

# DEVKIT-MPC5748G

## SOFTWARE INTEGRATION GUIDE (SWIG)

Ultra-Reliable MCUs for Industrial and Automotive Applications

[www.nxp.com/DEVKIT-MPC5748G](http://www.nxp.com/DEVKIT-MPC5748G)



EXTERNAL USE



SECURE CONNECTIONS  
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# S32 DESIGN STUDIO IDE FOR POWER ARCHITECTURE

[www.nxp.com/S32DS](http://www.nxp.com/S32DS)

- To develop an application one need an Integrated Development Environment (IDE)
- S32 Design Studio IDE is the solution to the need
- This document provides step wise tutoring on “How to use S32 Design Studio IDE for Power Architecture” to build an application



# Contents

- S32 Design Studio IDE for Power Architecture Supported Devices
- Installing S32 Design Studio IDE for Power Architecture
  - Download and Install the new IDE
- Getting started with a New Project
  - Create, build and debug the new project
- Making Projects from built-in Examples



# S32 Design Studio IDE for Power Architecture

## Supported Devices

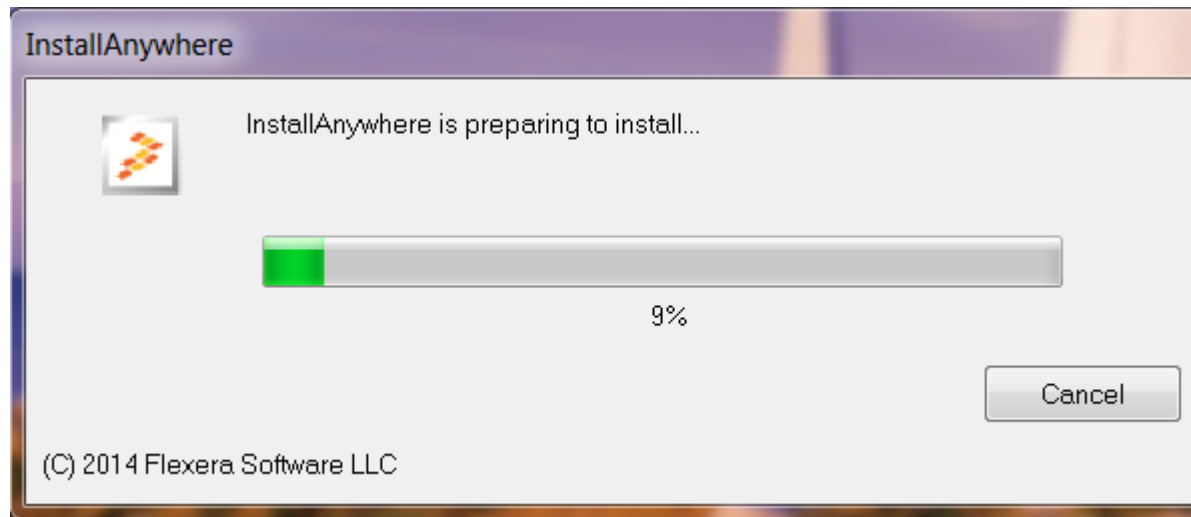
- MPC560xB/C/D Family
- MPC560xE Family
- MPC560xP Family
- MPC560xS Family
- MPC564xA Family
- MPC564xB Family
- MPC564xC Family
- MPC564xL Family
- MPC567xR Family
- MPC574xB/C Family
- MPC574xG Family
- MPC577xK Family
- MPC574xP Family
- MPC574xR Family
- MPC5777C
- MPC5777M
- S32R274

# INSTALLING S32 DESIGN STUDIO IDE FOR POWER ARCHITECTURE



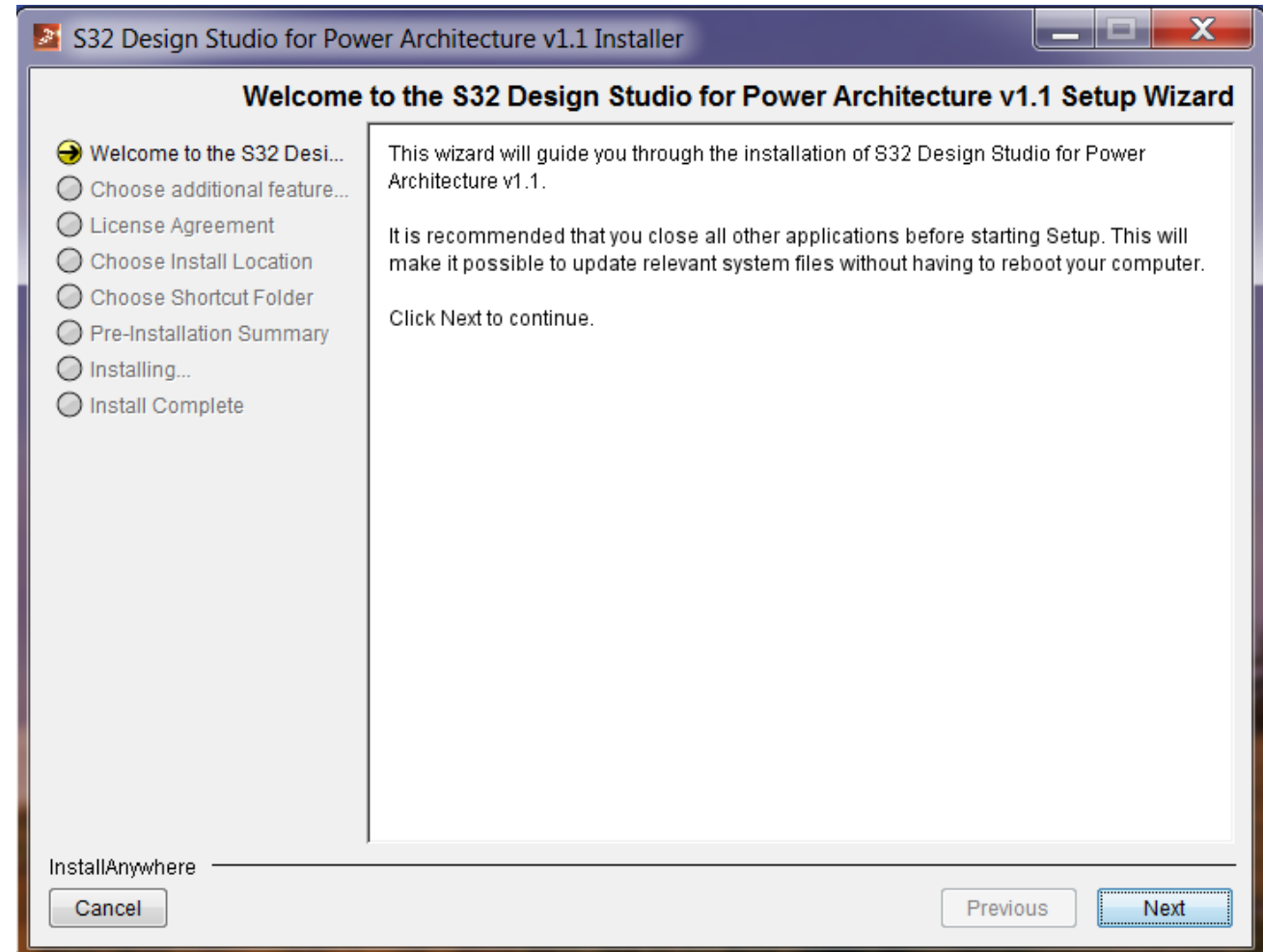
# Step-1

- Go to [www.nxp.com/S32DS](http://www.nxp.com/S32DS) to download latest version
- From Downloads folder, run the installation file
- Click on **Run** if any administrative privilege issues results from unknown software publisher
- The “preparing to install” dialogue box will appear



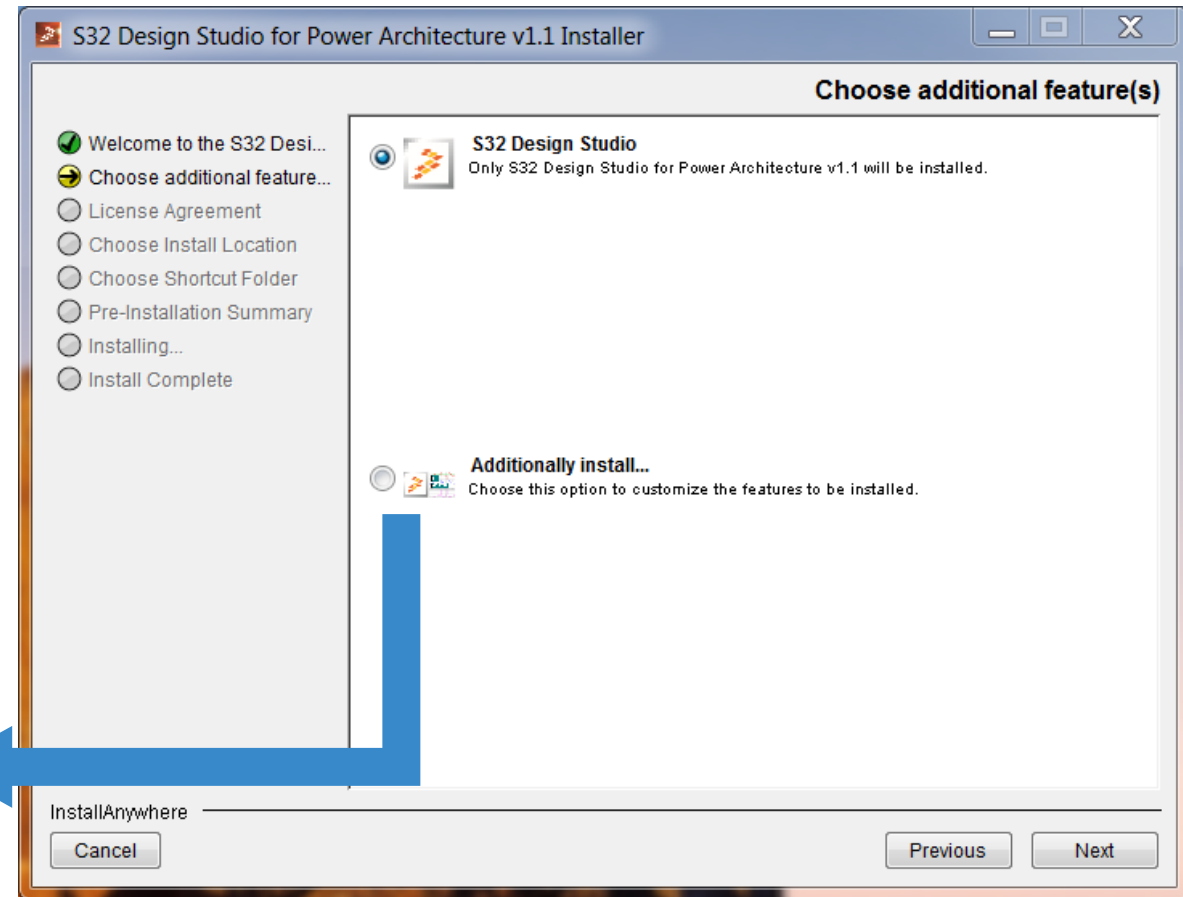
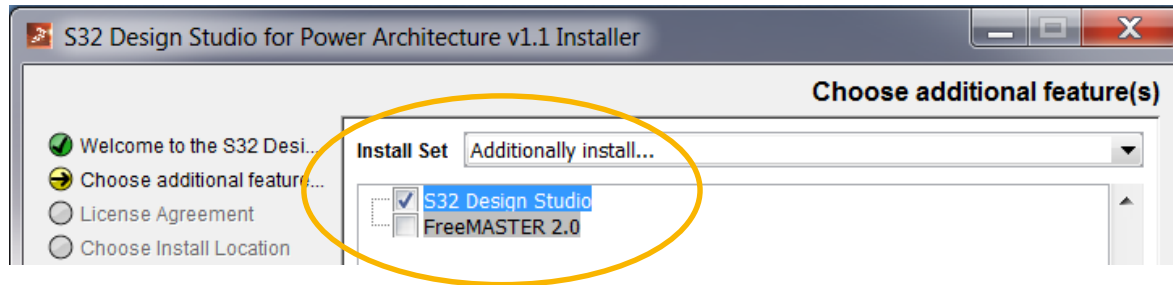
## Step-2

