# Getting Started USCALE

## USC_BLINKY with MiniIDE

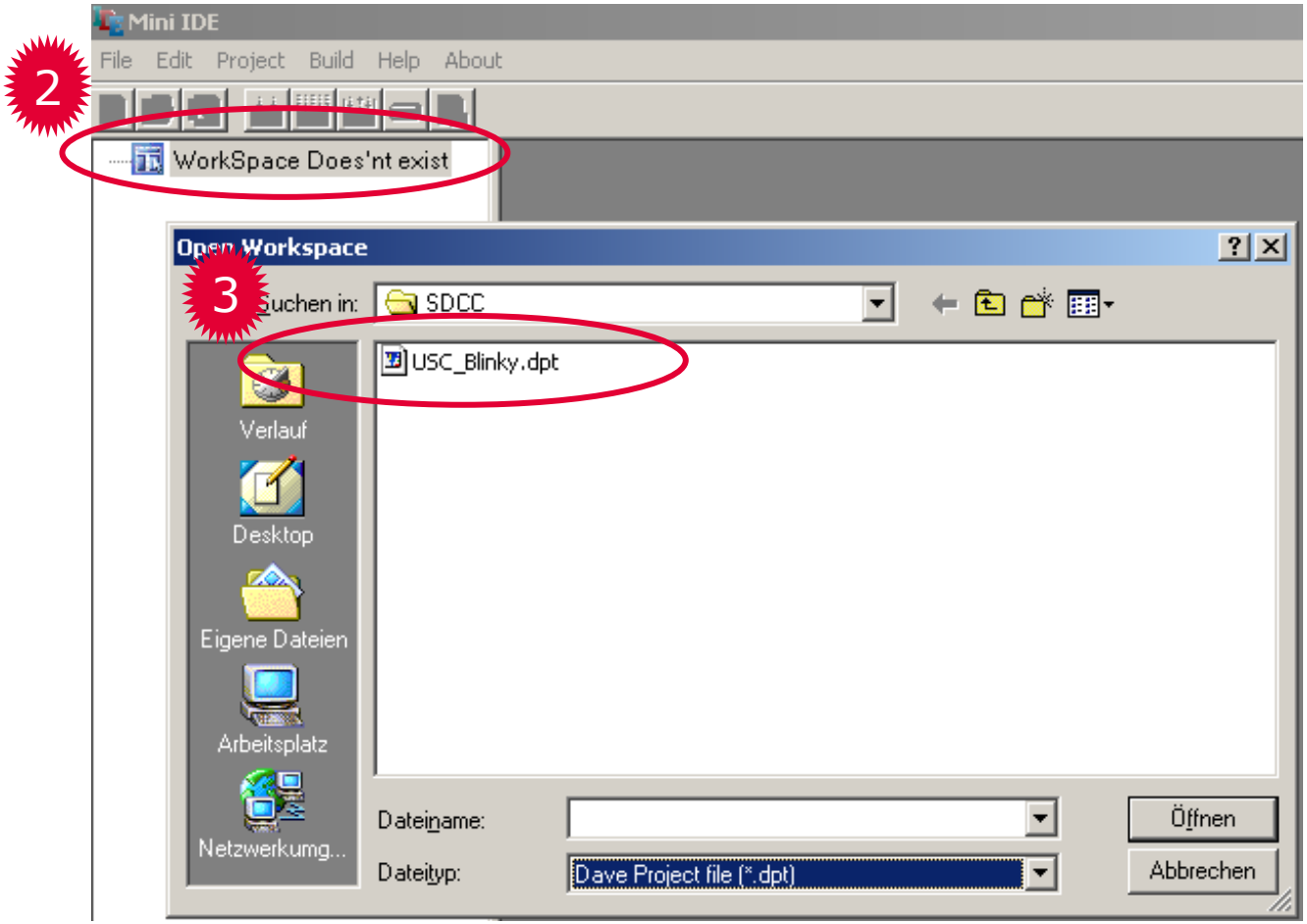
January 2008

Never stop thinking

# Getting Started – Example USC_Blinky

## Generate Project Workspace with MiniIDE

1. Start MiniIDE
2. Right click on empty workspace icon and select "Open Existing Workspace"
3. select Blinky.dpt file (DAvE File)



