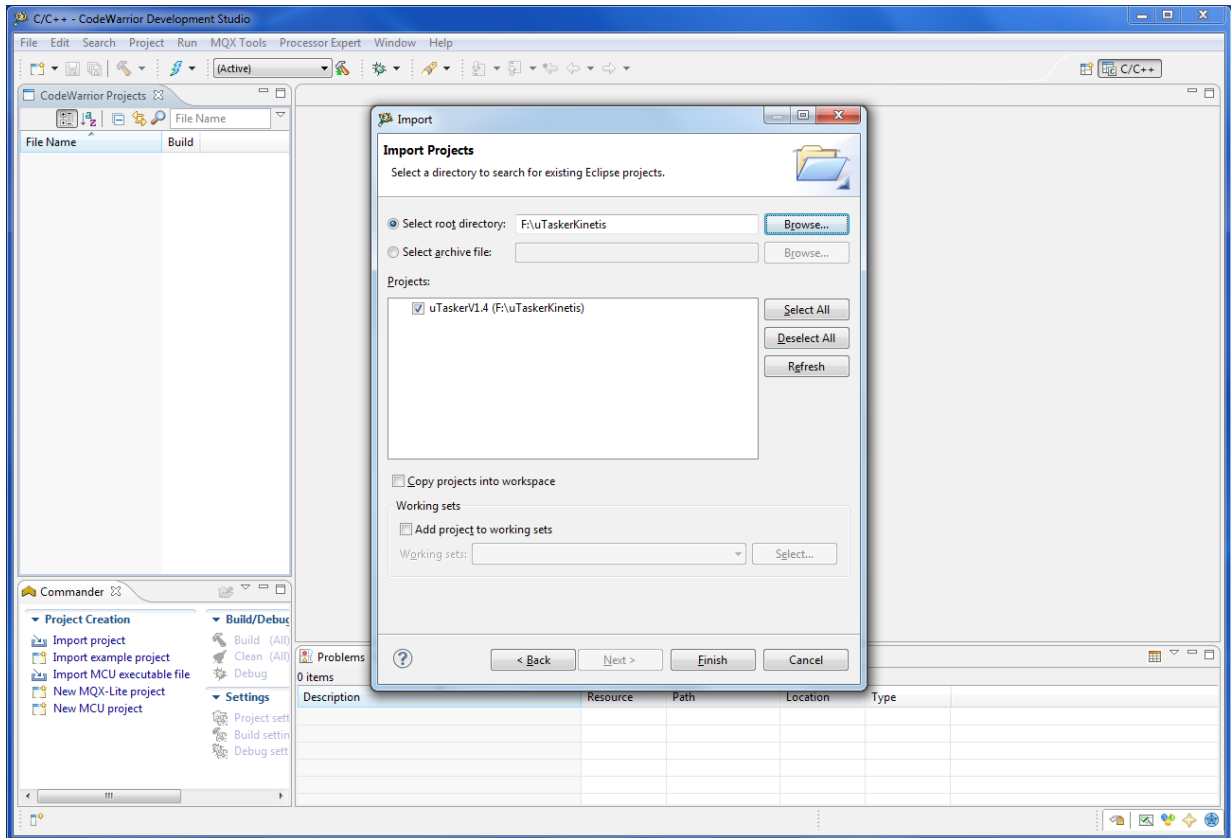
To import the uTasker project select File, Import..



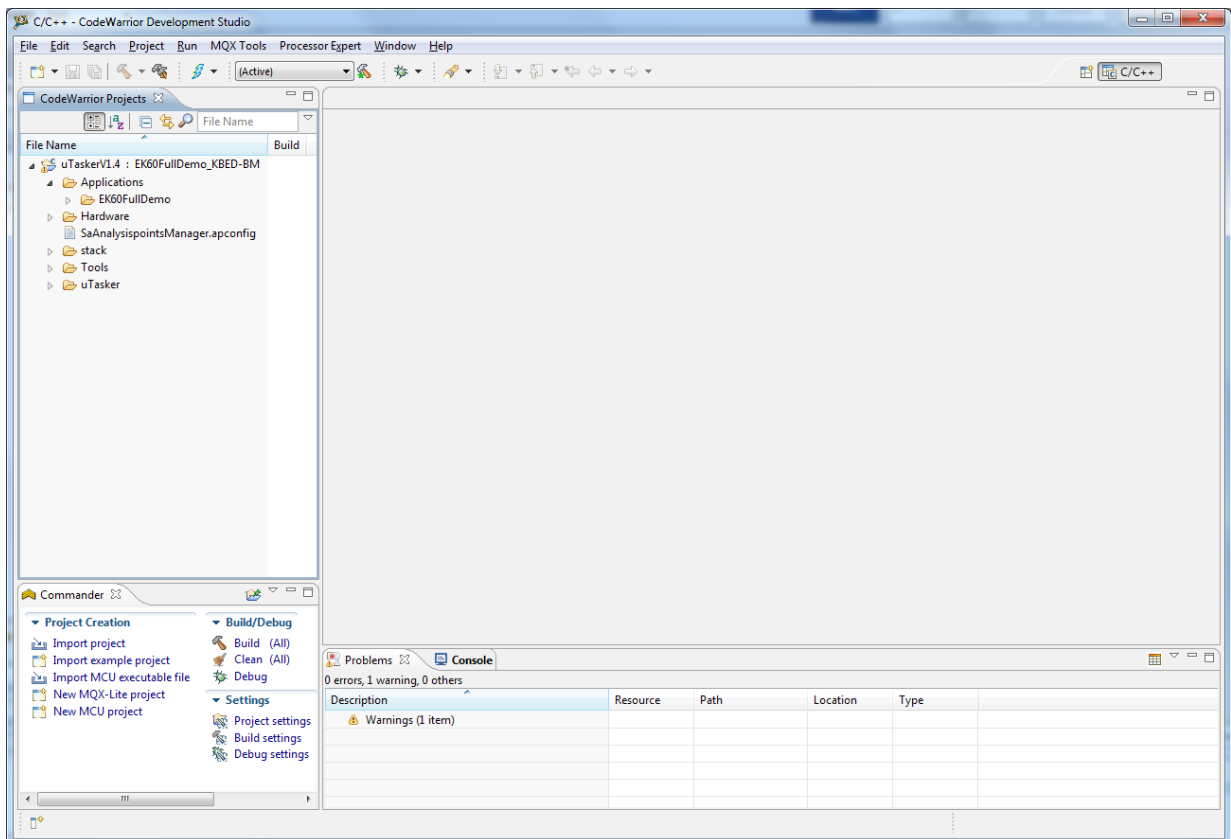
Choose General, Existing Projects into Workspace



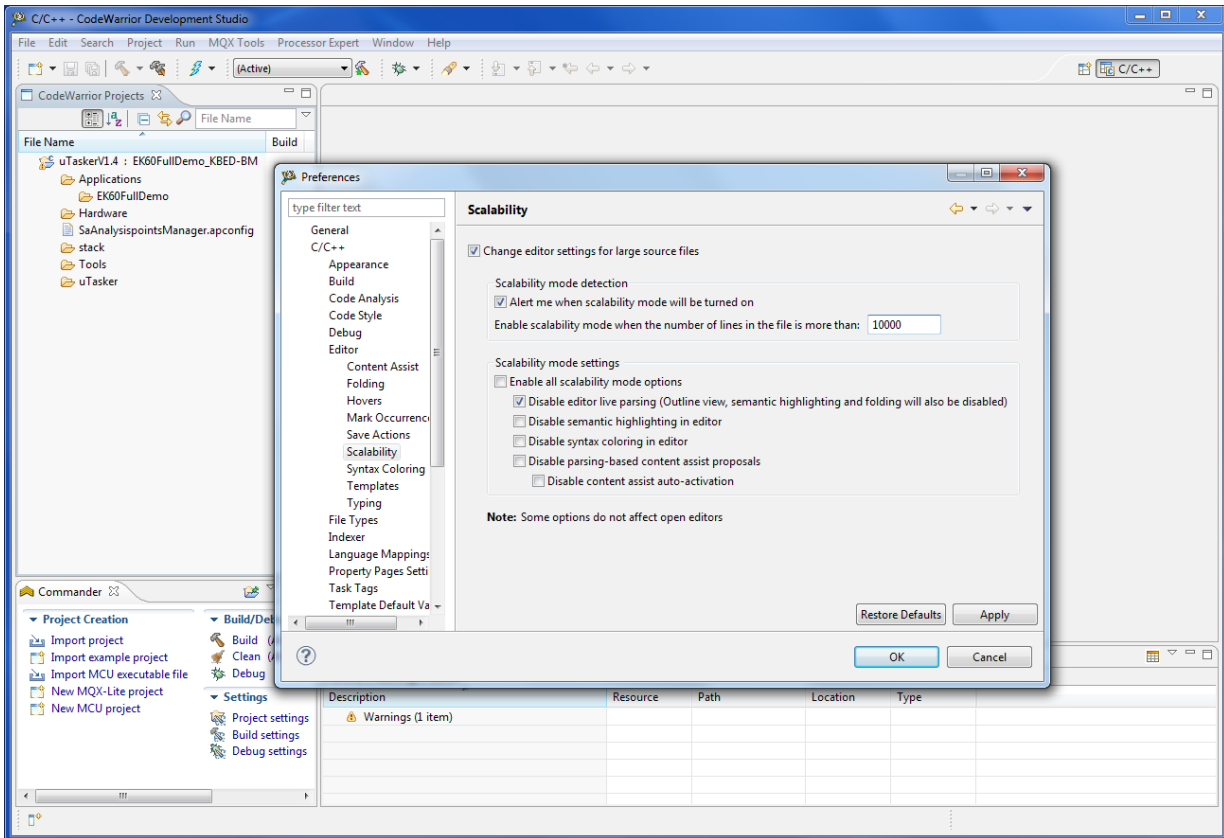
Select the uTasker directory, the uTasker Project should appear and should be selected.



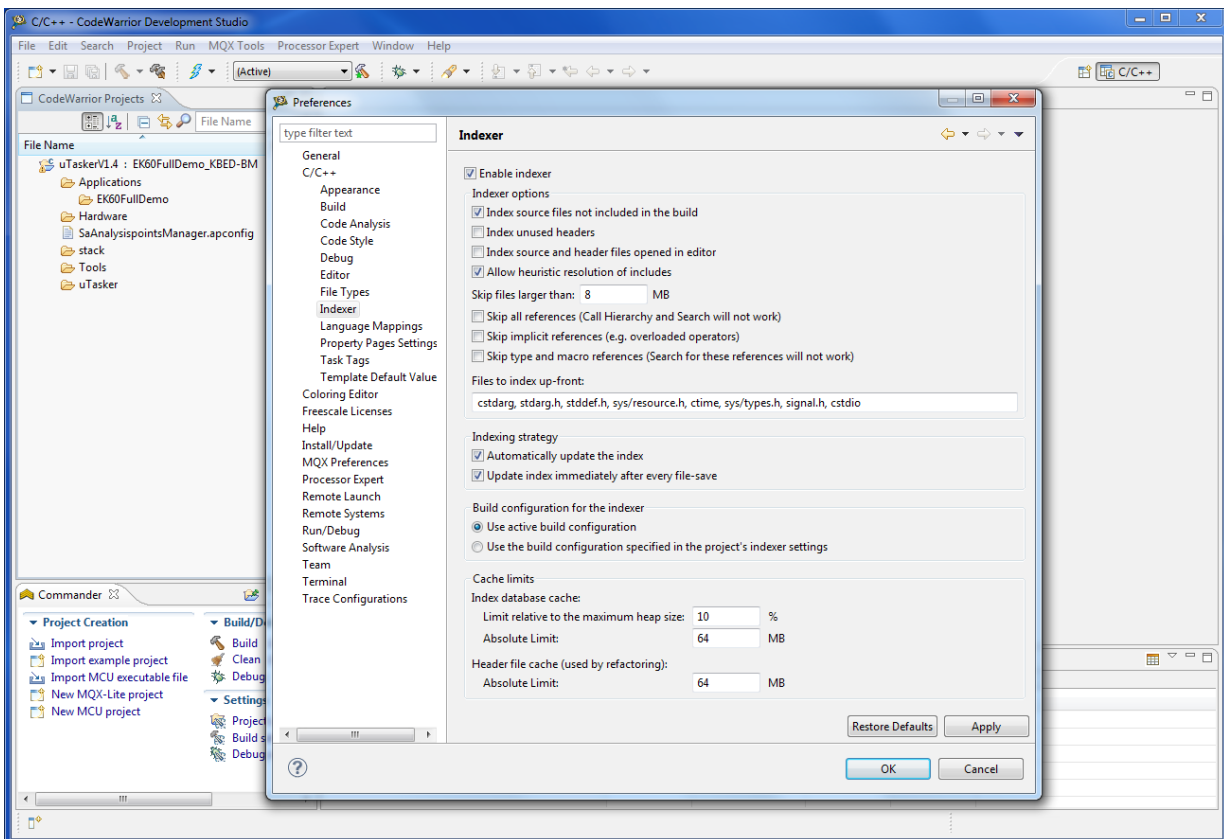
Now you have imported the project..