- An Installer welcome window will be displayed, click Next to continue



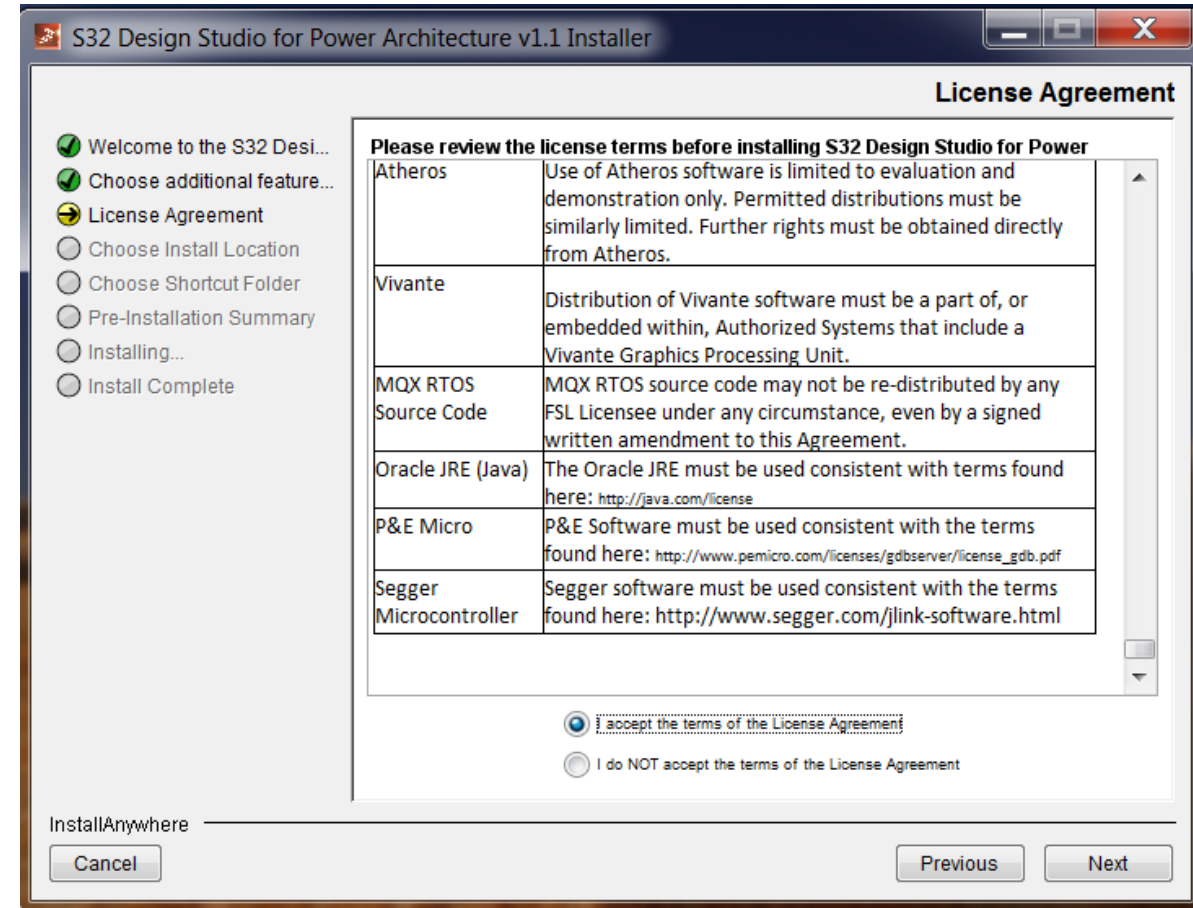
# Step-3

- Choose additional Features
  - Selecting “S32 Design Studio” option will only install S32 Design Studio
  - Selecting “Additionally install...” will allow you to install other software too
- Click on Next



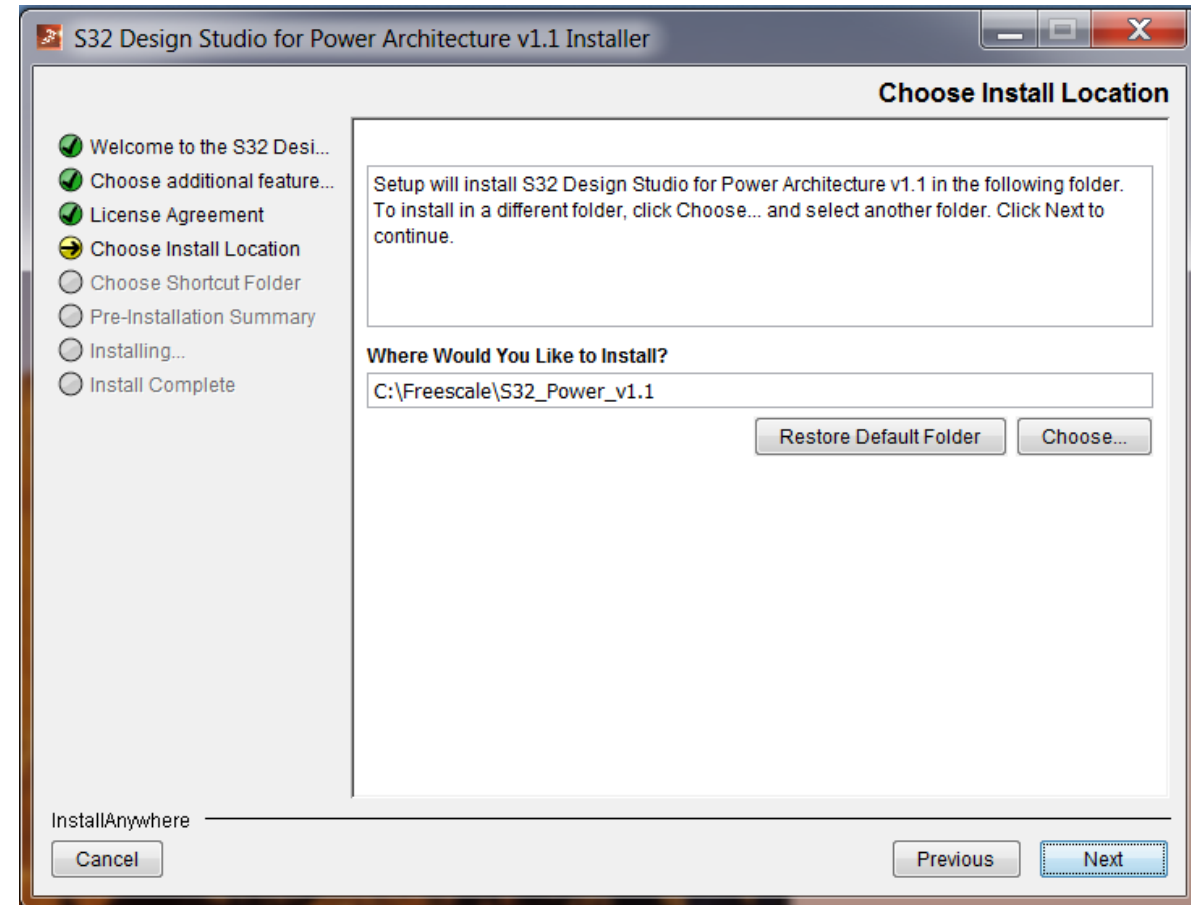
# Step-4

- Scroll down the text and read the license agreement.
- Select the radio button acknowledging the license agreement terms and click **Next** to continue.



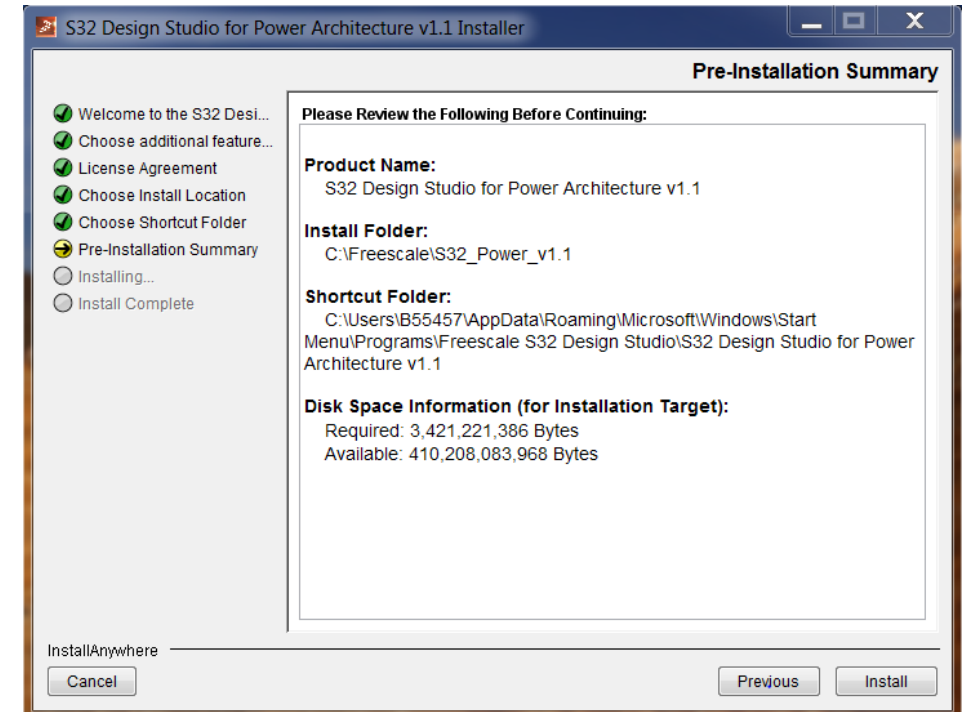
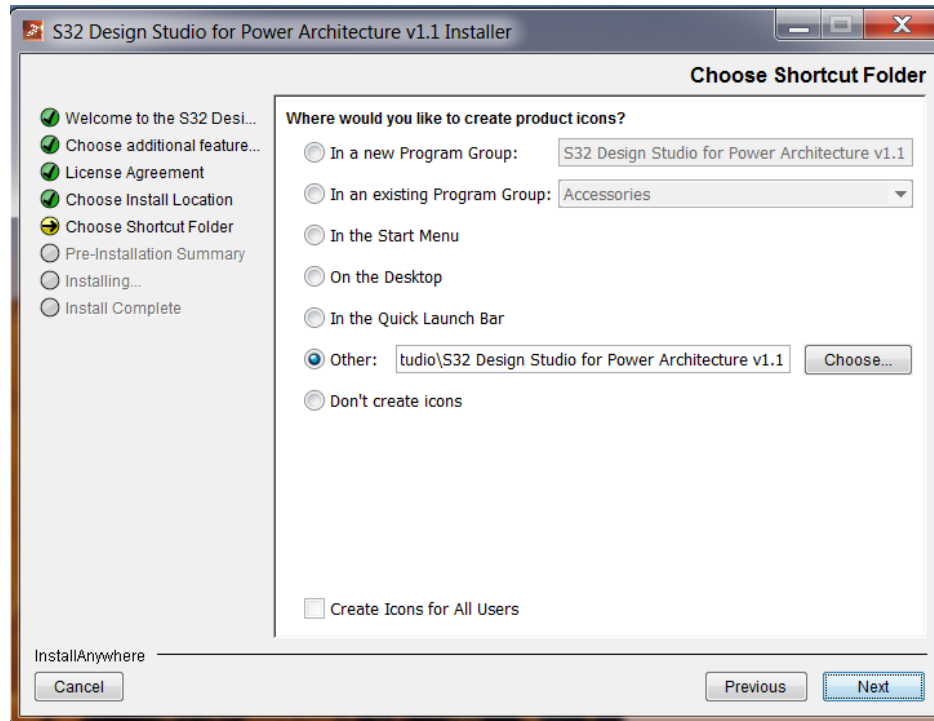
# Step-4

- Click **Next** to accept the default installation location (could be changed, but recommended to install into path without spaces).