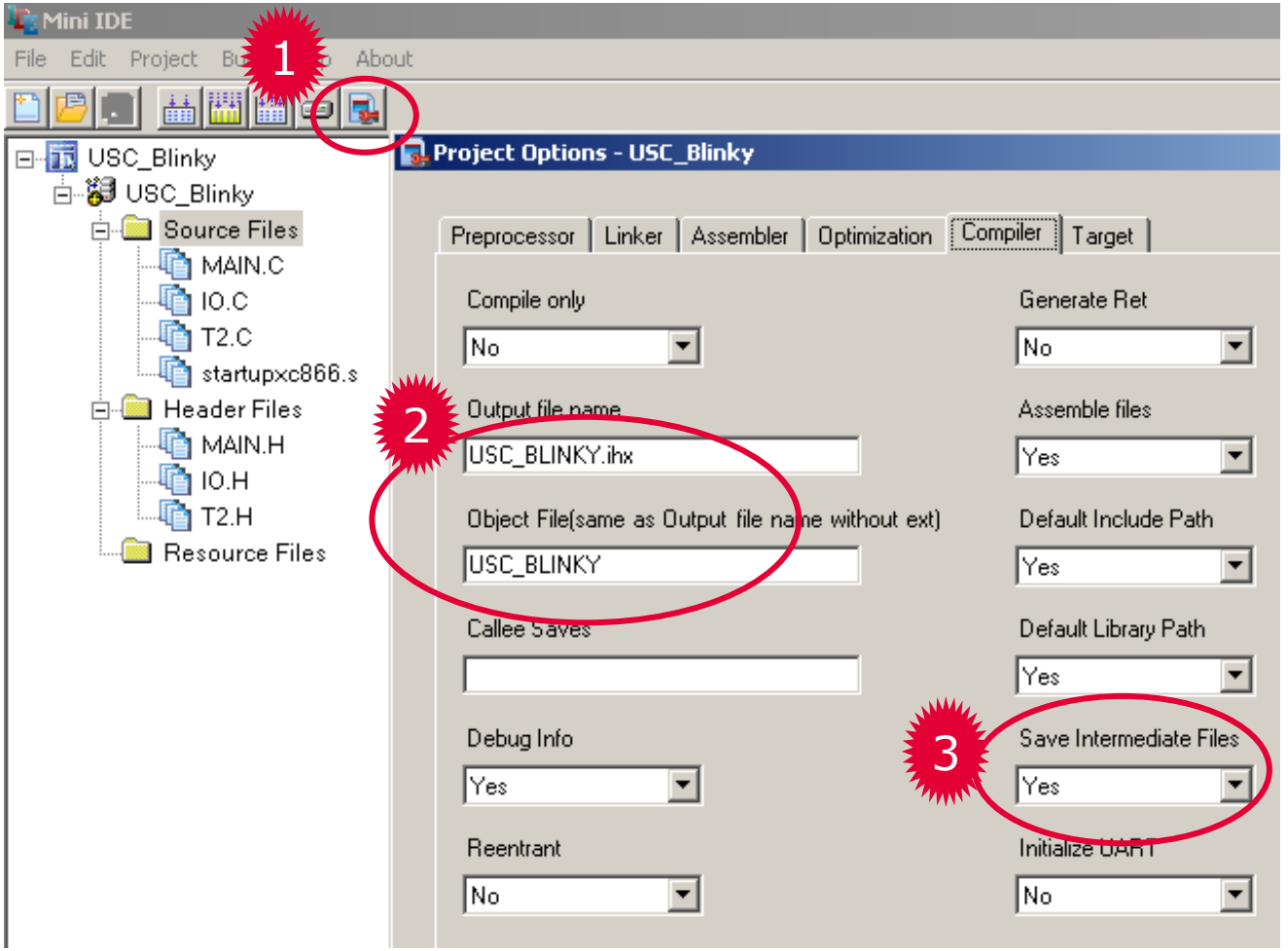


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# Getting Started – Example USC_Blinky