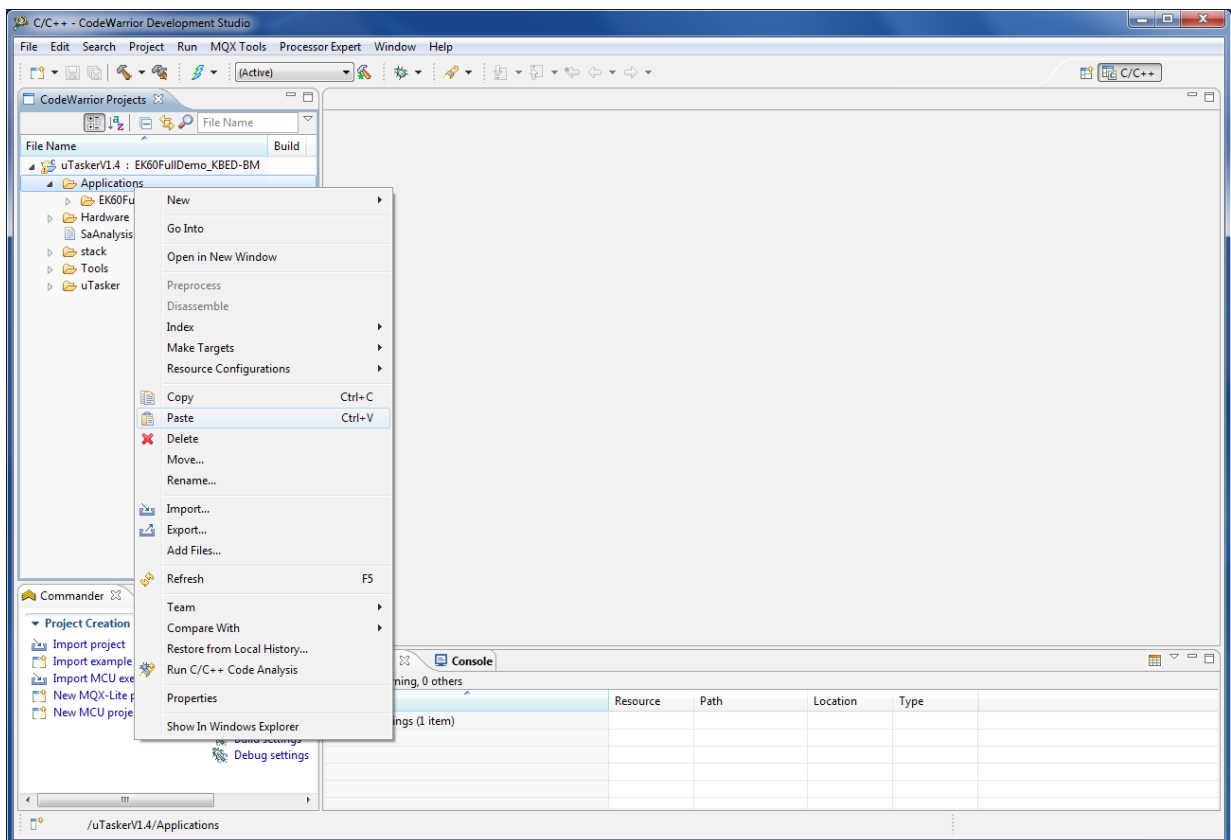
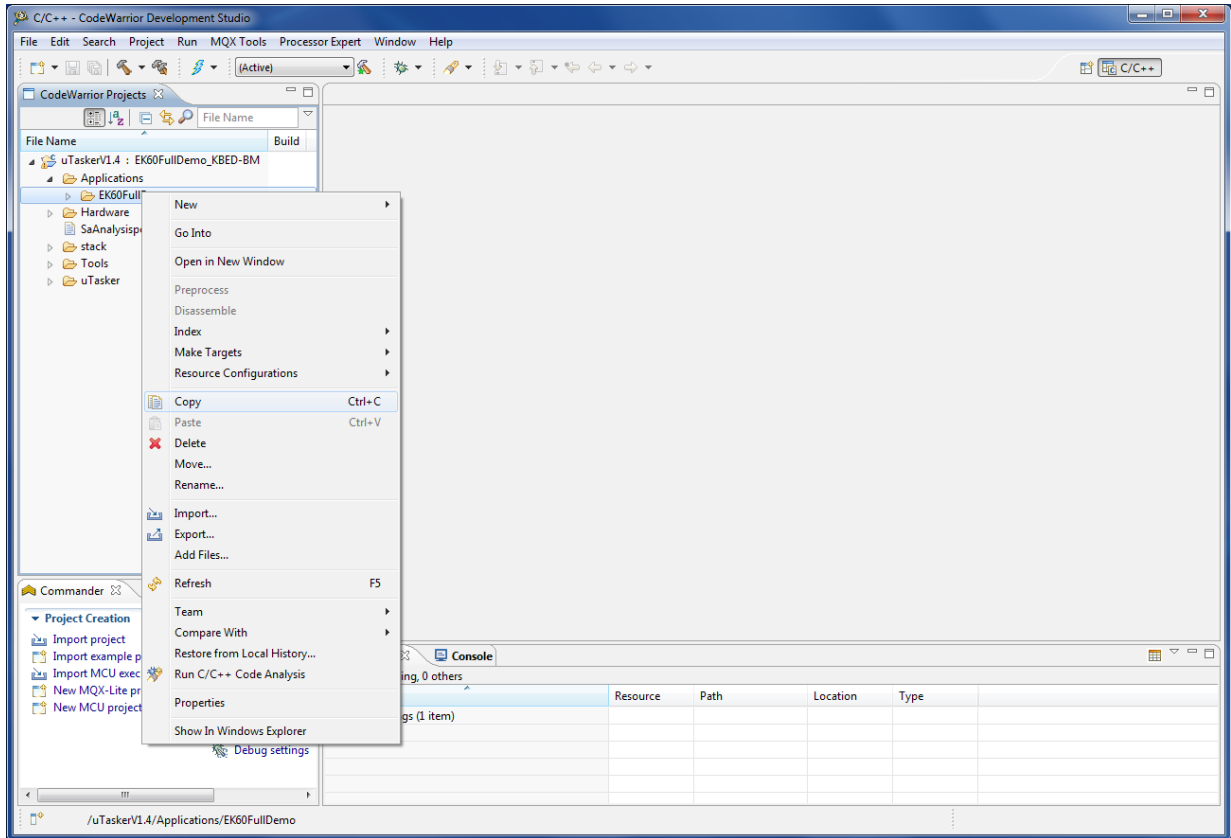
To make better use of the Indexer, enable the Scalability mode at 10000 lines rather than 5000:



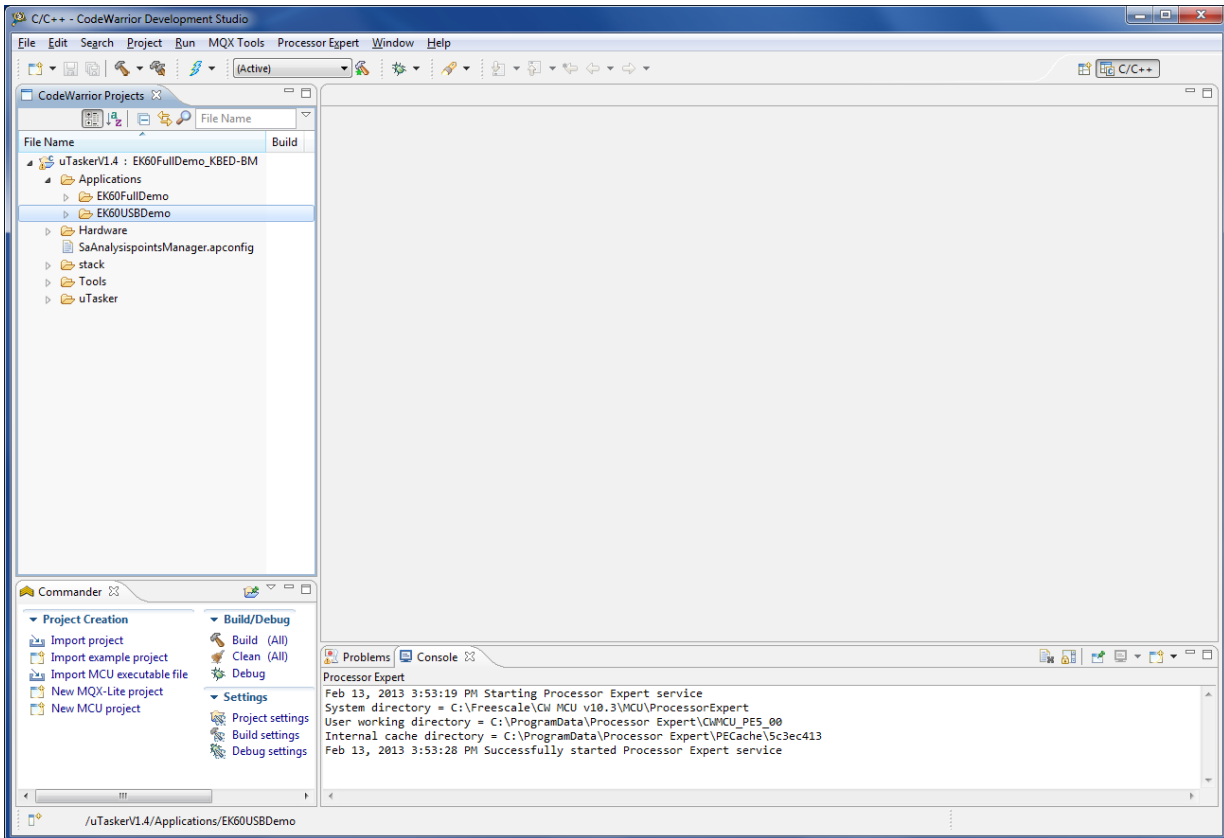
Check the Indexer settings:



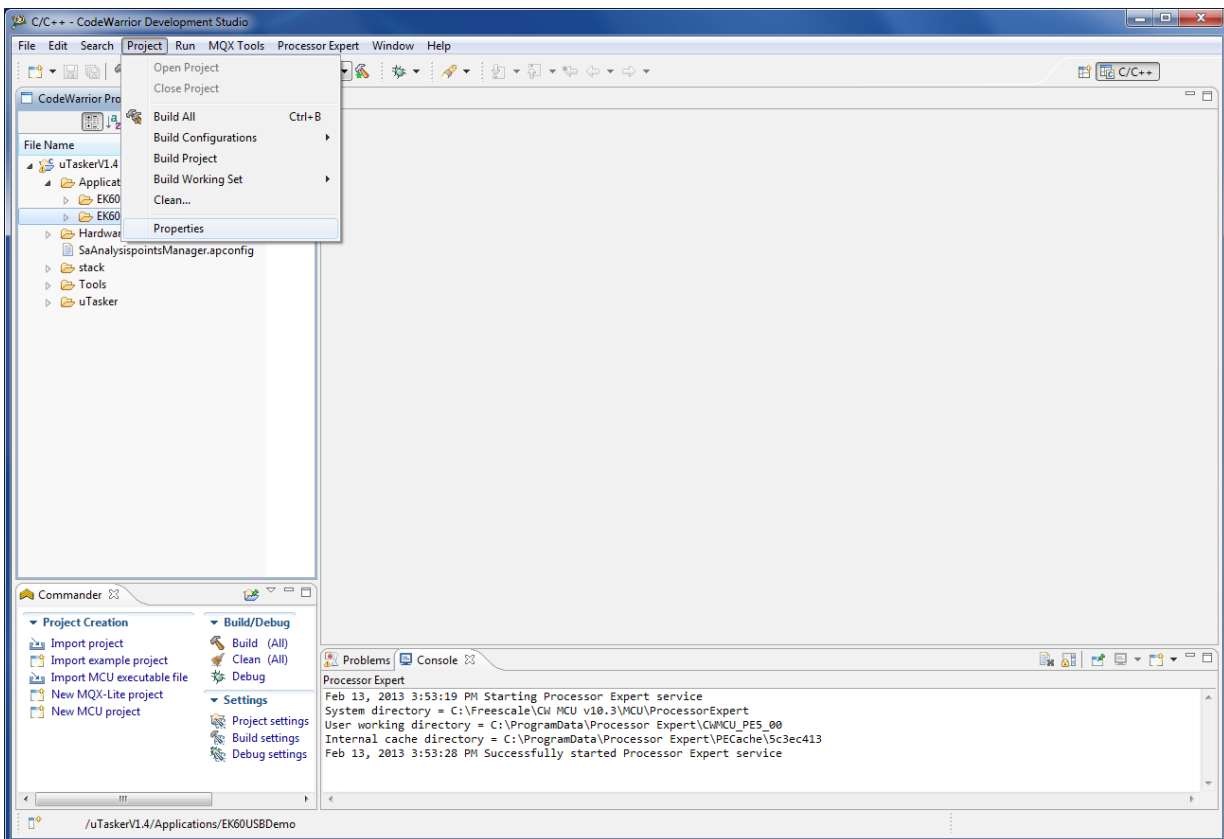
To create a new application you can use the EK60FullDemo application as a starting point. Copy the EK60FullDemo directory and rename it to the name of your new application.



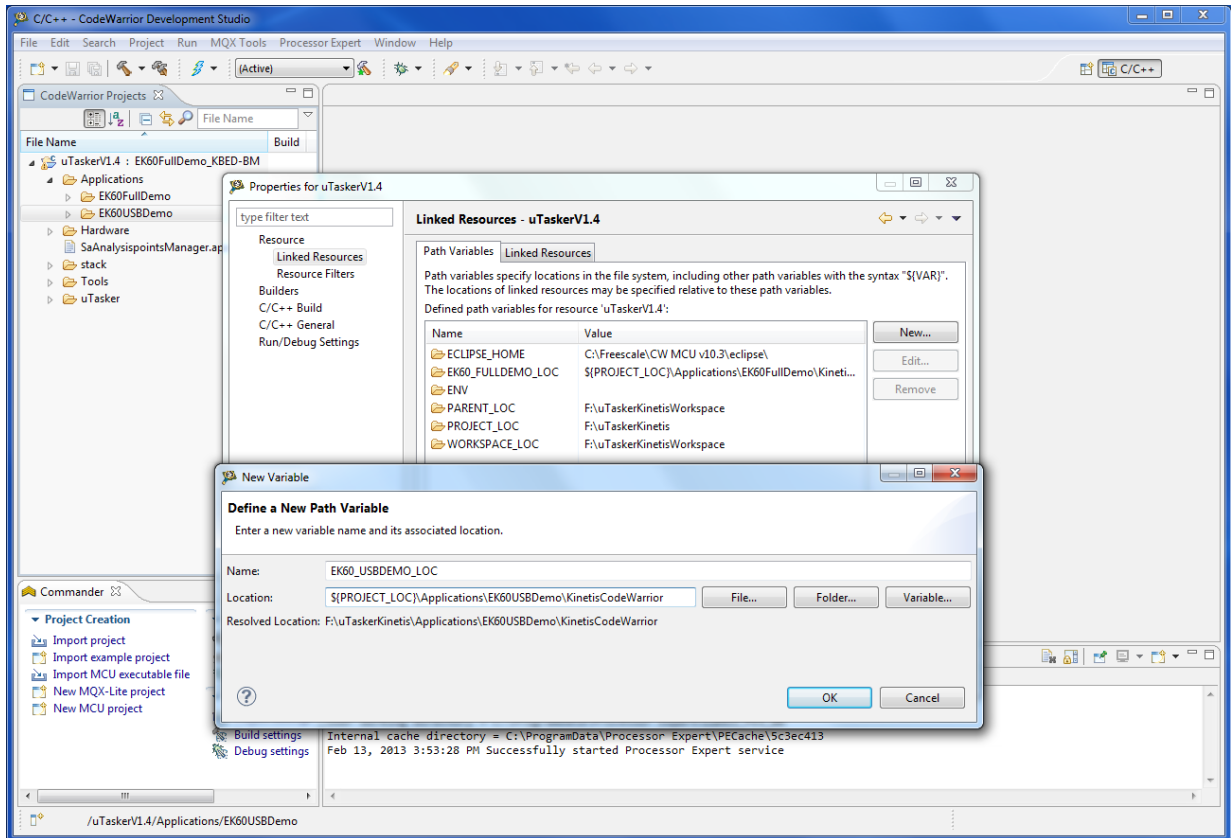
Now you have a new application directory:



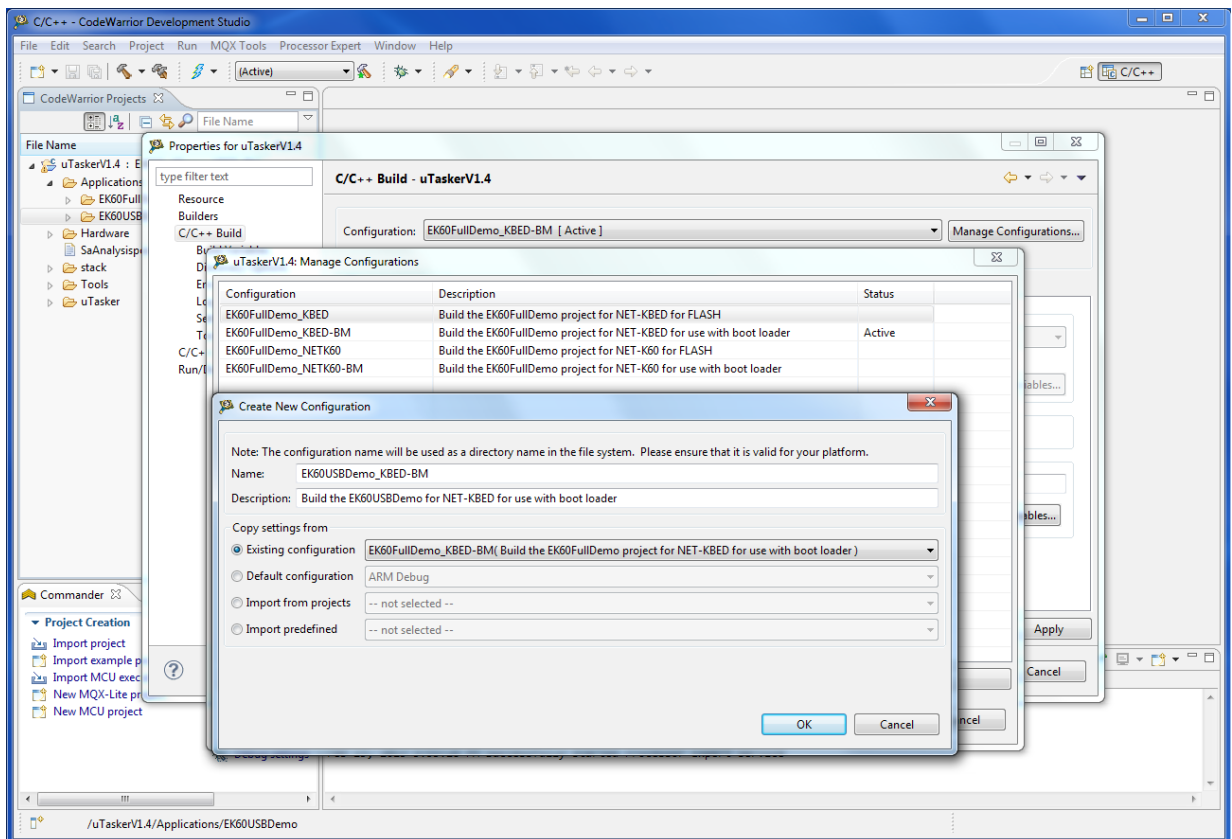
Open the Project Properties



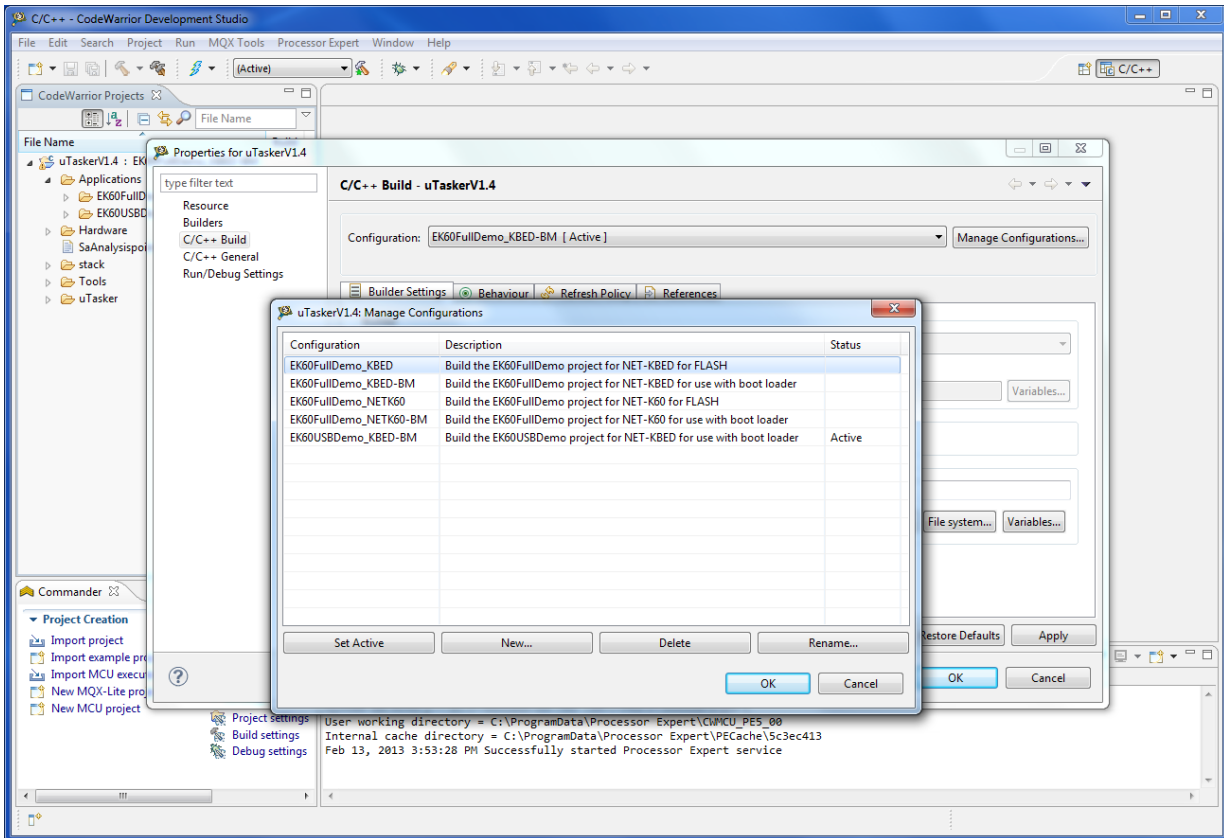
In Linked Resources create a new variable holding the application location.