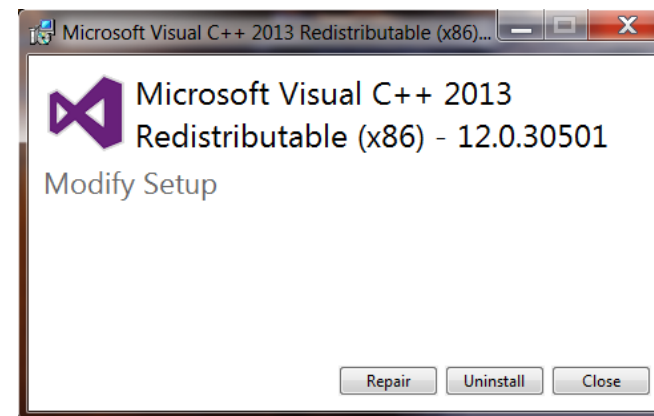
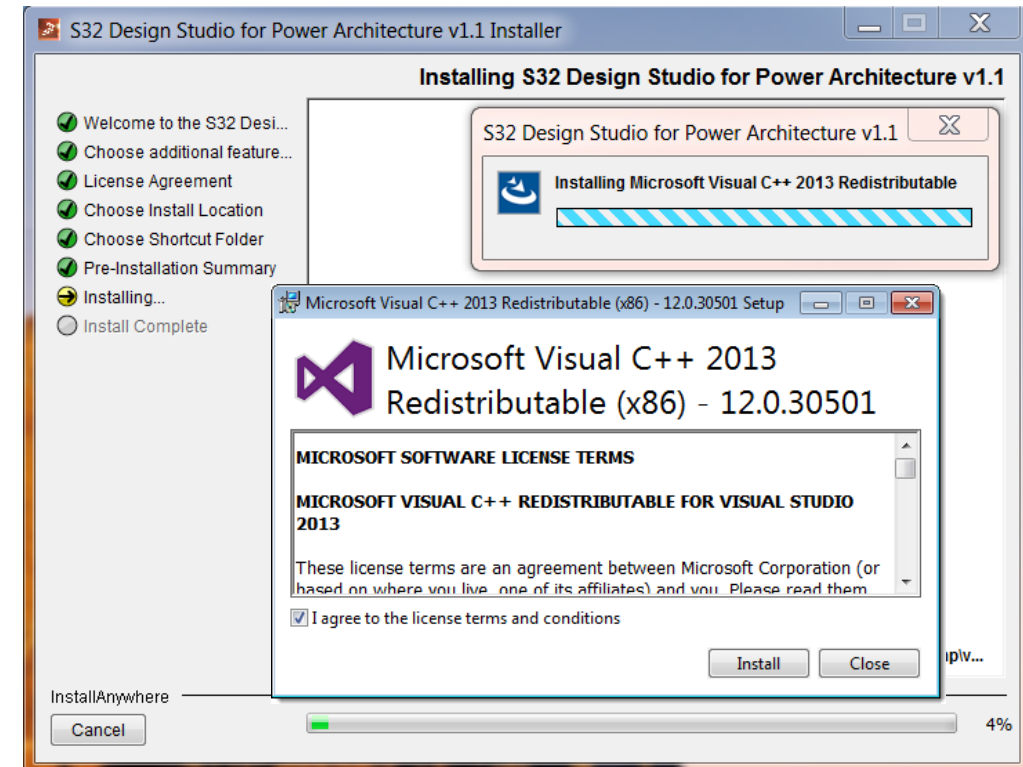
# Step-5

- Select folder where you want to generate a Shortcut and click on **Next** to continue.
- Verify settings on “**Pre-Installation Summery**” tab and click **Install** to start Installation



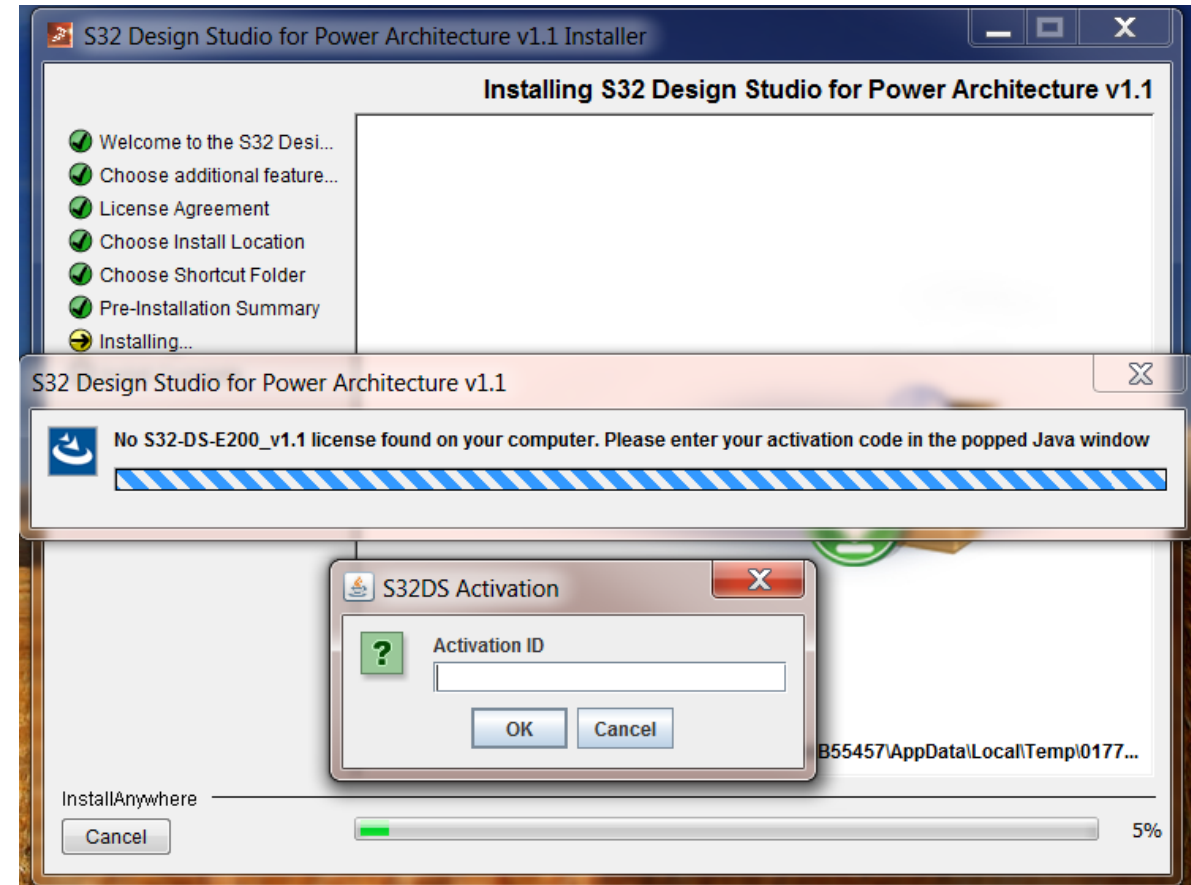
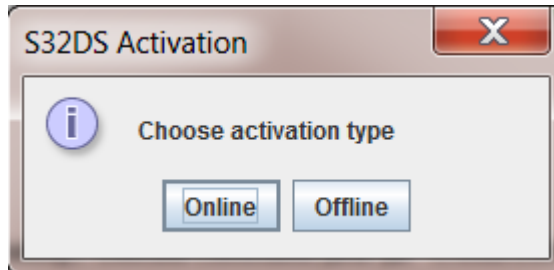
# Step-7

- The installation starts by installing required libraries from the Microsoft Visual C++ 2013 package. Read the license terms and select **I agree...** option and hit the **Install**
- If the libraries of the Visual C++ 2013 package were already installed on the system then the **Modify Setup** dialog box appears. Now click on **Repair** to continue



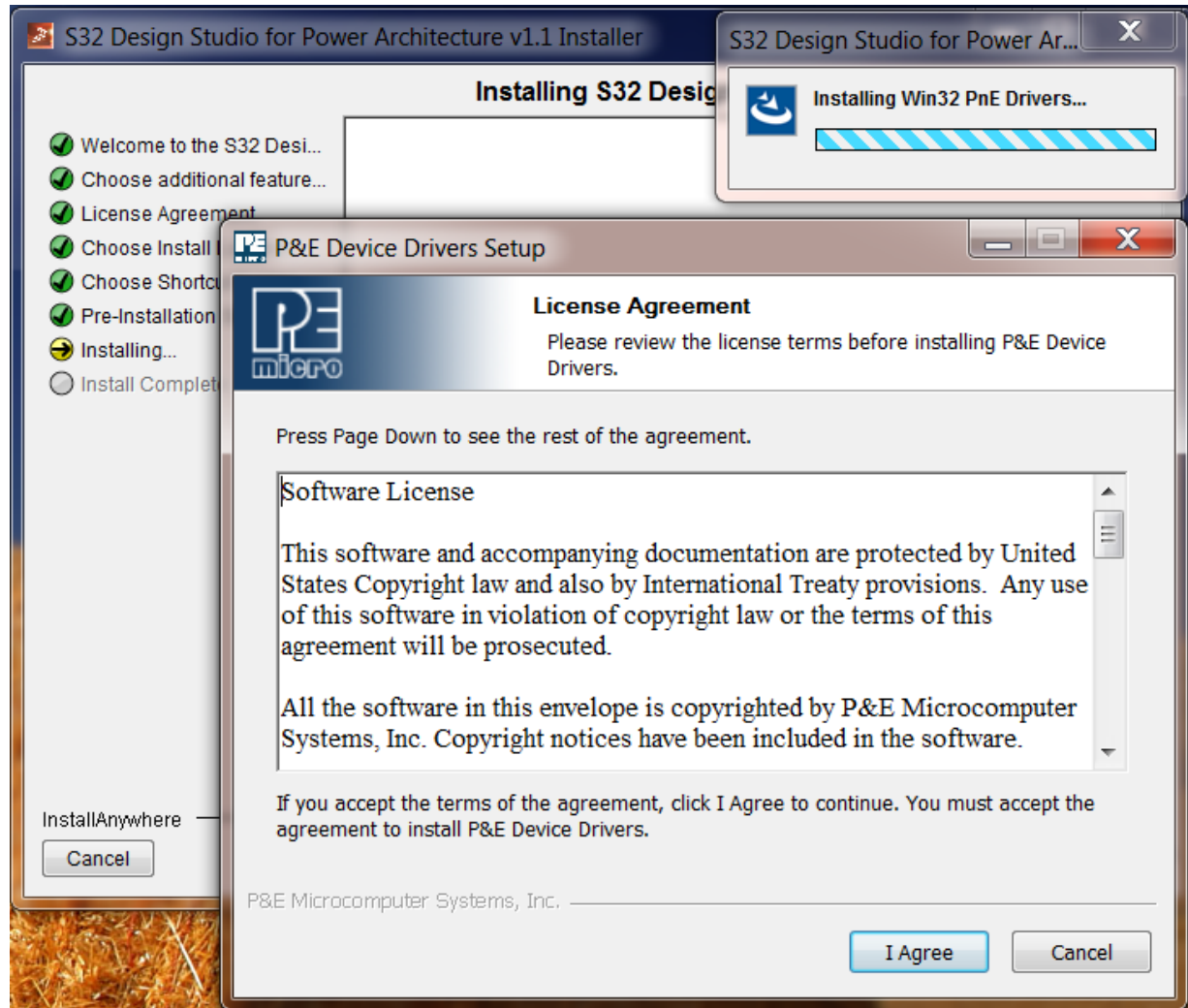
# Step-8

- When asked for Activation ID, copy and past the key from the Download page
- Then click on **OK**.
- Next: In activation type window. Click on **Online**



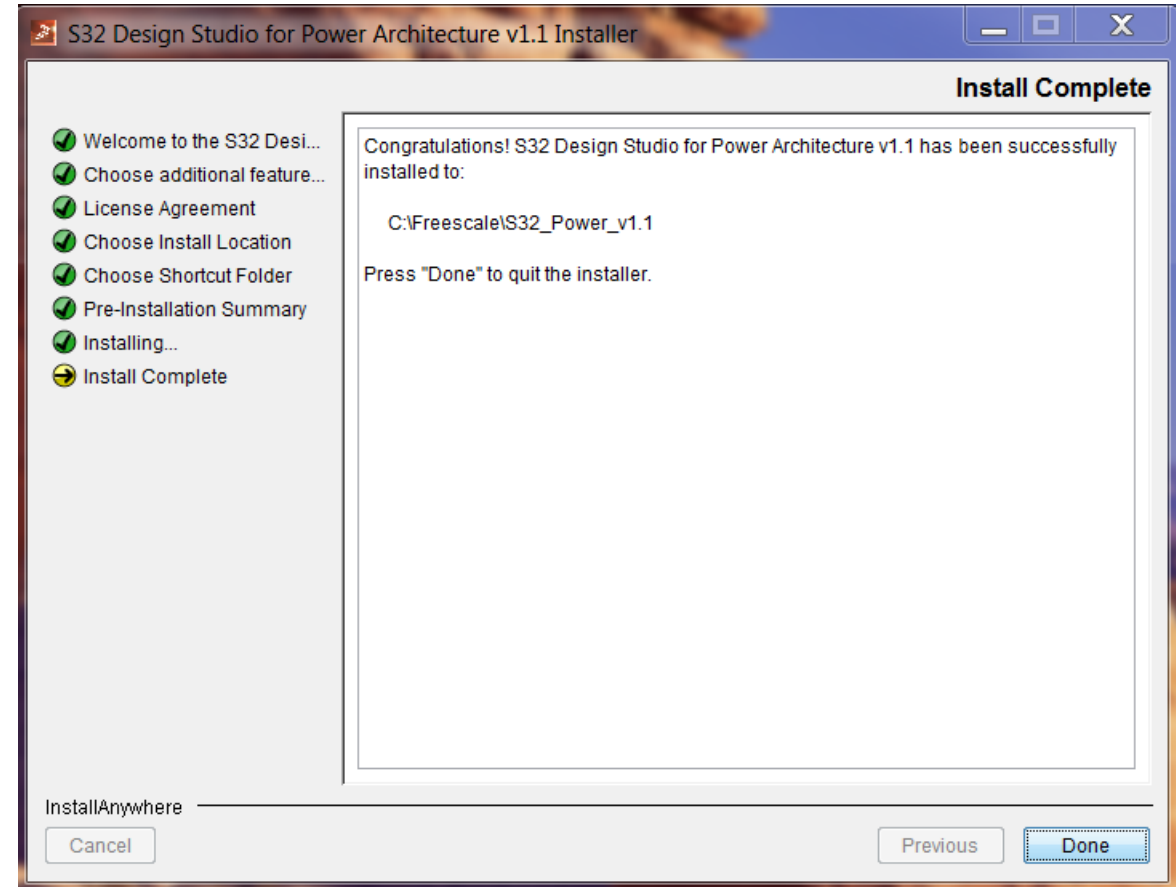
# Step-9

- During the Installation it may ask you to install P&E Device Drivers
- Read license agreement and Click on **I Agree**.
- In next window Select the destination folder and click **Install**
- Once the installation is done. Click on **Close** to close the P&E Device Driver Setup window.