- Configure SDDC options

1. Click on "Project Options"
2. Name output file
3. Save Intermediate Files → Yes for mem/map file generation




- Note: Default setting can be changed in *\MiniIDE\IDE\IDE\Compiler\SDCC.XML*

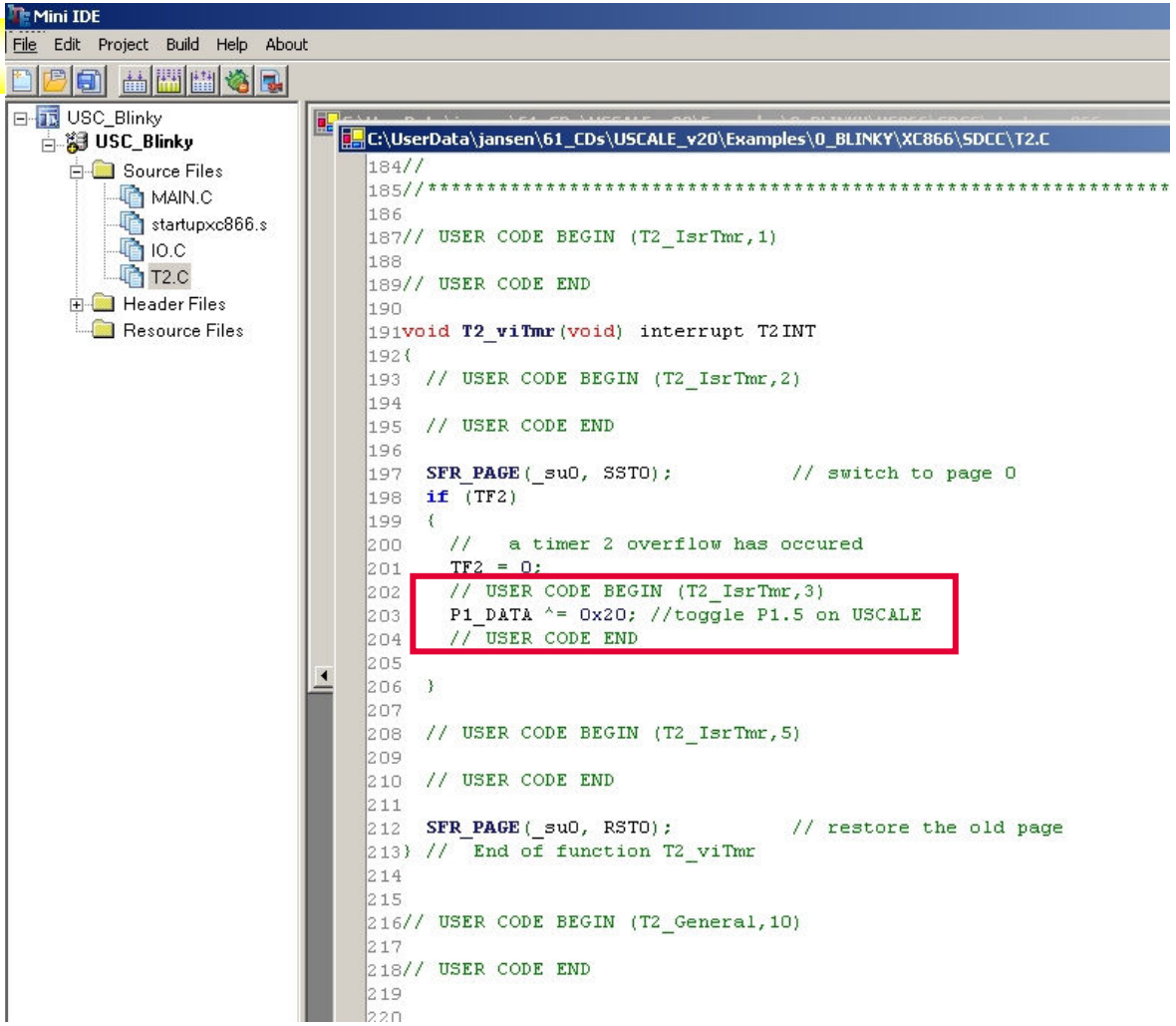

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# Getting Started – Example USC_Blinky