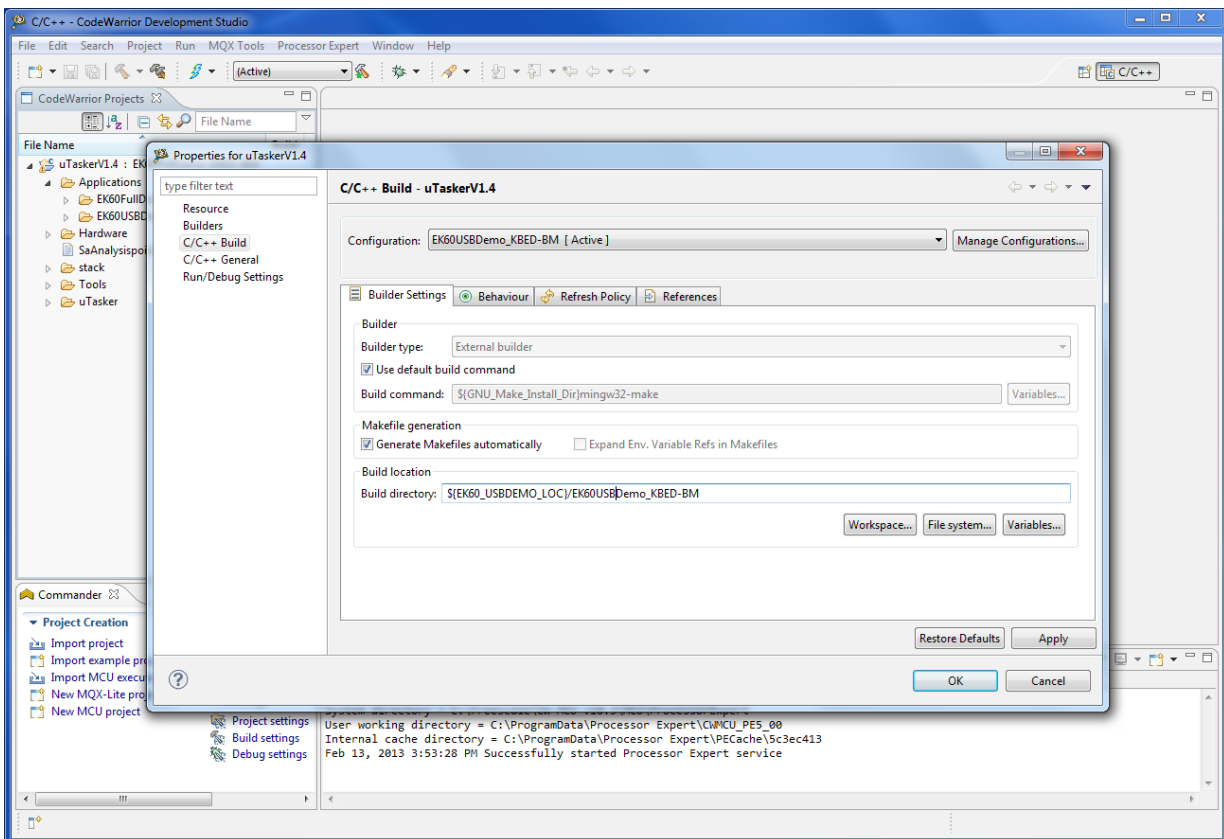
In C/C++ Build, Manage Configurations create a new Project Configuration, copy the settings from an appropriate existing configuration



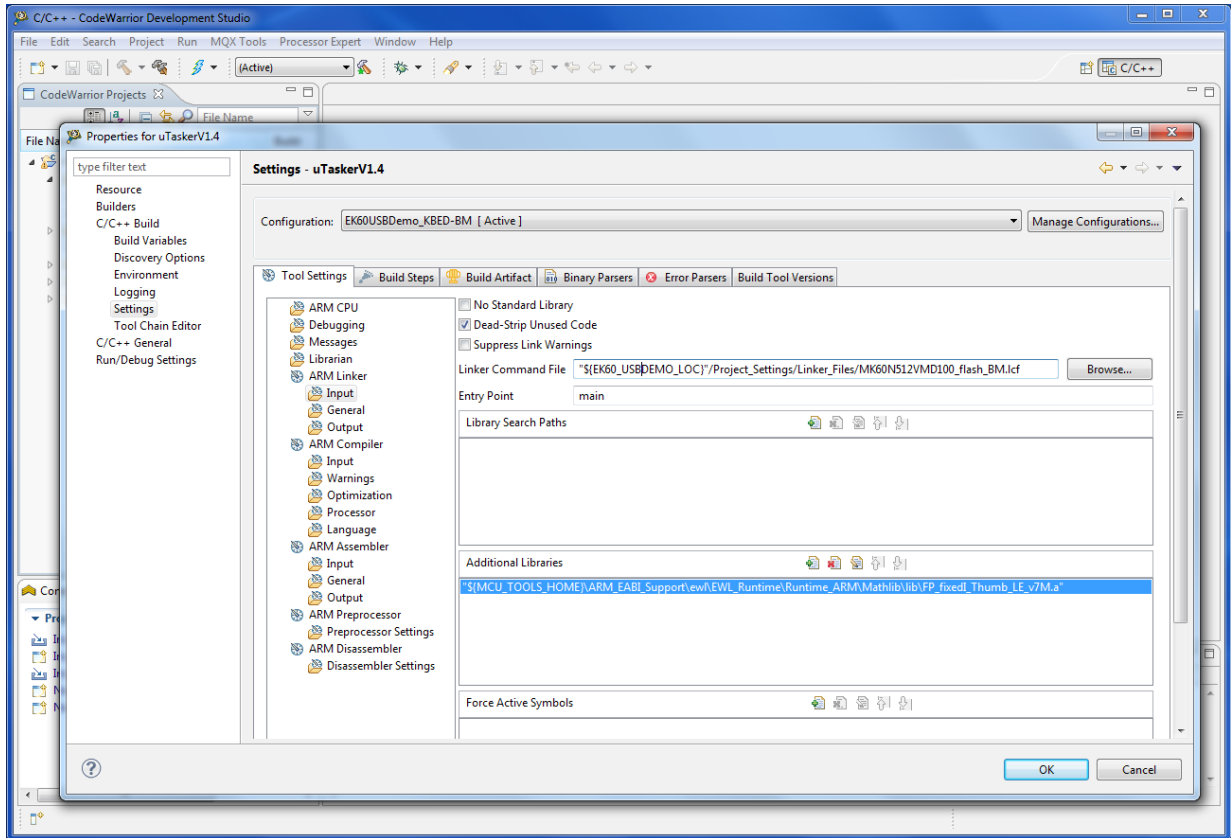
Activate this new configuration



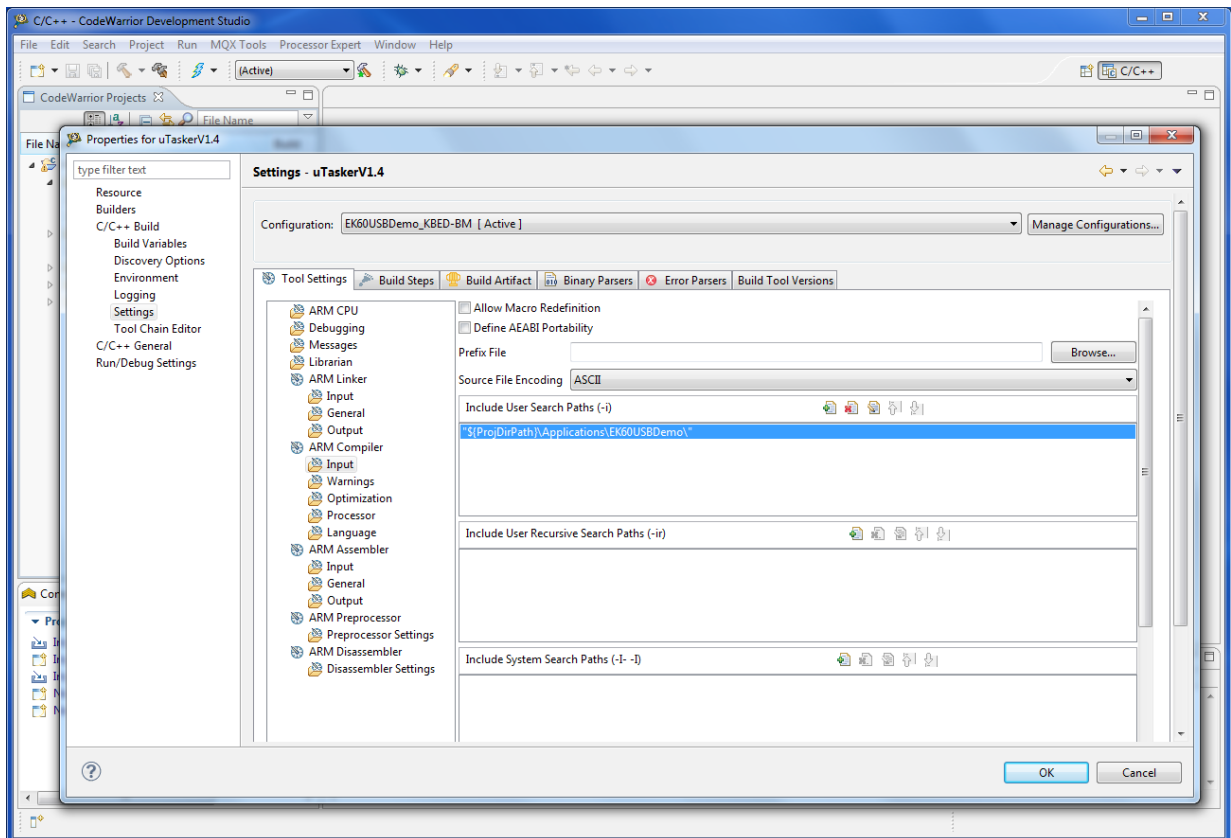
Set the build location using the application location variable you created before in the Linked Resources and the Project configuration