# Step-10

- Once the installation is completed click on **Done** to exit the installation wizard.



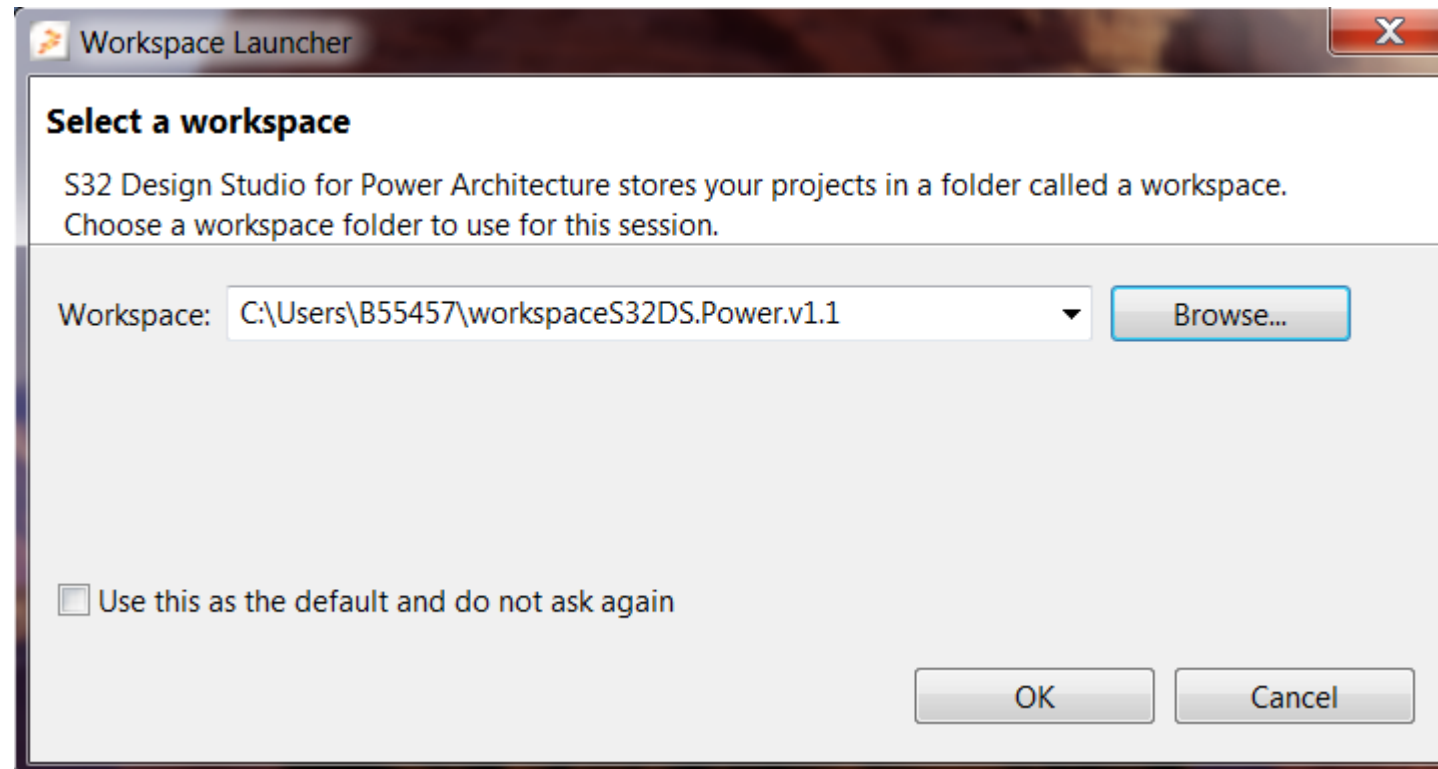
# GETTING STARTED WITH A NEW PROJECT



# Create a new project

1 of 5

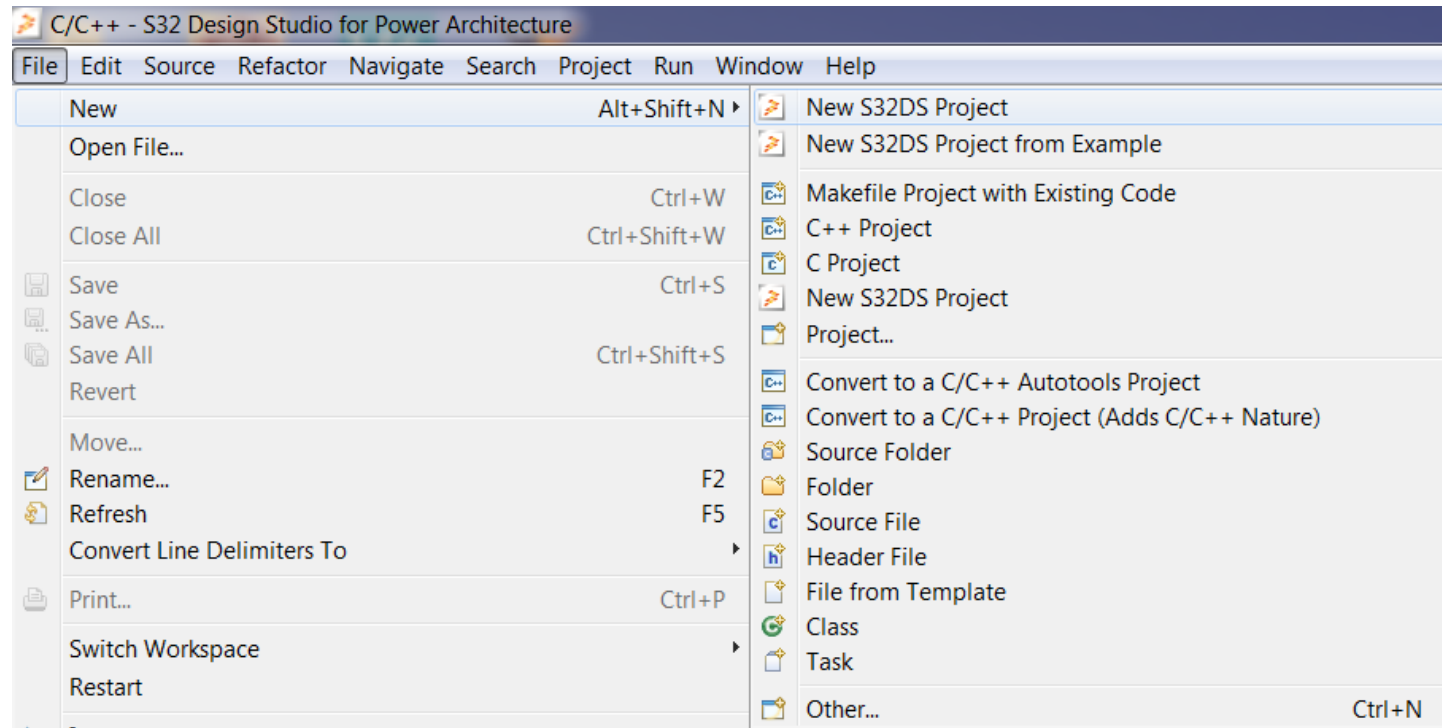
- Start program: Click on “S32 Design Studio for Power Architecture vx.x” icon
- Select workspace:
  - Choose default or specify new one
  - Suggestion: Uncheck the box “Use this as the default and do not ask again”
  - Click **OK**



# Create a new project

2 of 5

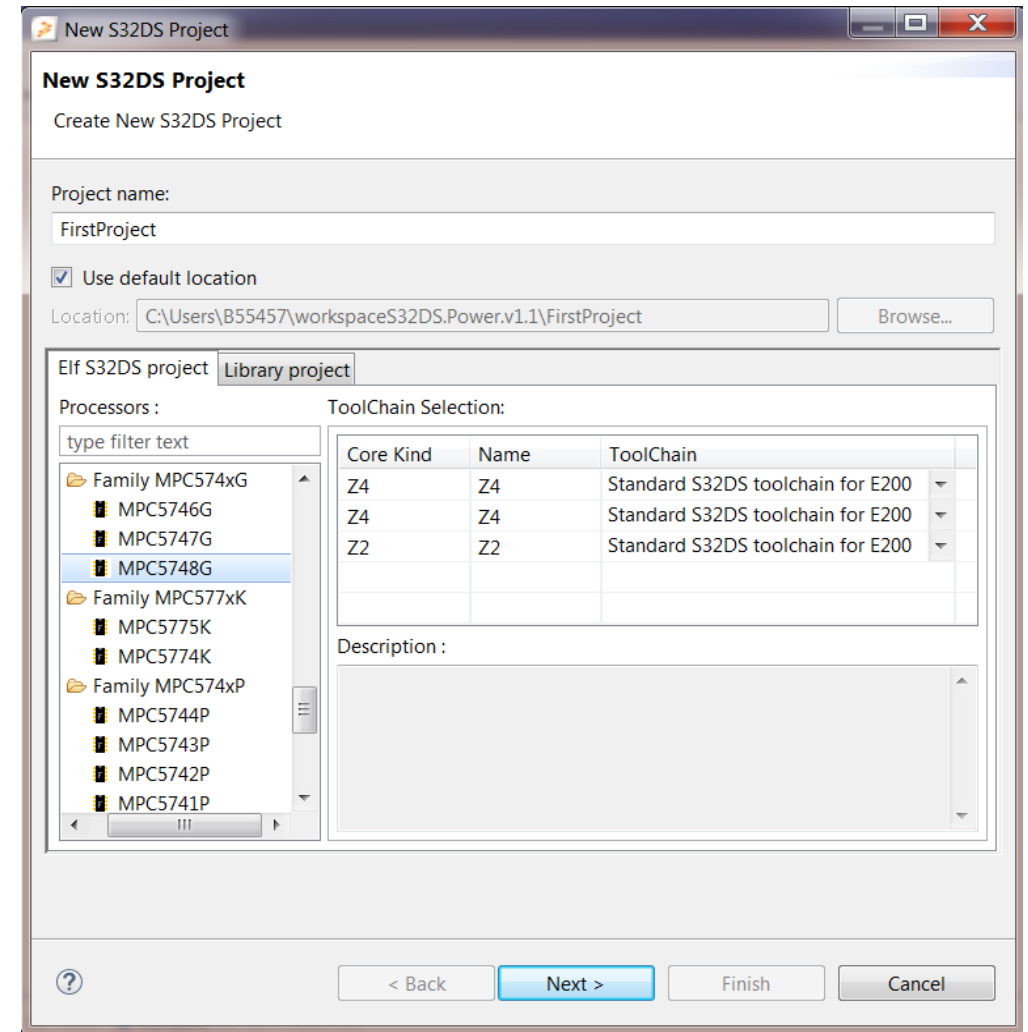
- Go to: File – New – New S32DS Project



# Create a new project

3 of 5

- Project Name:
  - Example: FirstProject
- Project Type:
  - Recommended: use Elf S32DS Project
- Select Controller:
  - Example: MPC5748G



# Create a new project

4 of 5

- Select Cores
- Select Flash and RAM size
- Select Programming Language
- Select the Library
- Select the Debugger
- Recommended: use Default settings (for beginners)