## Insert User Code

## Open T2.C

- insert inbetween
  - // user code begin
  - P1_DATA ^= 0x20;
  - // user code end
- this will toggle P1.5 every T2 interrupt

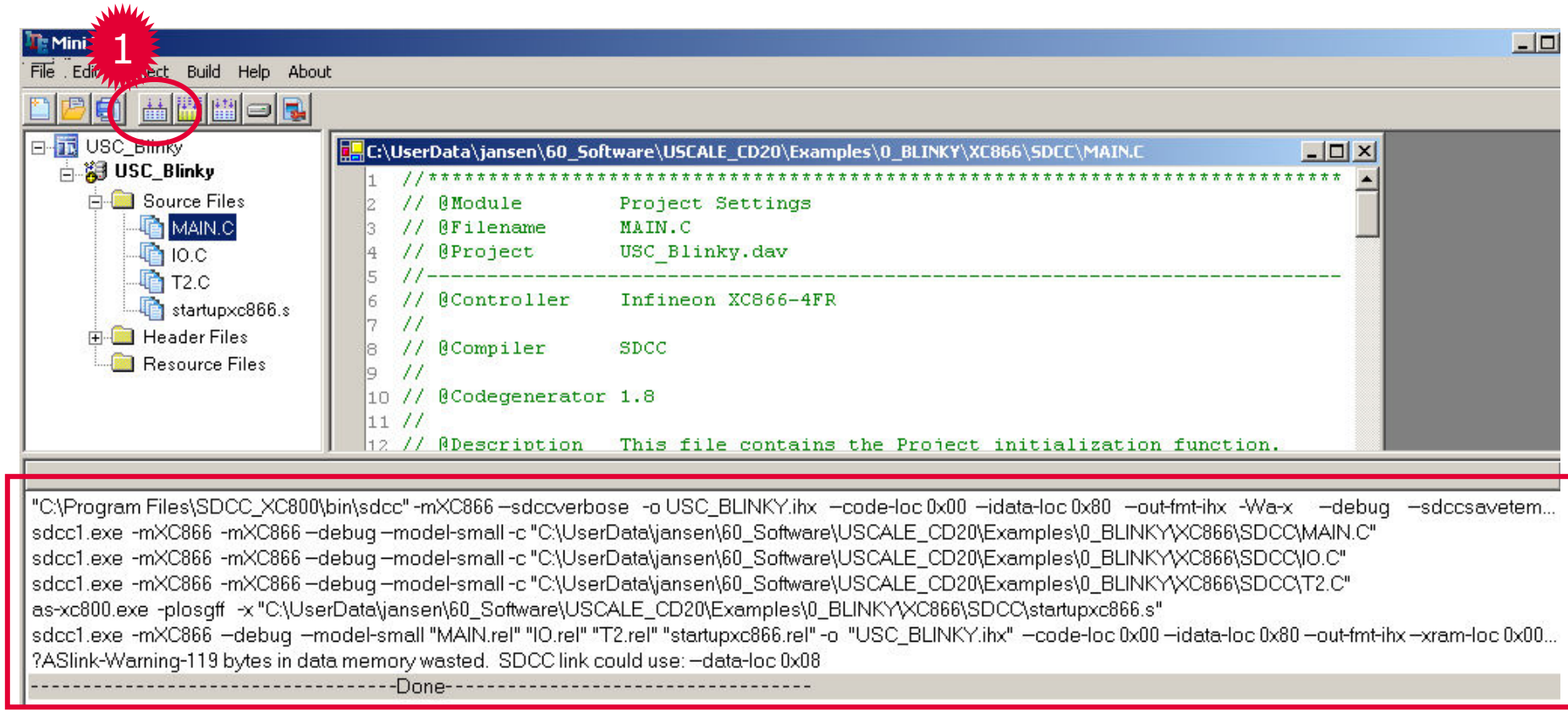




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# Getting Started – Example USC_Blinky

- Compile




- Watch output window and check on successful compilation
- Save MiniIDE under USC_Blinky.dws


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