

Creating a ModusToolbox™ 3.x BSP

About this document

Scope and purpose

This application note describes how to create a Board Support Package (BSP) using the ModusToolbox™ BSP Assistant tool. This document explains the basics of a BSP along with the various use cases where the BSP Assistant tool can be useful during application development using ModusToolbox™ version 3.1 or above.

Note: Applications developed with ModusToolbox™ version 3.0 or above are not backward compatible with earlier versions of ModusToolbox™.

Intended audience

This document is intended for anyone who needs to create a user-specific design board using an Infineon device supported inside the ModusToolbox™ ecosystem.

Document conventions

Convention	Explanation
Bold	Emphasizes heading levels, column headings, menus and sub-menus.
<i>Italics</i>	Denotes file names and paths.
Courier New	Denotes APIs, functions, interrupt handlers, events, data types, error handlers, file names, directories, command line inputs, code snippets, etc.
File > New	Indicates that a cascading sub-menu opens when you select a menu item.

Abbreviations and definitions

Abbreviation	Meaning
BSP	Board support package
MCU	Microcontroller unit
MPN	Manufacturer part number

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1 Introduction

1 Introduction

1.1 What is a BSP?

BSPs are a set of files and directories that provide the necessary functionality to develop target applications on any given board. The board is typically a printed circuit board (PCB) used in any electronics product like a mobile phone, laptop, digital camera, etc. These boards usually have a microcontroller (or microprocessor) chip with various peripherals and other components that are wired together to meet the target application requirements.

Infineon has a range of microcontroller devices belonging to various families such as PSoC™ 4, PSoC™ 6, and XMC™, and provides development kits (or boards) for the evaluation of these devices. The BSPs for these development boards are made available through the ModusToolbox™ ecosystem in the [Infineon GitHub website](#).

1.2 BSP Assistant overview

The BSP Assistant tool helps you create and manage custom BSPs for the board designed for your application using Infineon MCUs. The tool is available in both graphical user interface (GUI) and command line interface (CLI) versions.