The screenshot shows the 'New S32DS Project' dialog box for the MPC5748G. The title bar reads 'New S32DS Project'. The main heading is 'New S32DS Project for MPC5748G' with a subtitle 'Select required cores and parameters for them.' The dialog is organized into three columns for different cores: 'FirstProject\_Z4\_0', 'FirstProject\_Z4\_1', and 'FirstProject\_Z2'. The settings for each core are as follows:

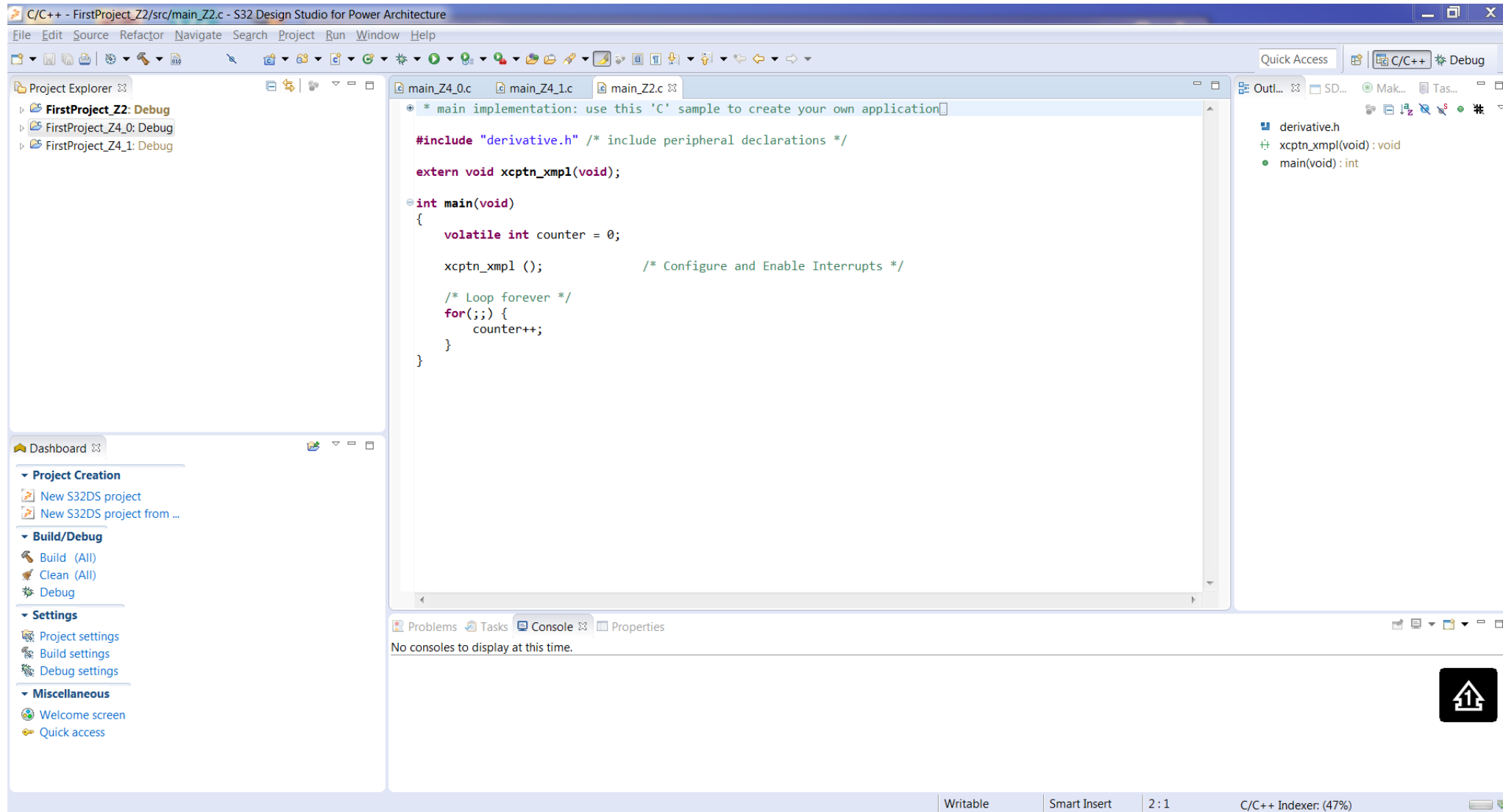
Parameter	FirstProject_Z4_0	FirstProject_Z4_1	FirstProject_Z2
Project Name	FirstProject_Z4_0	FirstProject_Z4_1	FirstProject_Z2
Core	<input checked="" type="checkbox"/> Z4	<input checked="" type="checkbox"/> Z4	<input checked="" type="checkbox"/> Z2
FLASH Start Address	0x1000000	0x11d0000	0x13a0000
FLASH Size, KB	1856	1856	1856
Unused FLASH, KB	64		
RAM Start Address	0x40000000	0x40040000	0x40080000
RAM Size, KB	256	256	256
Unused RAM, KB	0		
Language	C	C	C
SDKs			
Library	EWL	EWL	EWL
Debugger	PE Micro GDB server		

At the bottom of the dialog, there are four buttons: a help icon (?), '< Back', 'Next >', and 'Finish' (highlighted in blue), and a 'Cancel' button.

# Create a new project

5 of 5

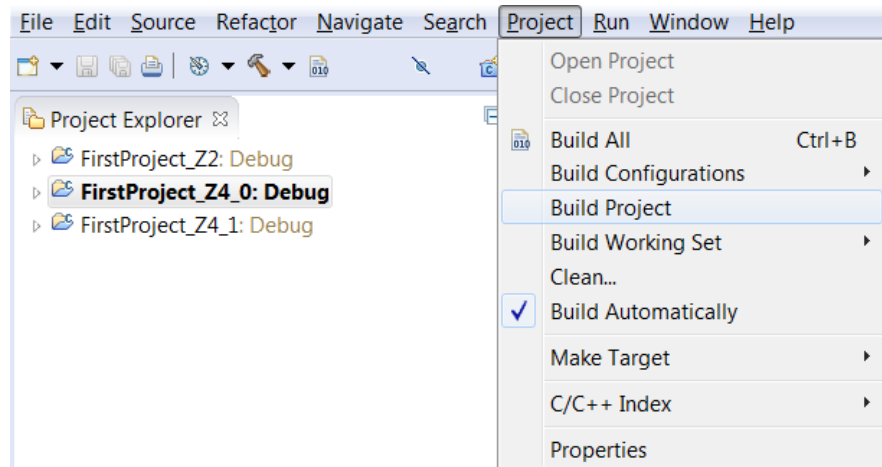
- 3 Projects will be created for 3 different cores of MPC5748G



# Build a Project

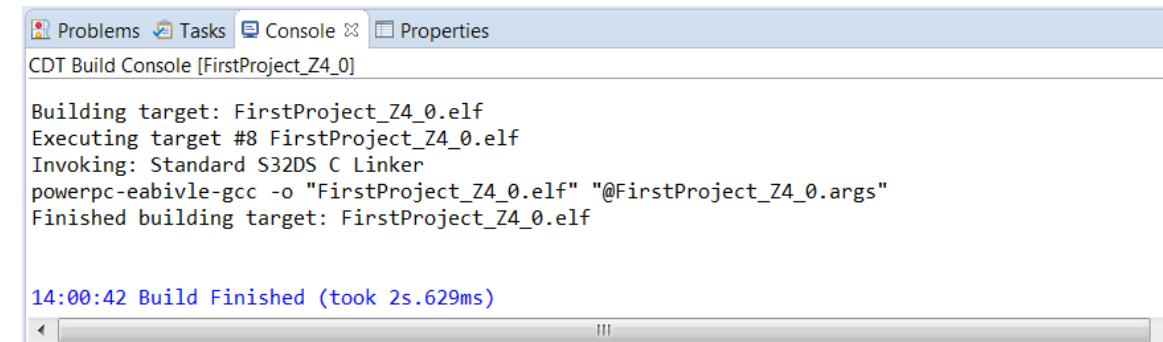
- To build a project follow one of the methods below:
- If project is built successfully, following message will be displayed on the Console

## 1. Project – Build Project




## 2. Click on hammer symbol to build that project

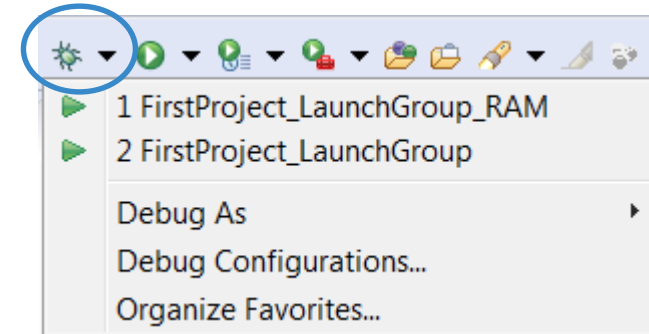
 - Click on page symbol to build all projects



# Debug a Project

1 of 2

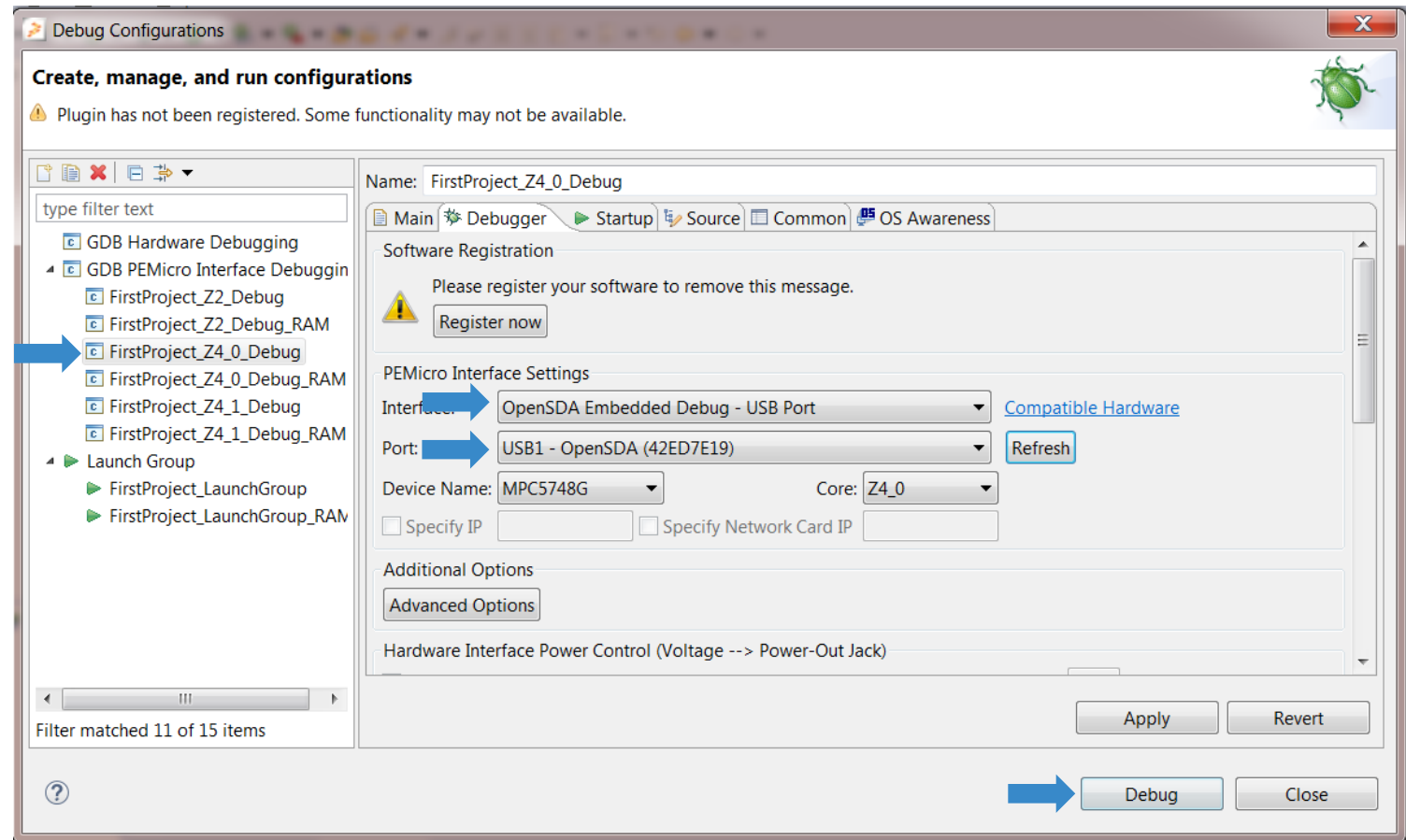
- Connect a debugger to both, the board and the PC
  - For DEVKIT-MPC5748G, OpenSDA works as a debug adapter, so no standalone debugger is required
- Click on arrow in the  icon
- And Open [Debug Configurations...](#)