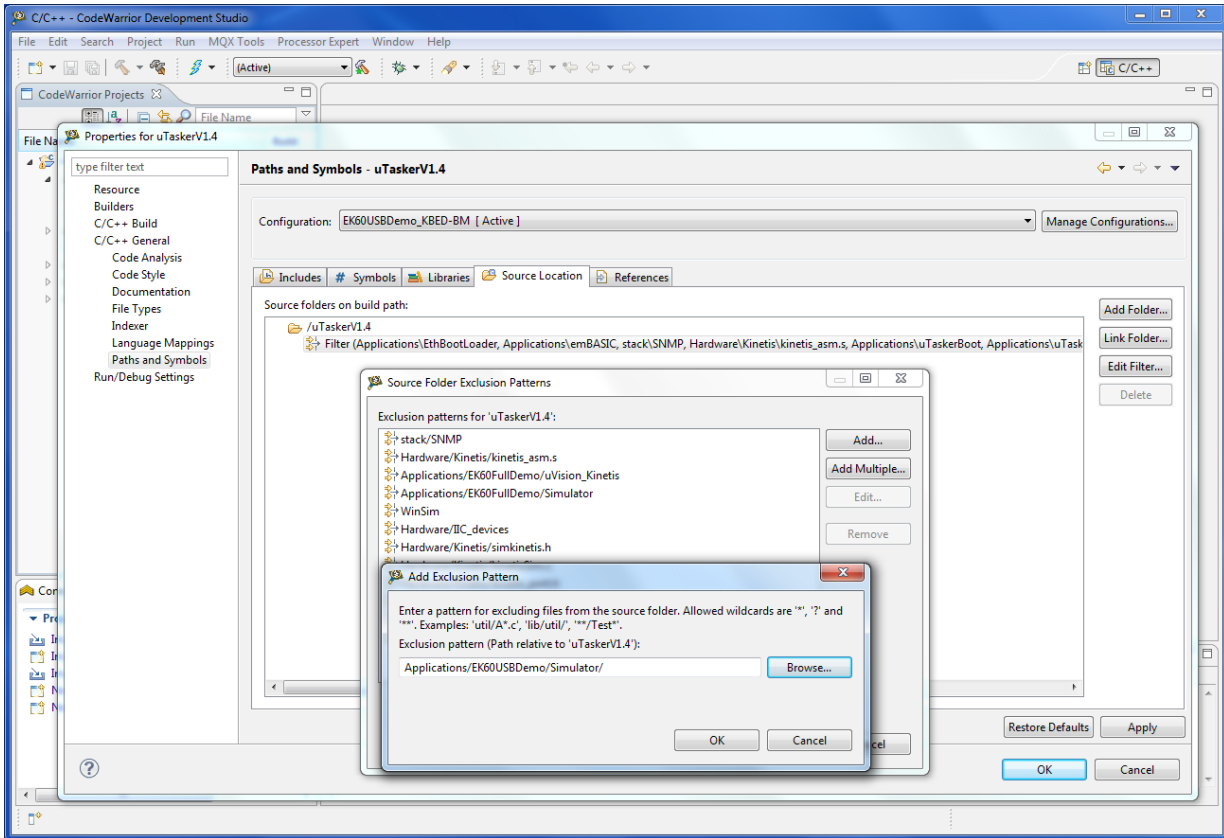
In C/C++ Build - Settings – Tool Settings - ARM Linker – Input, set the path of the Linker Command File and correct the library path if necessary.



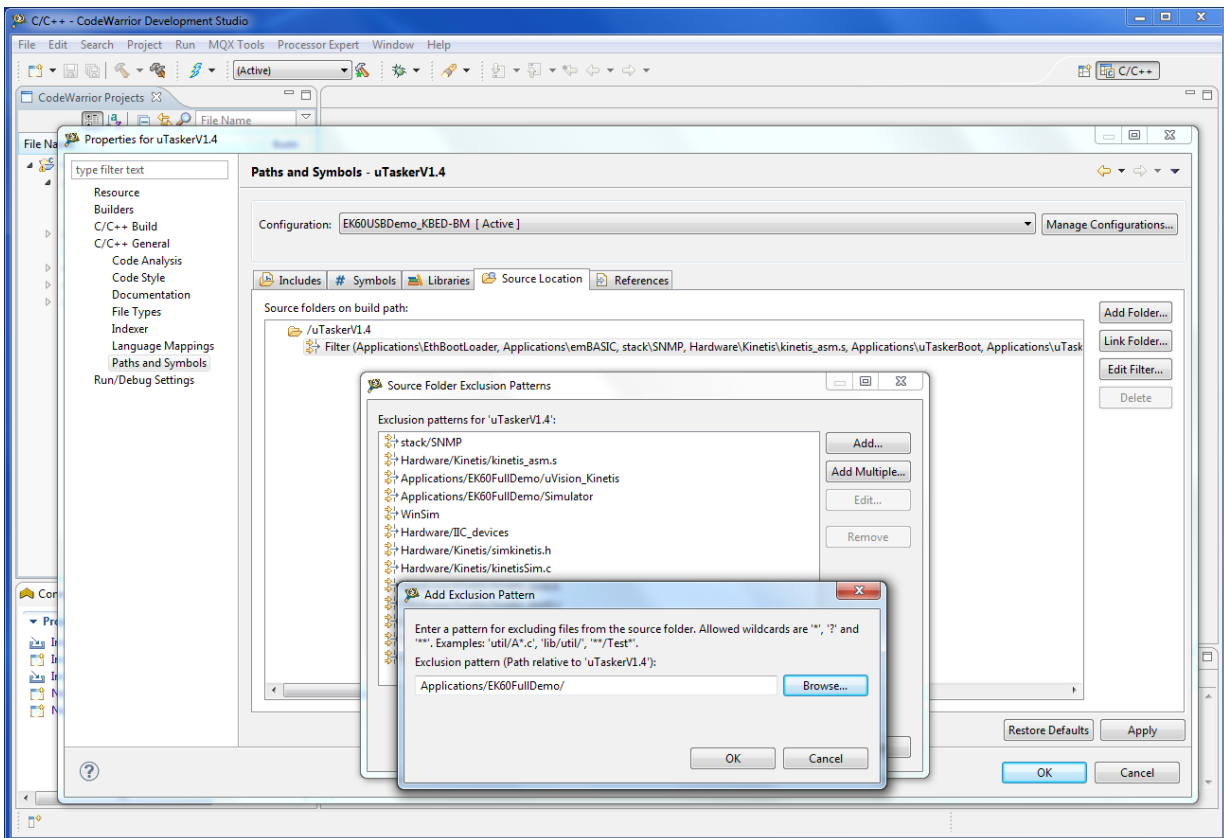
In C/C++ Build - Settings – Tool Settings - ARM Compiler – Input, set the Include Search Path.



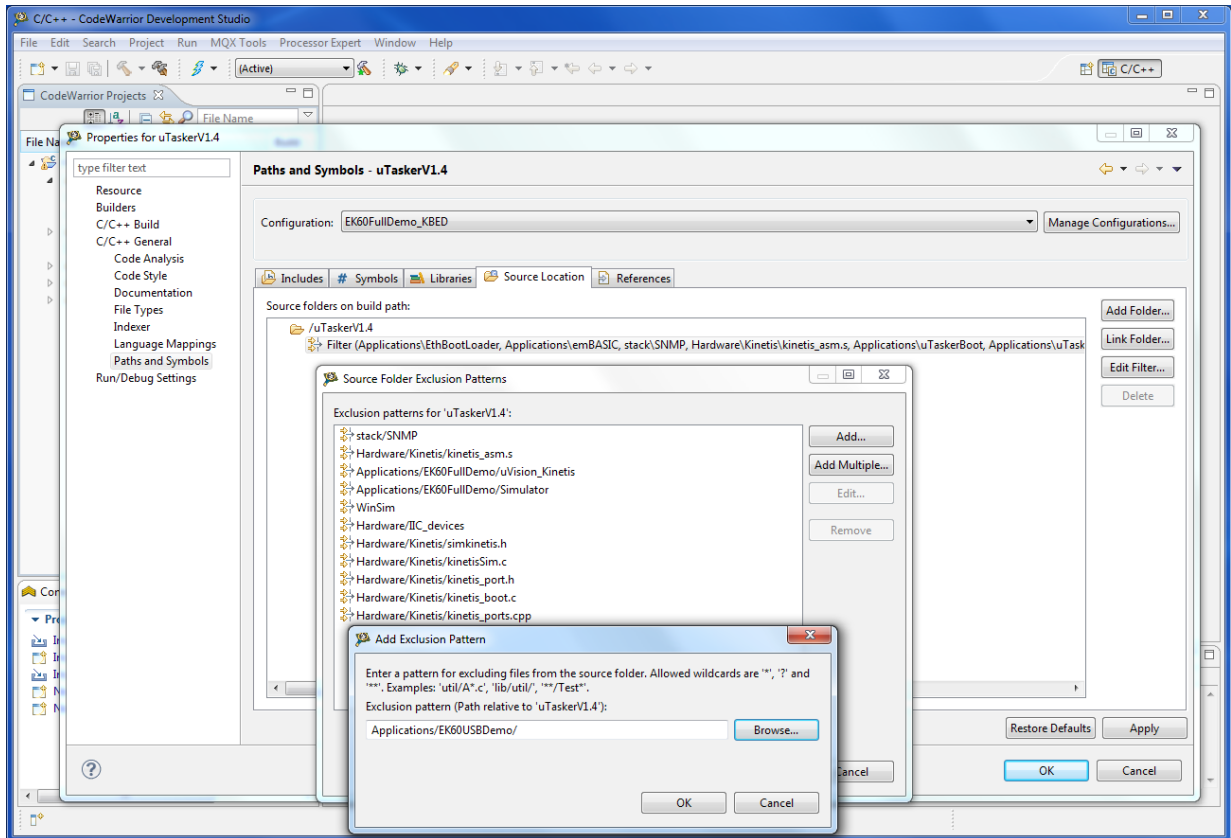
In C/C++ General – Paths and Symbols- Source Location, exclude the Simulator and the KinetisCodeWarrior directories from the build for this configuration.



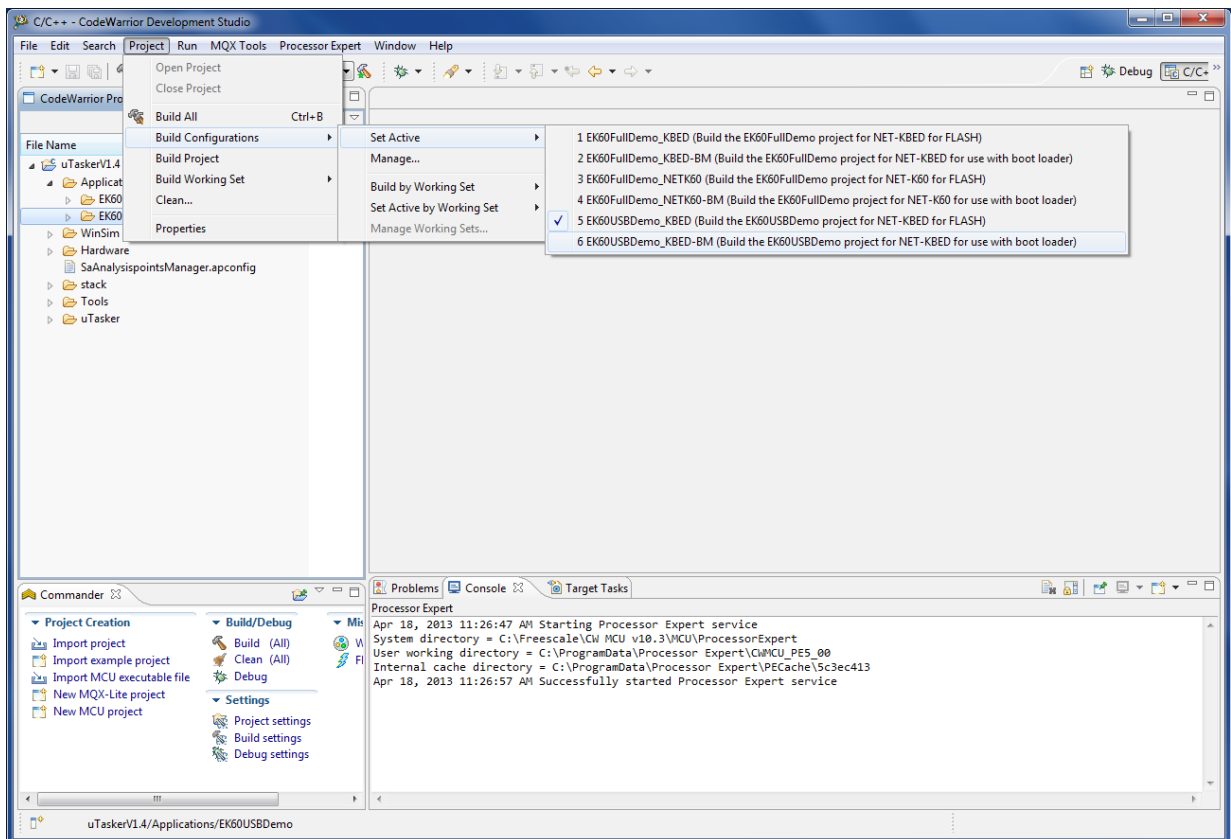
In C/C++ General – Paths and Symbols- Source Location, exclude the existing Applications from the build for this configuration.