# Debug a Project

2 of 2

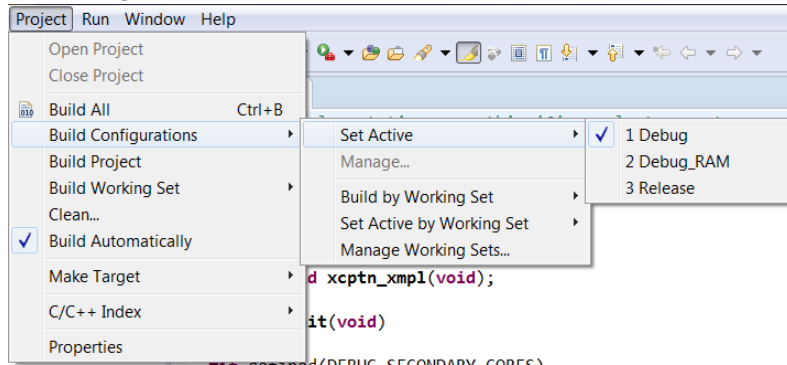
- Select Project:
  - Example:  
FirstProject\_Z4\_0\_Debug
- Select Interface:
  - Example: OpenSDA for DEVKIT-MPC5748G
- Port:
  - The comport where device is connected
- Click on **Debug** to start debugging



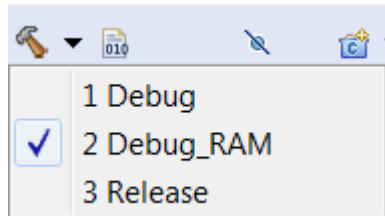
# Debug a Project from RAM

- Firstly, Configure a project to debug from RAM  
Follow one of the Steps:

1. Project – Build Configurations – Set Active – Debug\_RAM

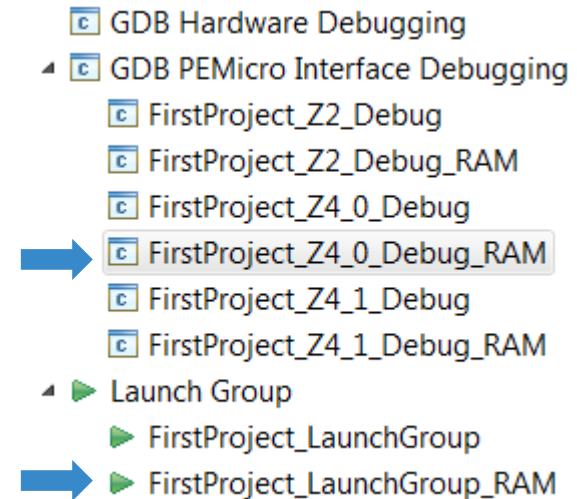


2. Select Debug\_RAM by clicking Down Arrow next to hammer



- Repeat above for all related projects.
- Follow the steps shown on “Build a Project” Page

- Lastly, to debug from RAM select the RAM related session while debugging

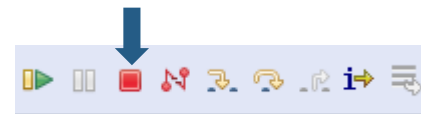
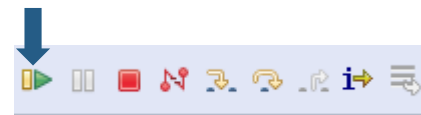
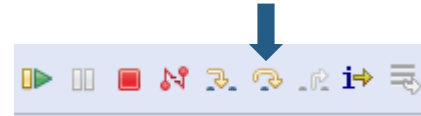


- Follow the Steps shown on Debug a Project pages



# Debug Basics: Step, Run, Suspend, Resume

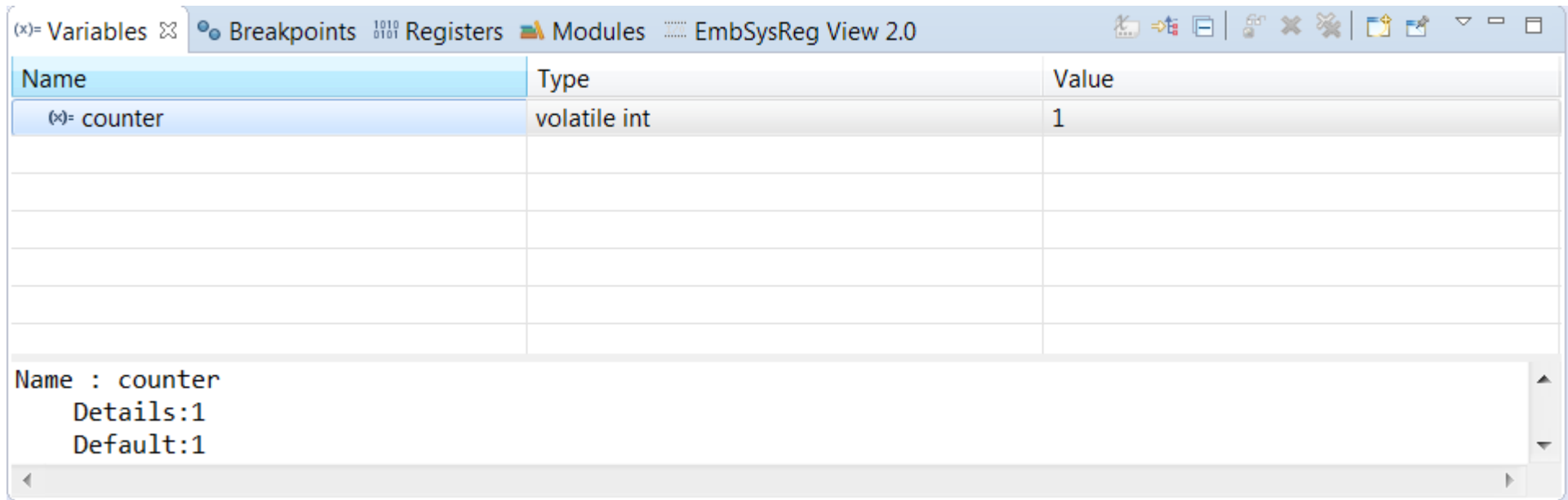
- Step Into (F5)
- Step Over (F6)
- Run
- Suspend
- Resume (F8)
- Terminate (Ctrl+F2)



# Debug Basics: View & Alter Variables

1 of 2

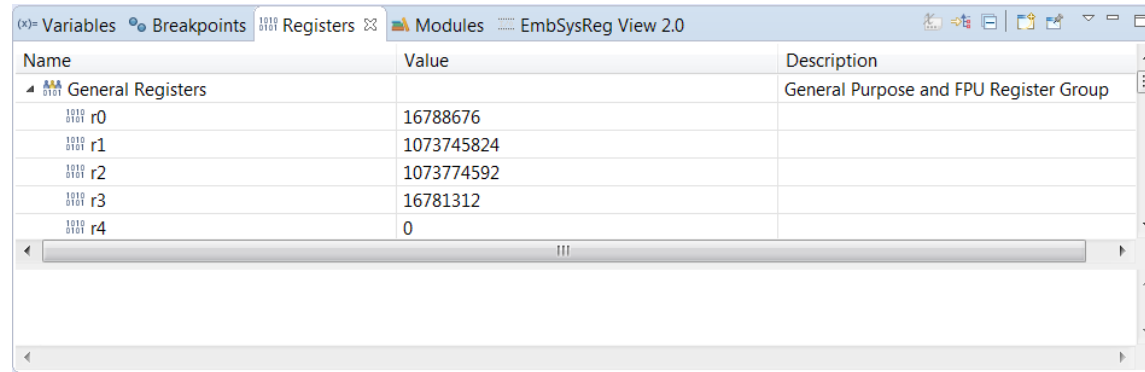
- View variables in “Variables” tab.
- Click on a value to allow typing in a different value.



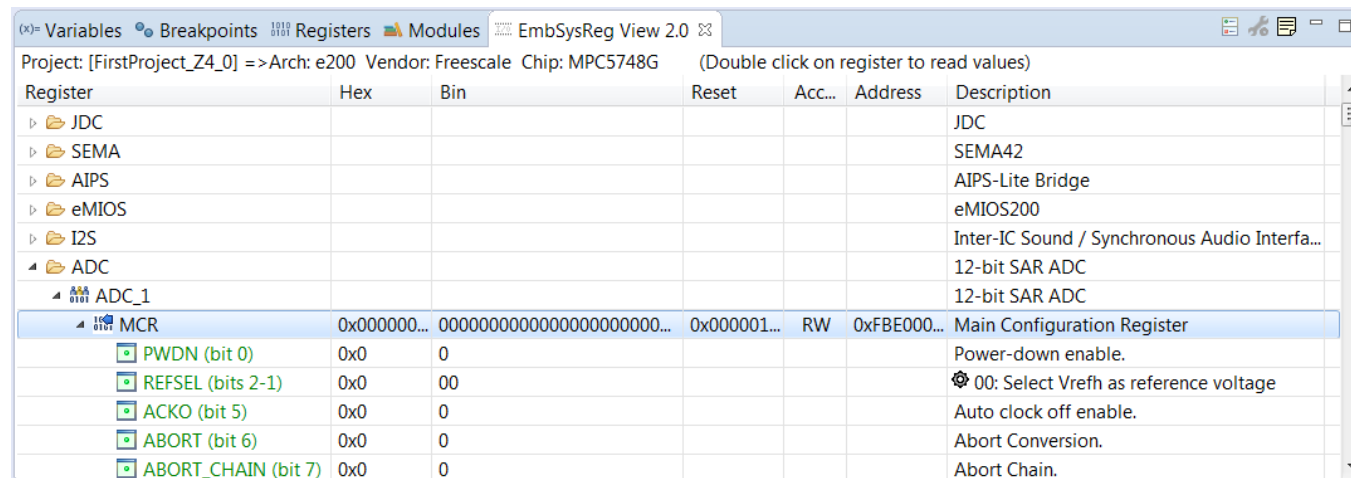
# Debug Basics: View & Alter Registers

2 of 2


- View CPU registers in the “Registers” tab
- Click on a value to allow typing in a different value

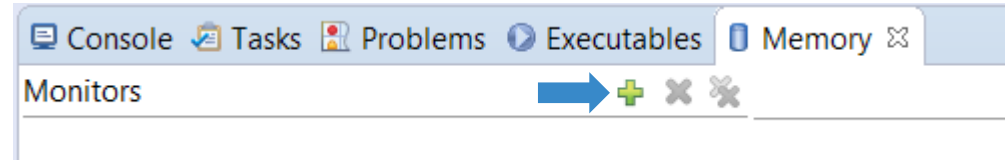


- View peripheral registers in the EmbSysReg tab

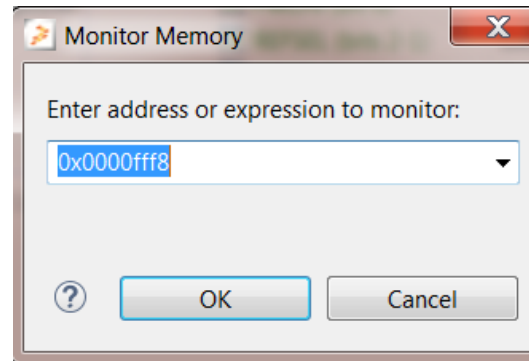


# Debug Basics: View Memory

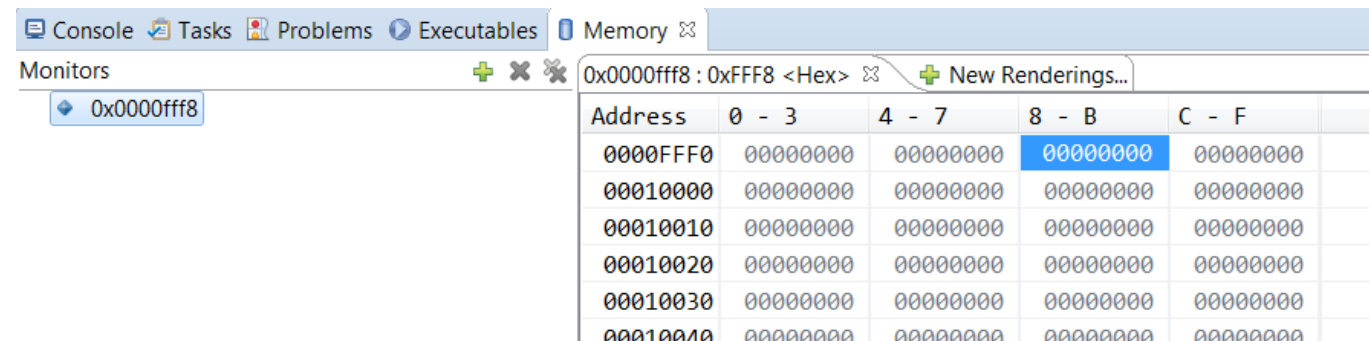
- Add Memory Monitor
  - Click on  icon



- Select Base Address  
Example : 0x0000fff8



- View Memory



Monitors

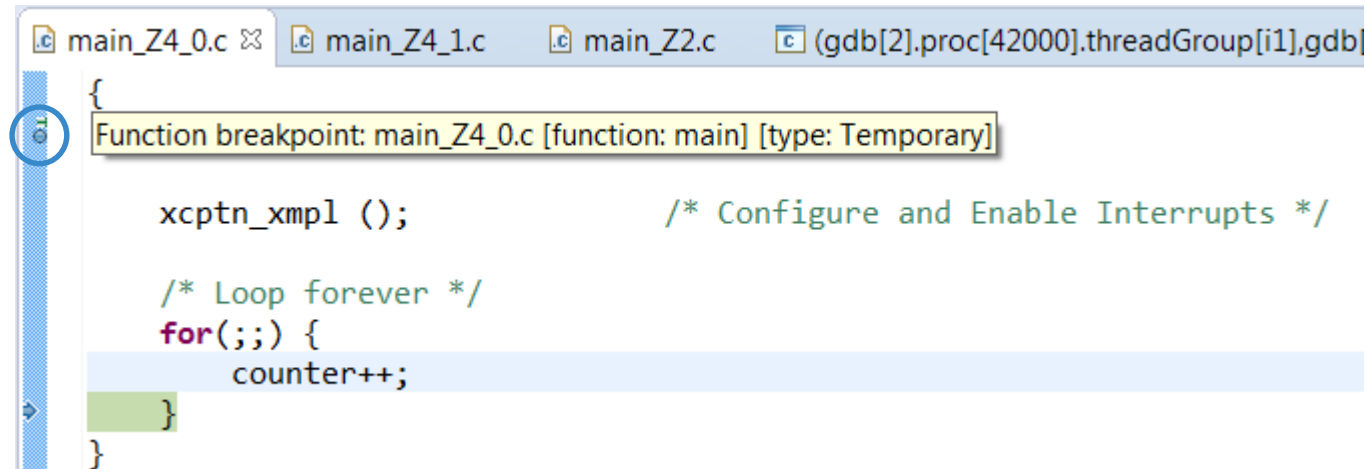
0x0000fff8

0x0000fff8 : 0xFFFF <Hex> New Renderings...

Address	0 - 3	4 - 7	8 - B	C - F
0000FFF0	00000000	00000000	00000000	00000000
00010000	00000000	00000000	00000000	00000000
00010010	00000000	00000000	00000000	00000000
00010020	00000000	00000000	00000000	00000000
00010030	00000000	00000000	00000000	00000000
00010040	00000000	00000000	00000000	00000000

# Debug Basics: Breakpoints

- Add Breakpoint: Point mouse pointer at circled area and Double Click there
  - Light blue dot will pop up that represents debugger breakpoint

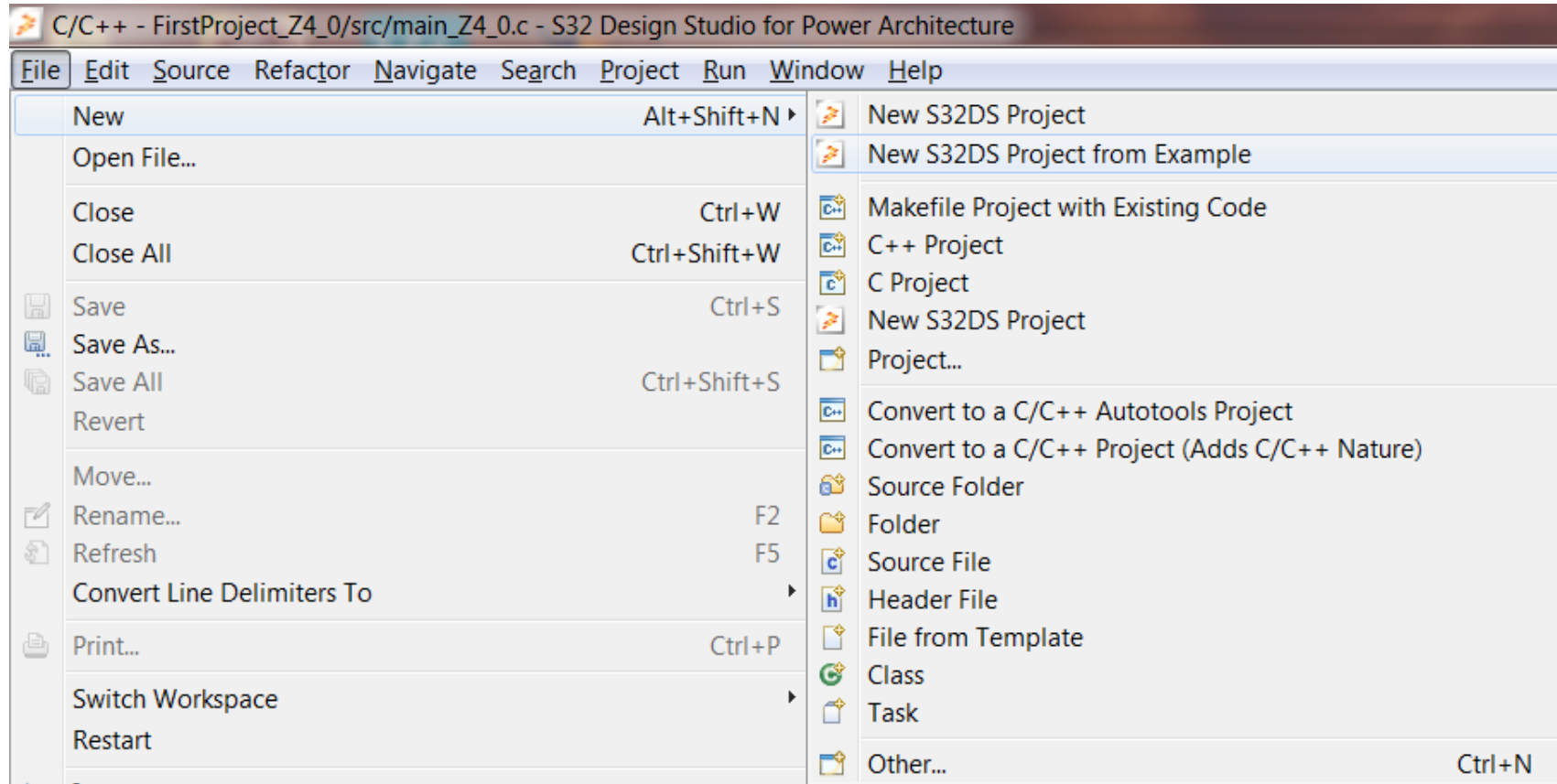


# MAKING PROJECTS FROM BUILT-IN EXAMPLES



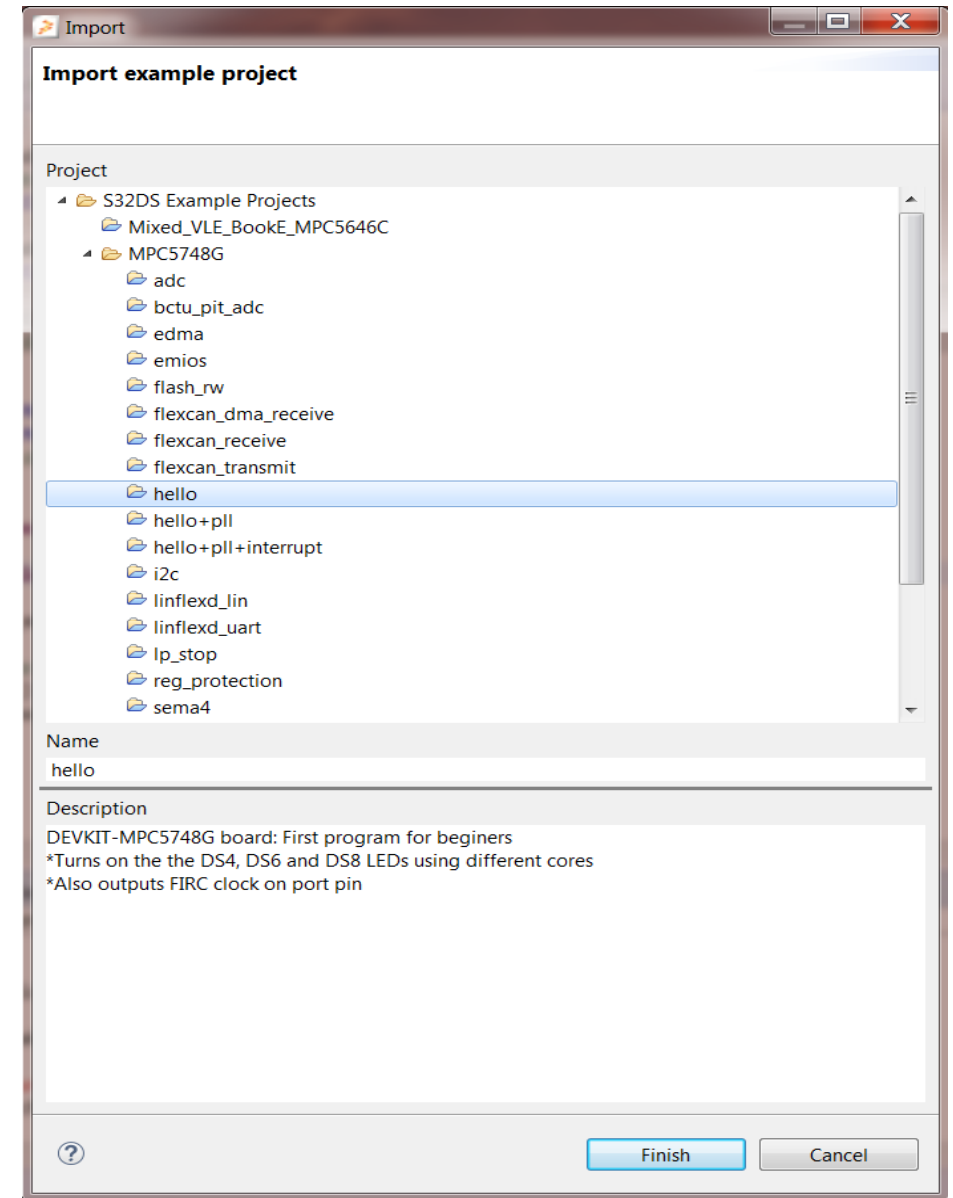
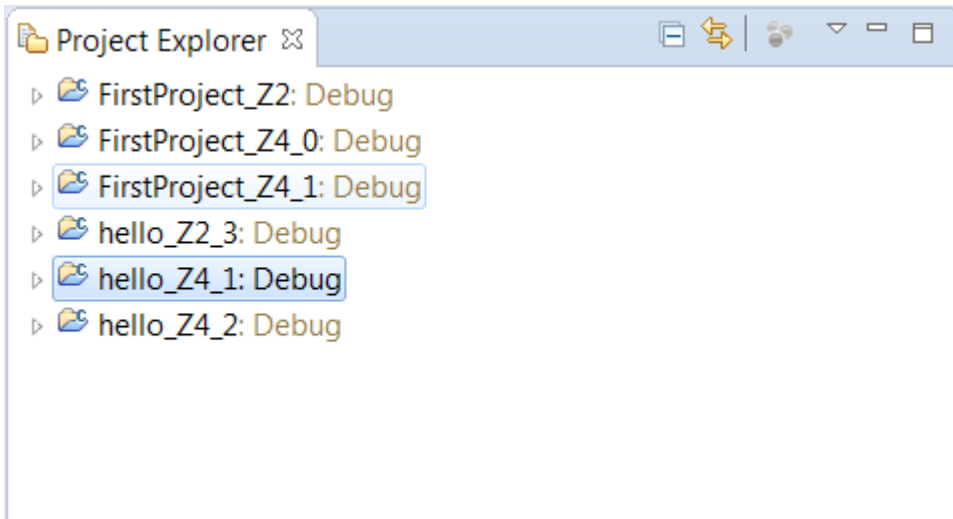
# Step-1

- Go to: File – New – New S32DS Project from Example



## Step-2

- Select the built-in project of your choice
- Click on **Finish**
- Project will be copied to the active workspace as shown below