In C/C++ General – Paths and Symbols- Source Location, exclude the new Application from the build for all other configurations.

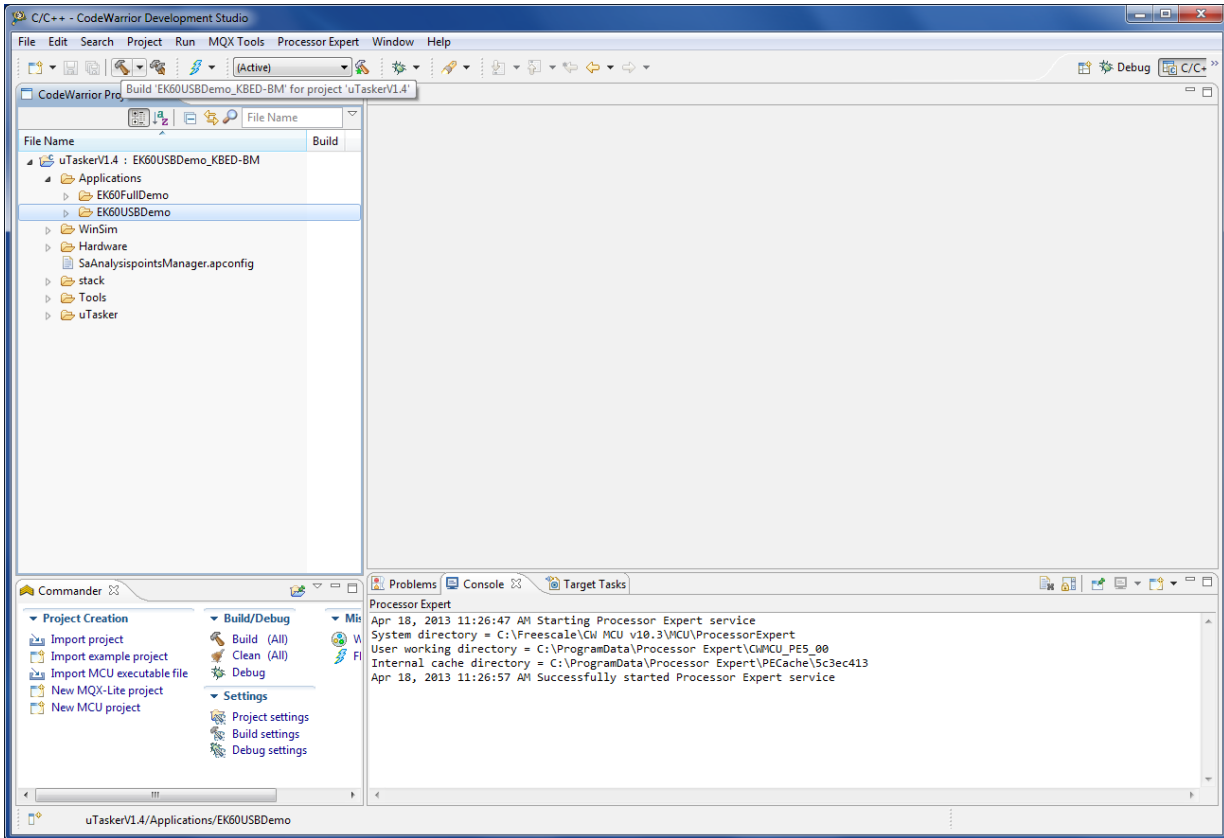


Make sure that the application you want to build is your active configuration.

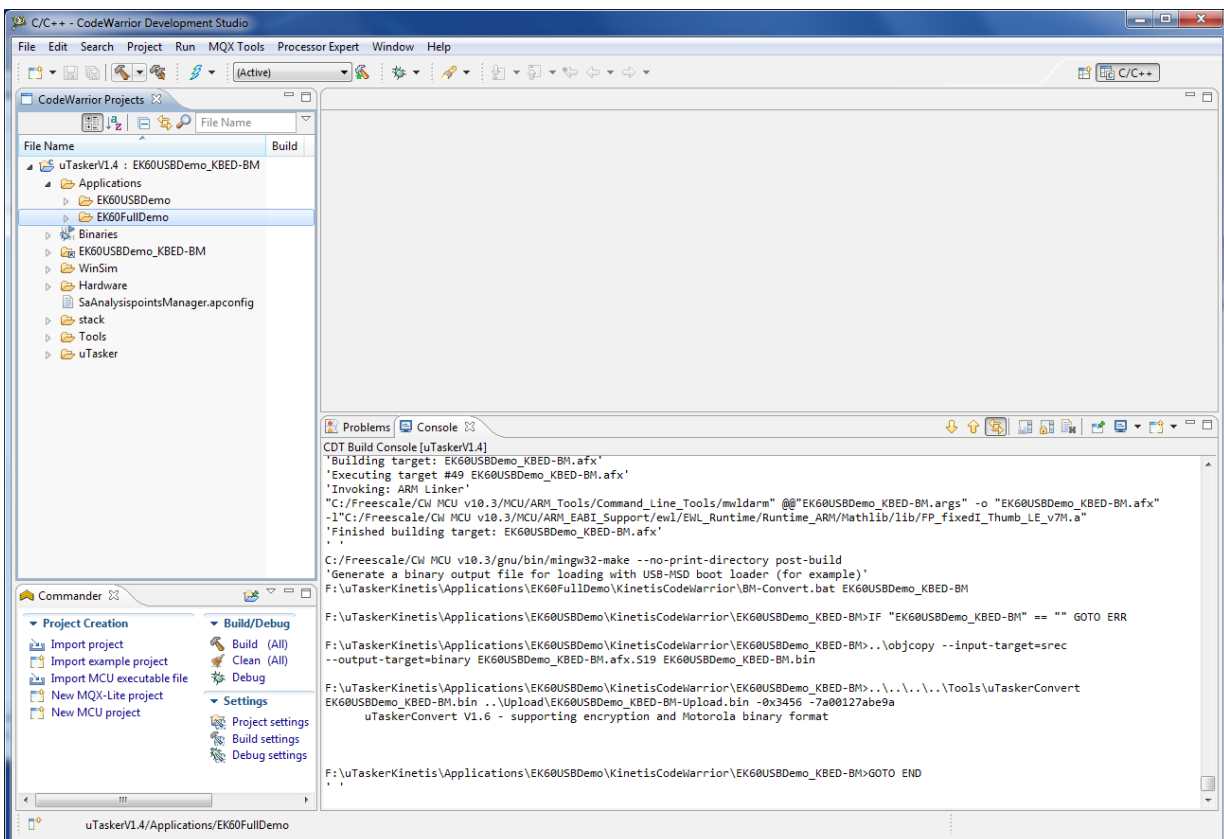


Now you can start coding and modify the new application to your needs.

To build your application click on the Build symbol in the toolbar, you can verify if the correct configuration is active, or select the configuration to be build here, too.

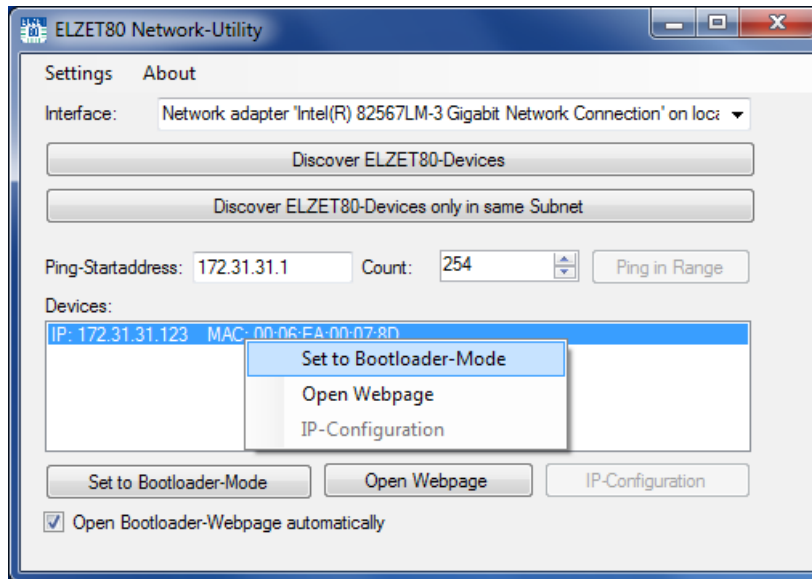


After the application has been build it can be uploaded to your NET-KBED or NET-K60 device using the Web-Interface of the Bootloader, or you may debug your new application with the CodeWarrior IDE and the USBDM debug adapter.

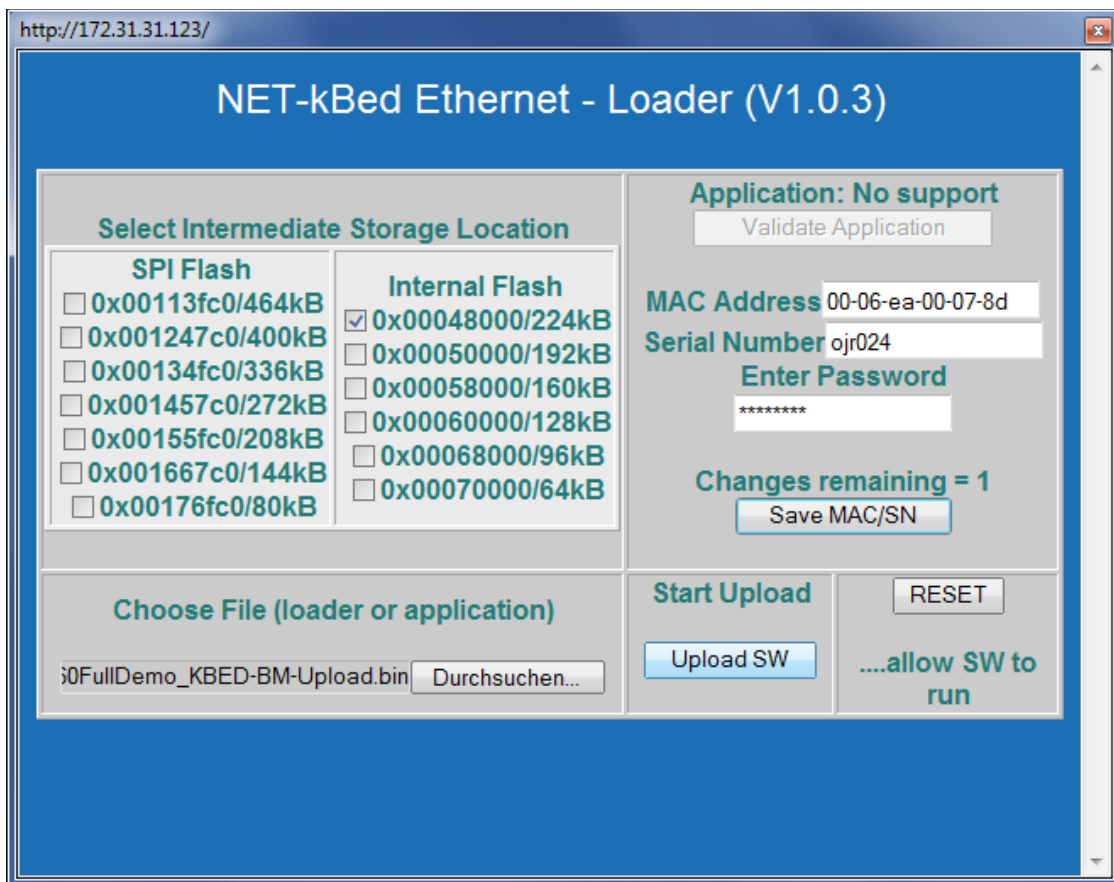


Uploading an application using the Bootloader-Webpage

If your hardware contains the ELZET 80 Bootloader, you can simply upload your application using the Bootloader-Webpage. This screenshot show how to set your device to Bootloader-Mode using the ELZET 80 Network utility:

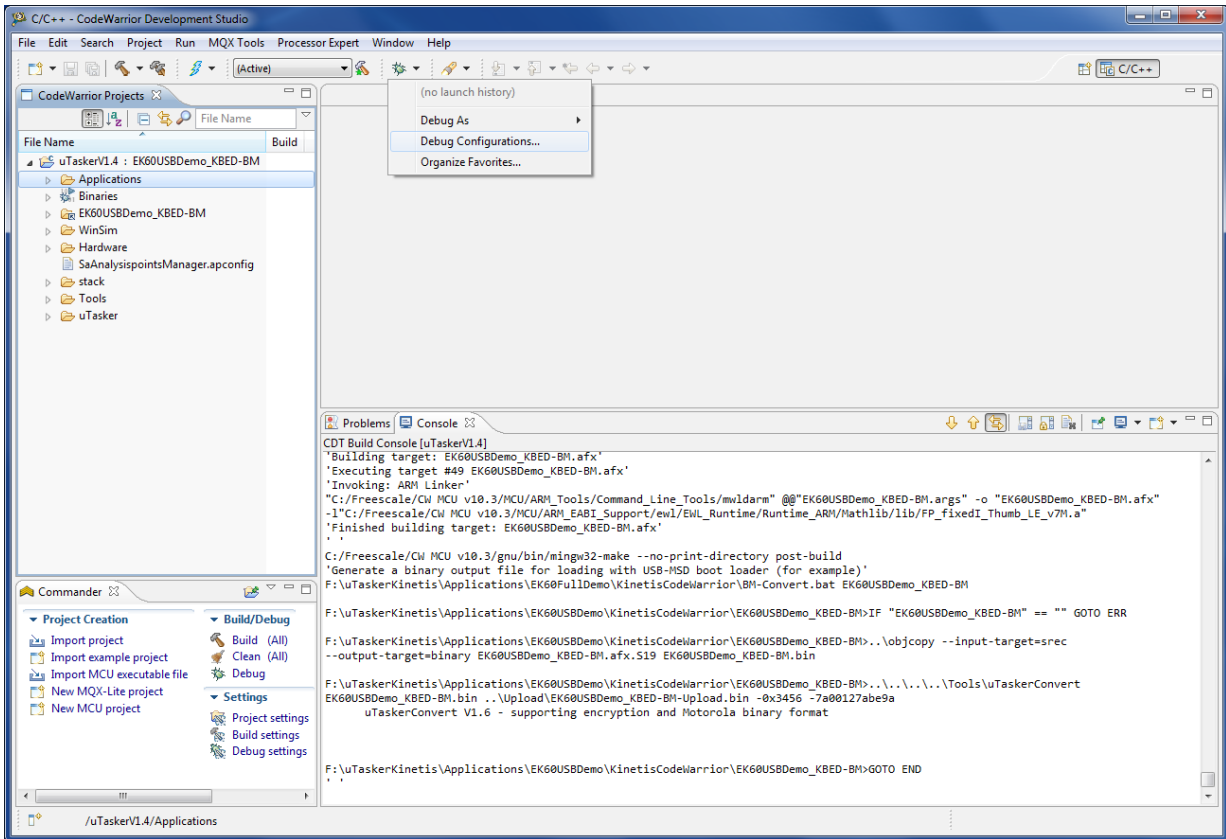


The Bootloader Webpage is opened and you can select the file you want to upload. Files which are suitable for upload with the Bootloader can be found in the Upload directory (the file names usually ends with the *-BM-Upload.bin) of the example projects (projects for use with Bootloader contain the *-BM* in their name) . Click the "Upload SW" button. Reset the device to let the Bootloader check the uploaded application, install and run it.