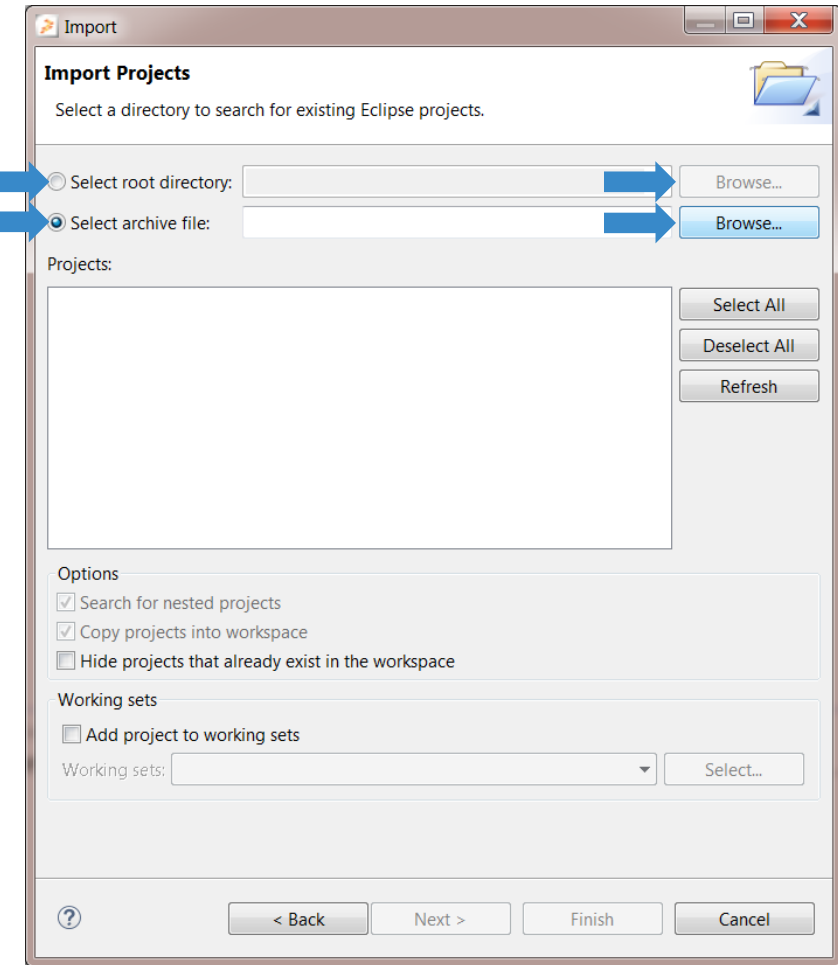
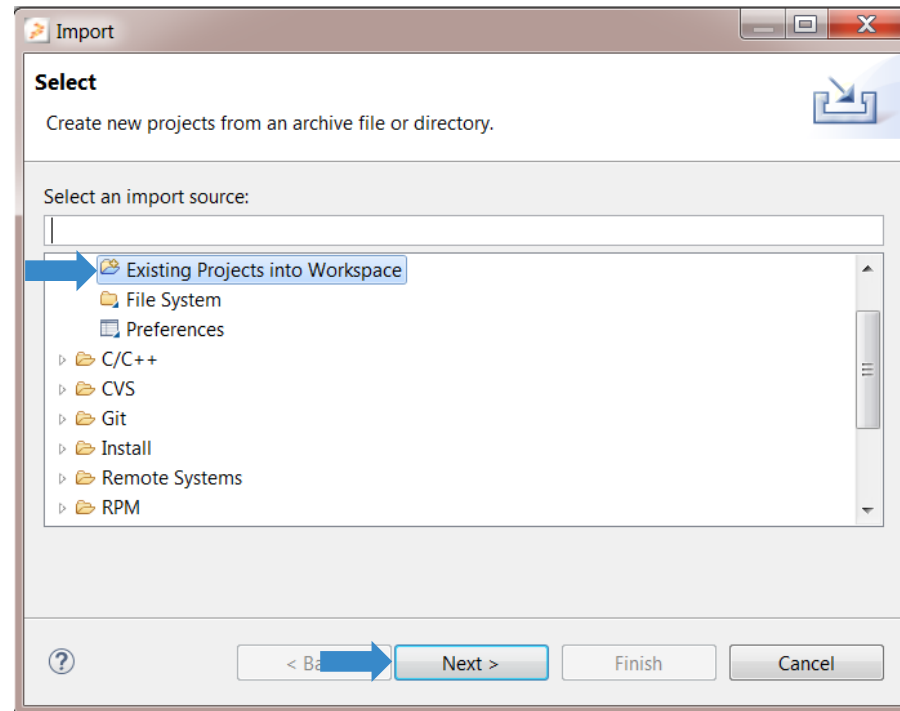
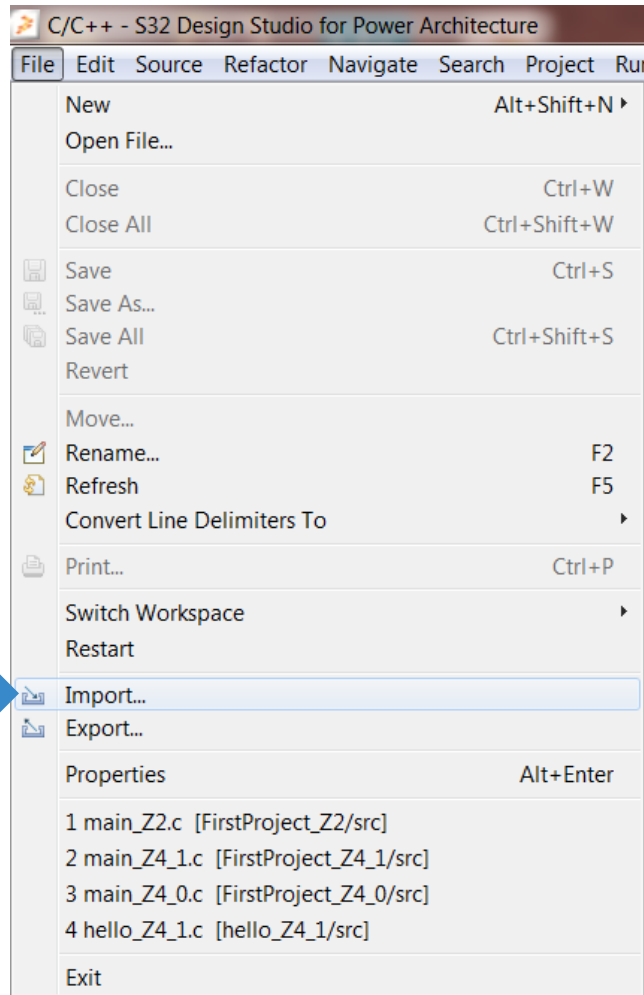


# IMPORTING PROJECTS



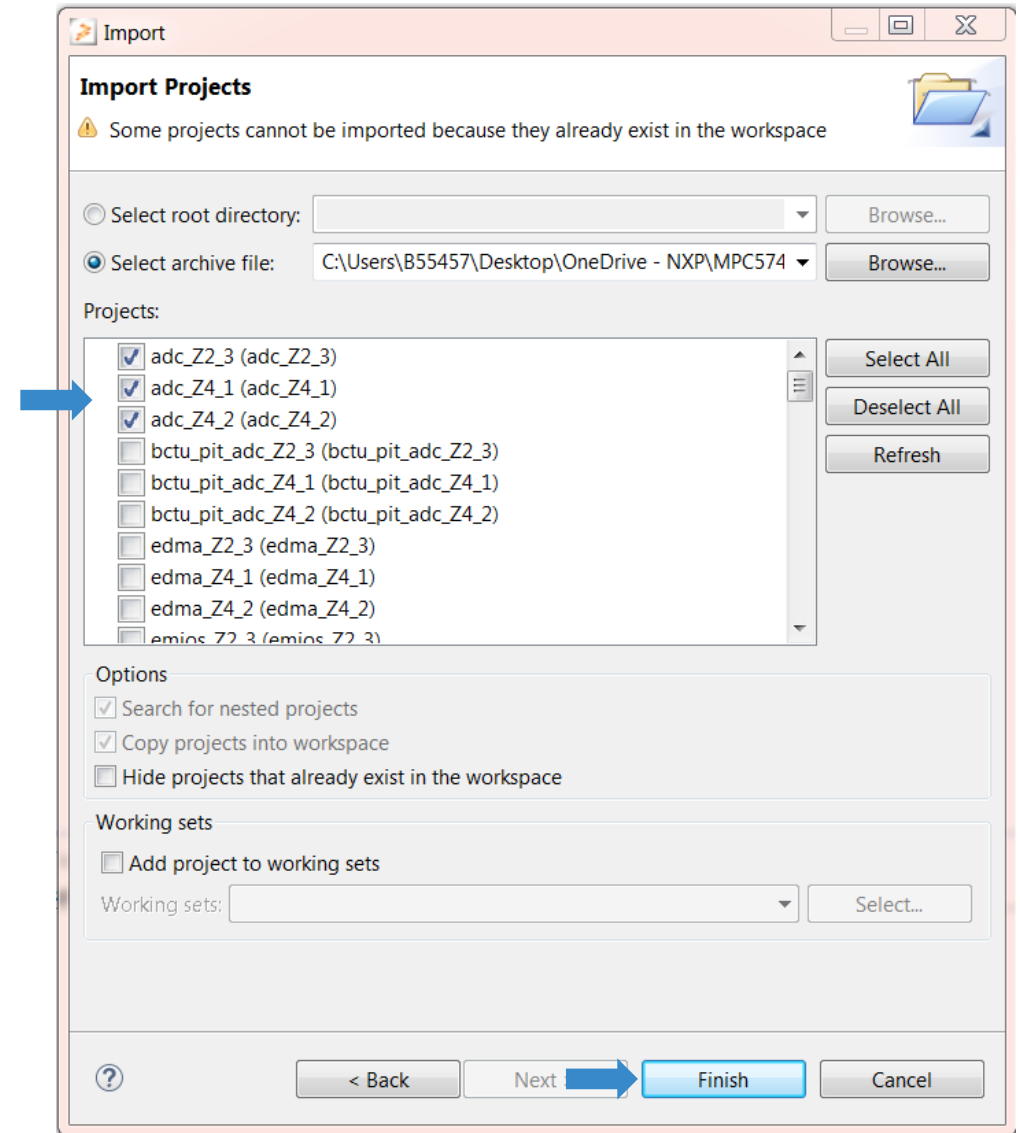
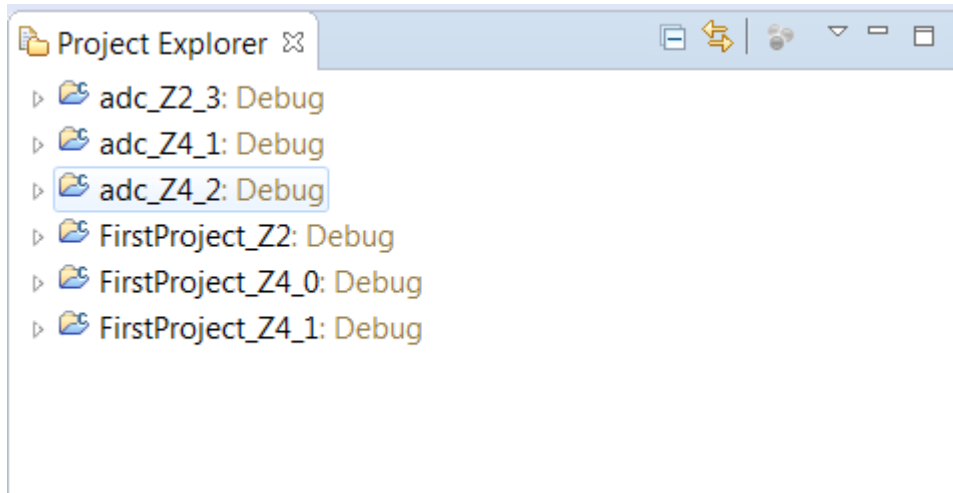
# Step-1

- Go to: File – Import →
- Click on: “Existing Projects into Workspace” – Hit Next →
- Click on: Browse & Select Example Folder



## Step-2

- Select the Project
- Click on Finish to Import a Project into Workspace



# MORE INFORMATION.....

- For more information about S32 Design Studio IDE for Power Architecture go to [Start – All Programs – Freescale S32 Design Studio – S32 Design Studio for power Architecture vx.x – Quick Start/Documentation](#)
- Also Visit [NXP S32DS Community](#) to post questions about S32 Design Studio



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