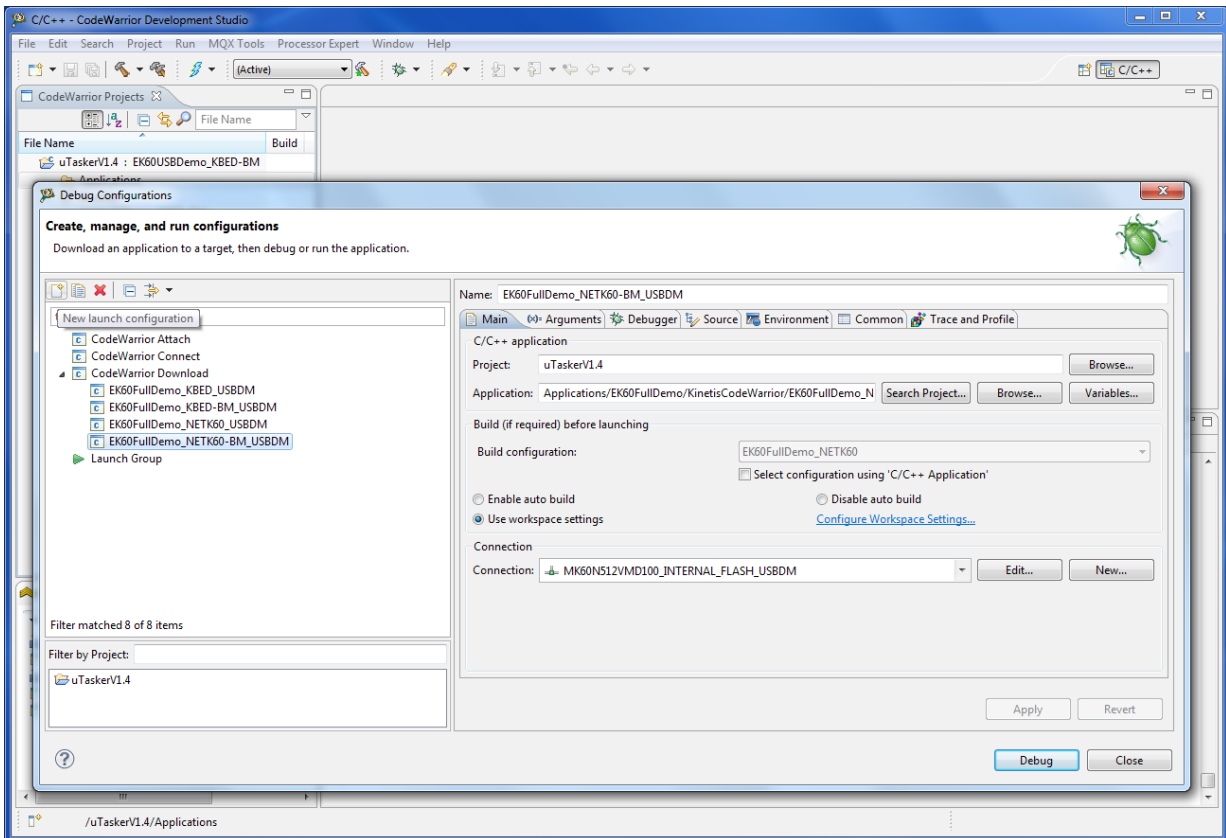


Debugging an application in CodeWarrior with USBDM 4.10.4

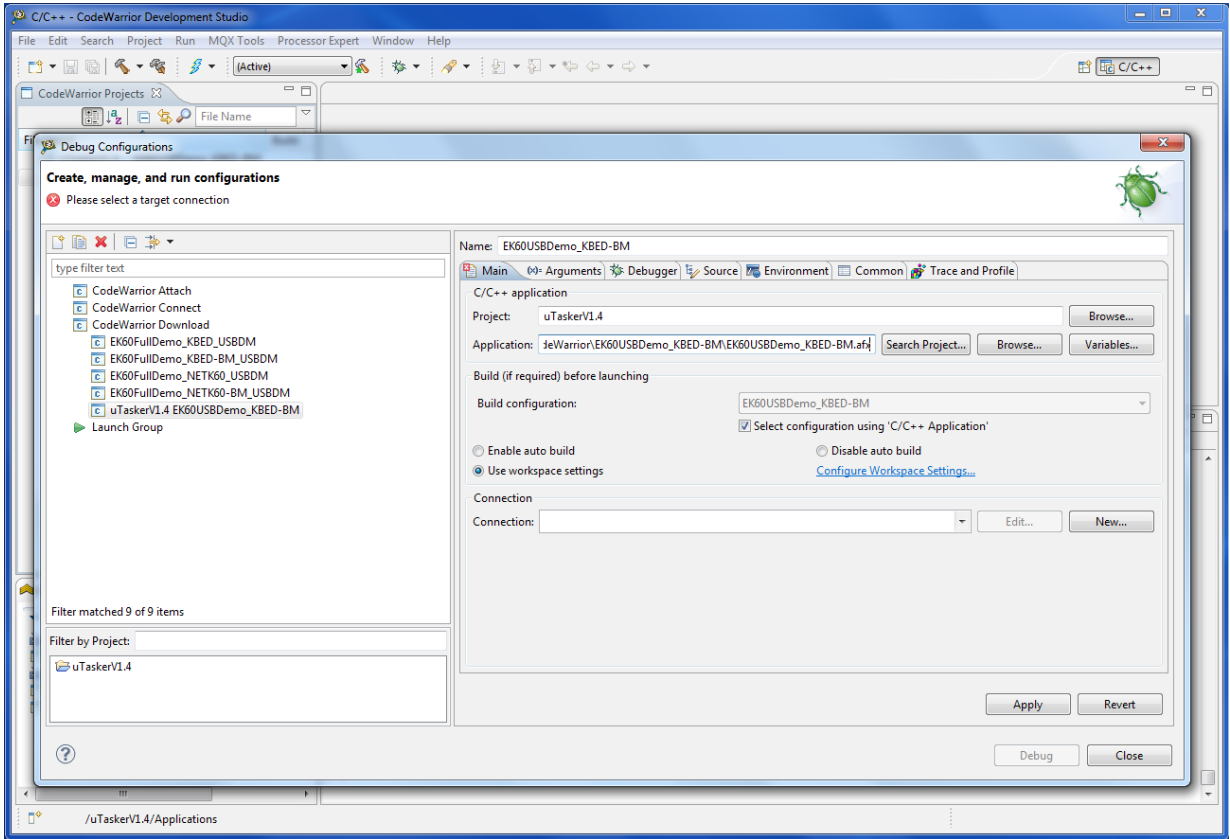
Open Debug configurations



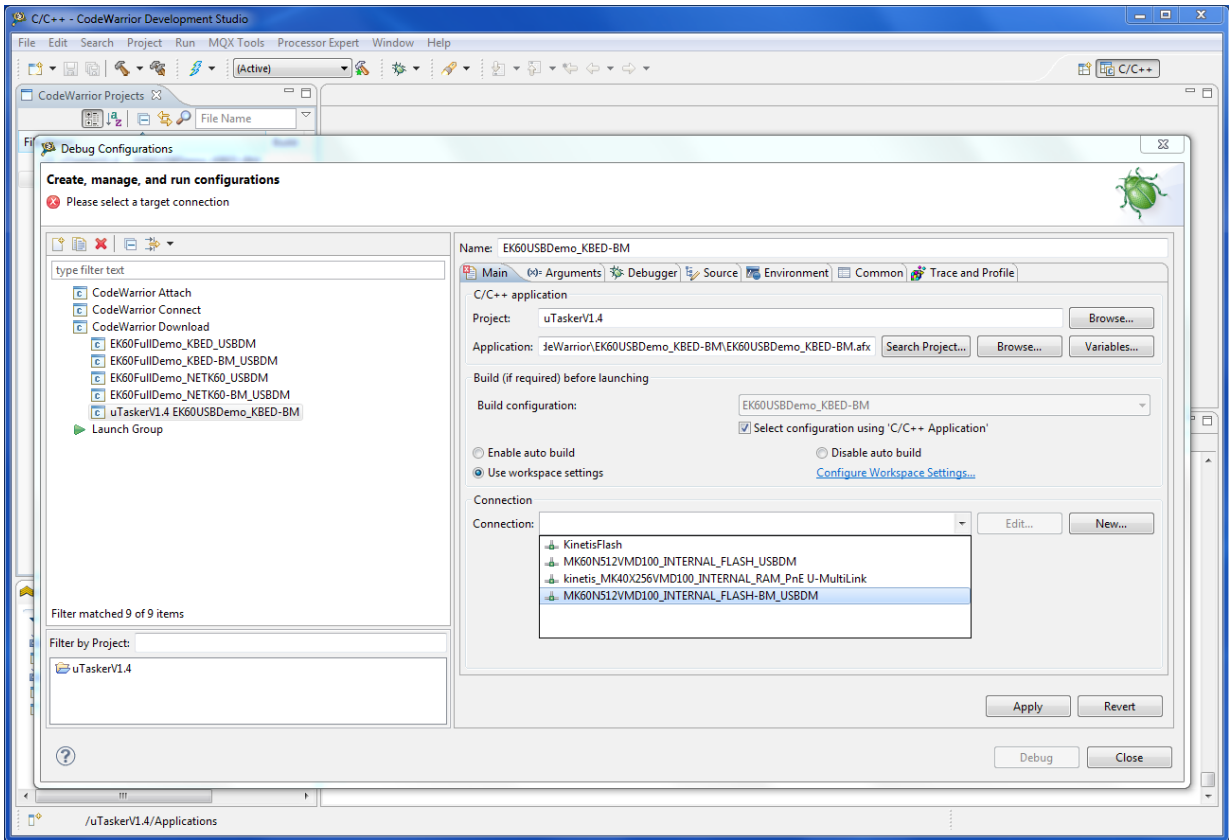
Create a new configuration



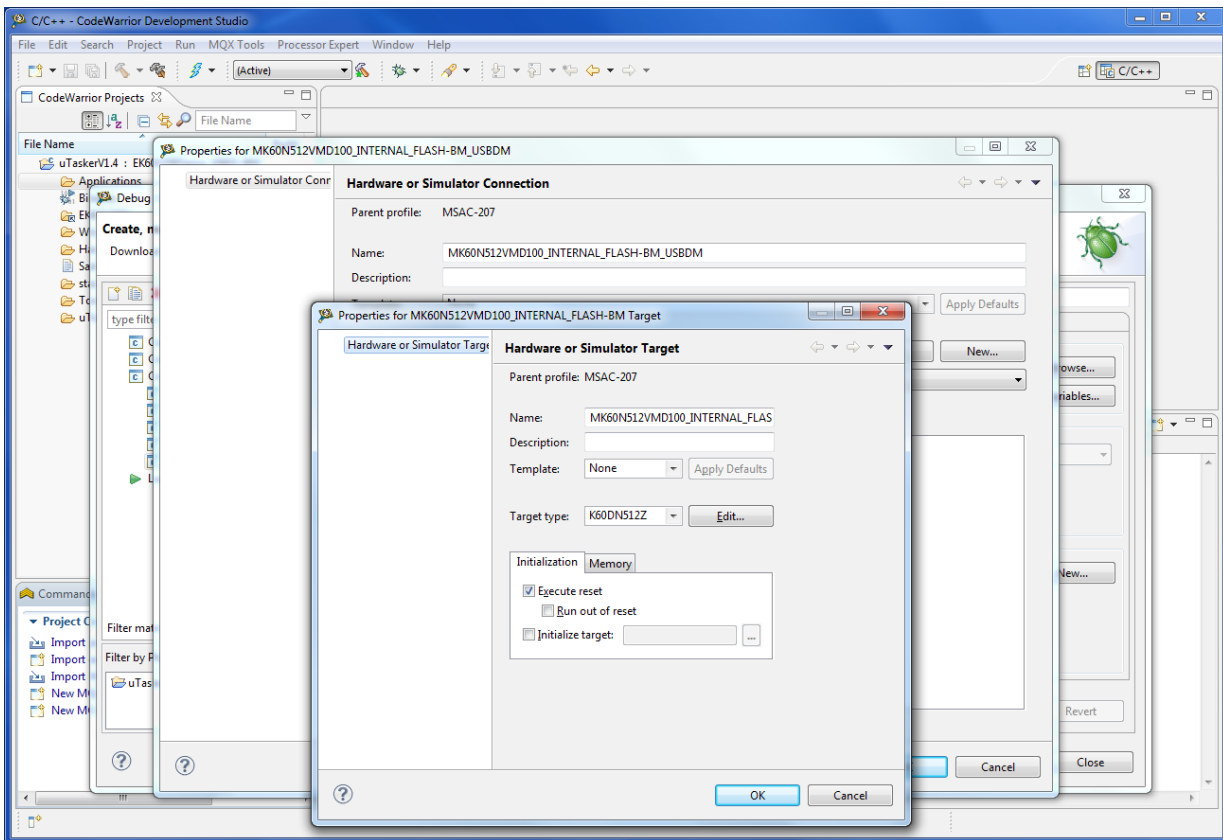
Set the name and the path to the application file you want to debug.



Select a *_USBDM debug connection, choose the *-BM_USBDM connection for a project that is build for use with the Bootloader.

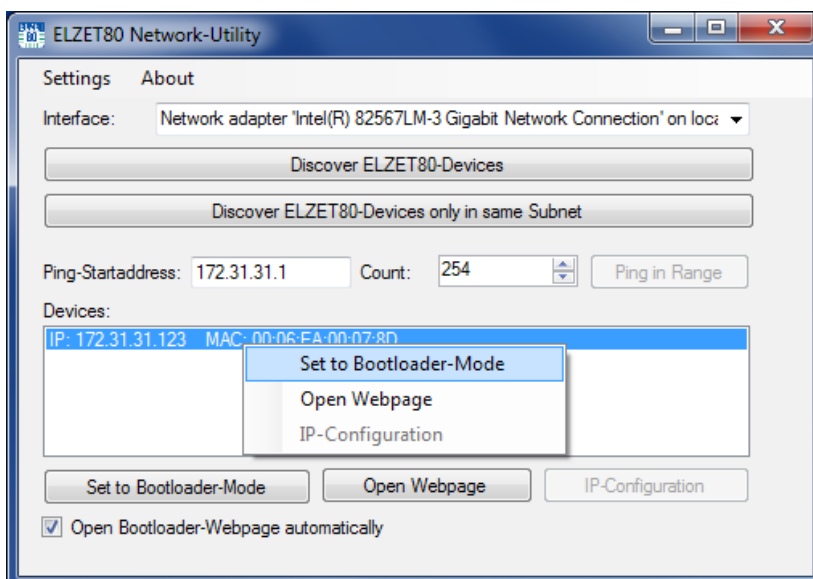


Check and apply the settings and close the Connection wizard.



Additional steps when debugging applications for use with Bootloader

If your configuration is to be used with the ELZET 80 Bootloader, the Flash Erase settings in CodeWarrior are set to EraseNone, to avoid that the Bootloader is erased. In this case the application needs to be erased manually before you can upload your application and start debugging. You can use the ELZET 80 network utility to start the device in Bootloader mode:



Erase the application using a terminal program like TeraTerm:

```

COM4:115200baud - Tera Term VT
File Edit Setup Control Window Help

NET-KBED uTasker Demo V1.1
SD-card V2 - standard

Disk D mounted
LAN link-up 100

NET-kBed Serial Loader
=====
[0x0000c000/0x0002ffff]
me = mass erase
bc = blank check
dc[1..6] = delete code (64k/96k/128k/160k/192k/224k)
ld = start load
go = start application
> dc3
Delete code [y/n] ? >

Deleting code: 0x00020000...successful
>

```

Now you can start debugging in the CodeWarrior IDE:

```

Debug - uTaskerV1.4/Applications/EK60USBDemo/background.c - CodeWarrior Development Studio
File Edit Search Project Run RTCS MQX MQX Tools Window Help

Debug EK60USBDemo_KBED-BM
(0+) Variables Registers Breakpoints Memory Modules

app_hw_kinetic.h debug.c application.c application.h kinetic.c background.c
1 /*****
2  Mark Butcher   B.Sc. (Hons) MPhil MIET
3
4  M.J.Butcher Consulting
5  Birchstrasse 20f, CH-5406, Rütihof
6  Switzerland
7
8  www.uTasker.com   Skype: M_J_Butcher
9
10 -----
11 File:      background.c
12 Project:   ELZET80 embASIC project
13 -----
14 Copyright (C) M.J.Butcher Consulting 2004..2012
15 -----
16 The background task monitors hardware responses on a periodic basis
17 and controls wait queues
18
19 --- ML ---
20 23.11.2012 changes for uTasker1.4 Demo NET-KBED & NET-K60      {#010}
21 21.01.2013 add NET-3A470 Support and T2C-xxx Option           {#011}

```

```

CDT Build Console [uTaskerV1.4]
F:\uTaskerKinetic\Applications\EK60FullDemo\KineticCodeWarrior\BM-Convert.bat EK60USBDemo_KBED-BM
F:\uTaskerKinetic\Applications\EK60USBDemo\KineticCodeWarrior\EK60USBDemo_KBED-BM>IF "EK60USBDemo_KBED-BM" == "" GOTO ERR
F:\uTaskerKinetic\Applications\EK60USBDemo\KineticCodeWarrior\EK60USBDemo_KBED-BM>.. \objcopy --input-target=rec
--output-target-binary EK60USBDemo_KBED-BM.afx.S19 EK60USBDemo_KBED-BM.bin
F:\uTaskerKinetic\Applications\EK60USBDemo\KineticCodeWarrior\EK60USBDemo_KBED-BM>..\..\..\Tools\uTaskerConvert

```

Debugger is halted at main() and ready to debug.