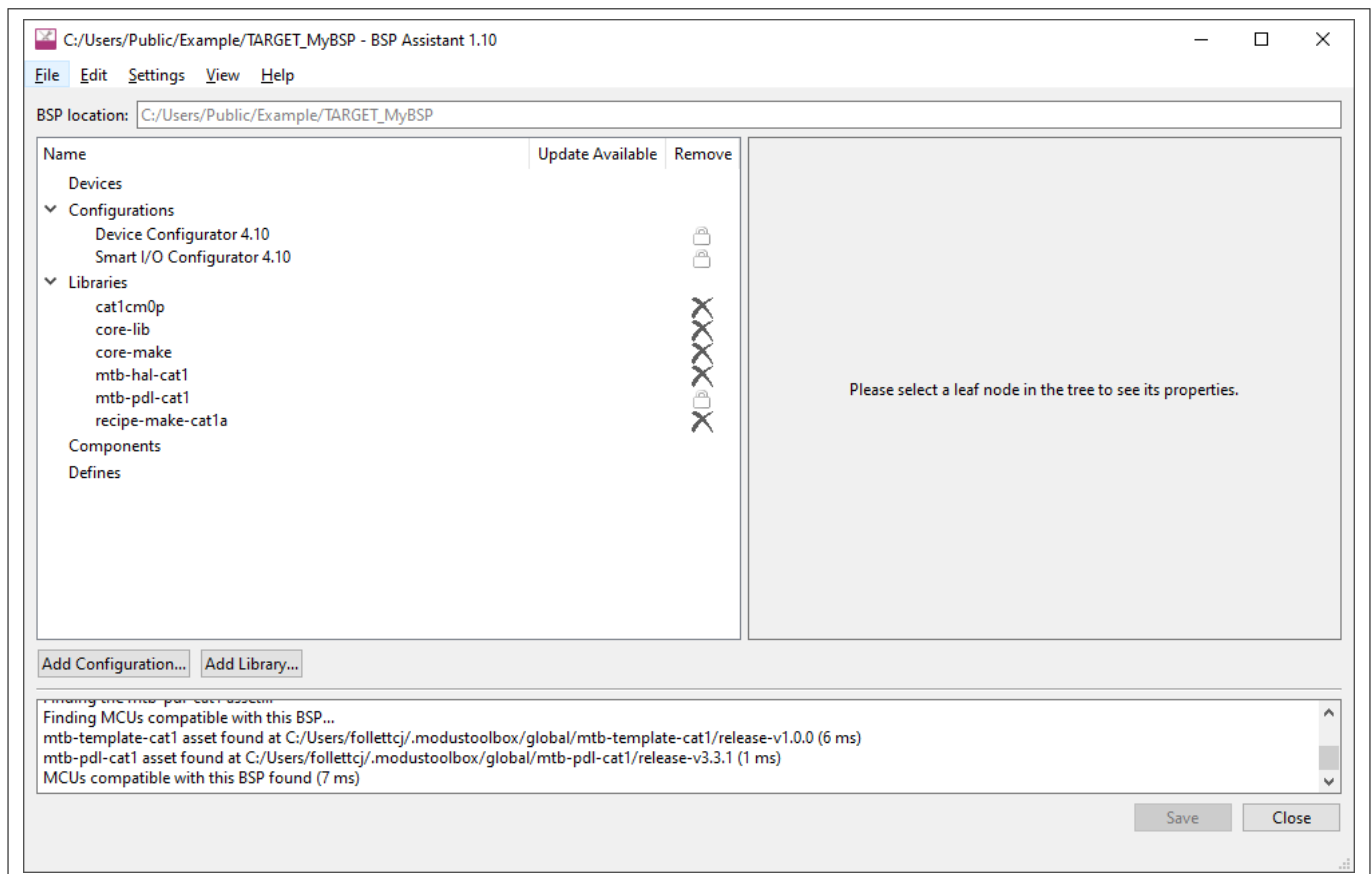


Figure 1 BSP Assistant GUI

1 Introduction

1.3 Overview

This application note has the following sections to help you learn the following:

- **BSP design** - Explains the BSP architecture
- **Using the BSP Assistant tool** - Explains typical BSP Assistant tool use cases such as creating and modifying BSPs using the **Hello World** code example
- **Advanced usage** - Explains advanced BSP Assistant tool use cases like BSP migration between generations

1.4 Software requirement

Software	Minimum required version
ModusToolbox™	3.1

2 BSP design

2 BSP design

As mentioned previously, a BSP is a set of files and directories with content specific to a target board that enables you to develop a target application. BSPs for evaluation boards of MCUs supported by ModusToolbox™ are made available through the ModusToolbox™ ecosystem via Infineon [GitHub repositories](#).

2.1 Software

Software is provided in source or library form and contains a set of APIs to control and configure the microcontroller and other onboard components. A BSP specifies software that it requires as dependencies. For Infineon BSPs provided on GitHub, dependencies are specified in a [manifest](#) file. Once a BSP is created by the user, (either during application creation or by using the BSP Assistant) the dependencies are specified in a set of *.mtbx files in the BSP's deps subdirectory. These dependency files contain information for downloading the minimum set of libraries required to develop an application on the given board.

2.1.1 Peripheral Driver Library (PDL)

PDL contains a set of low-level APIs to control hardware peripherals such as UART and SPI. The interfaces are usually specific to a particular microcontroller or microcontroller family. For some MCU families, the low-level API library may use an alternative name for the low-level library APIs other than PDL mentioned in this section.

2.1.2 Hardware Abstraction Layer (HAL)

HAL contains a set of high-level APIs to control hardware peripherals; the interfaces are more portable than PDL in case of the following changes:

- Changing the pin assignments for the peripherals within the same microcontroller
- Porting to another microcontroller within the same family
- Porting to another microcontroller in a different family

2.1.3 Other libraries

These libraries provide the following functionality:

- **Abstraction libraries:** These typically abstract the RTOS to help in porting the application across different RTOS like FreeRTOS or to a different board.
- **Base libraries:** These libraries, such as core-lib, core-make, recipe-make are necessary for the build process.
- **Board utilities libraries:** These are libraries supporting various utilities available on the board other than the microcontroller, such as sensors and displays, and are used to control them.
- **MCU Middleware:** These include middleware that provides RTOS services, such as FreeRTOS, or peripheral services, such as capacitive sensing.

2.2 Documentation

BSPs have the following documentation accompanying them:

- **Docs/api_reference_manual.html:** Provides details of the APIs, structures, and macros that are provided as part of the BSP and details of the board design, including the available microcontroller, LEDs, buttons, memory, and sensors.
- **README.md:** Provides top-level information about the BSP and usually contains links to additional documentation.
- **RELEASE.md:** Provides information about various versions of the BSP and changes from one version to another.

2 BSP design

2.3 Typical BSP contents

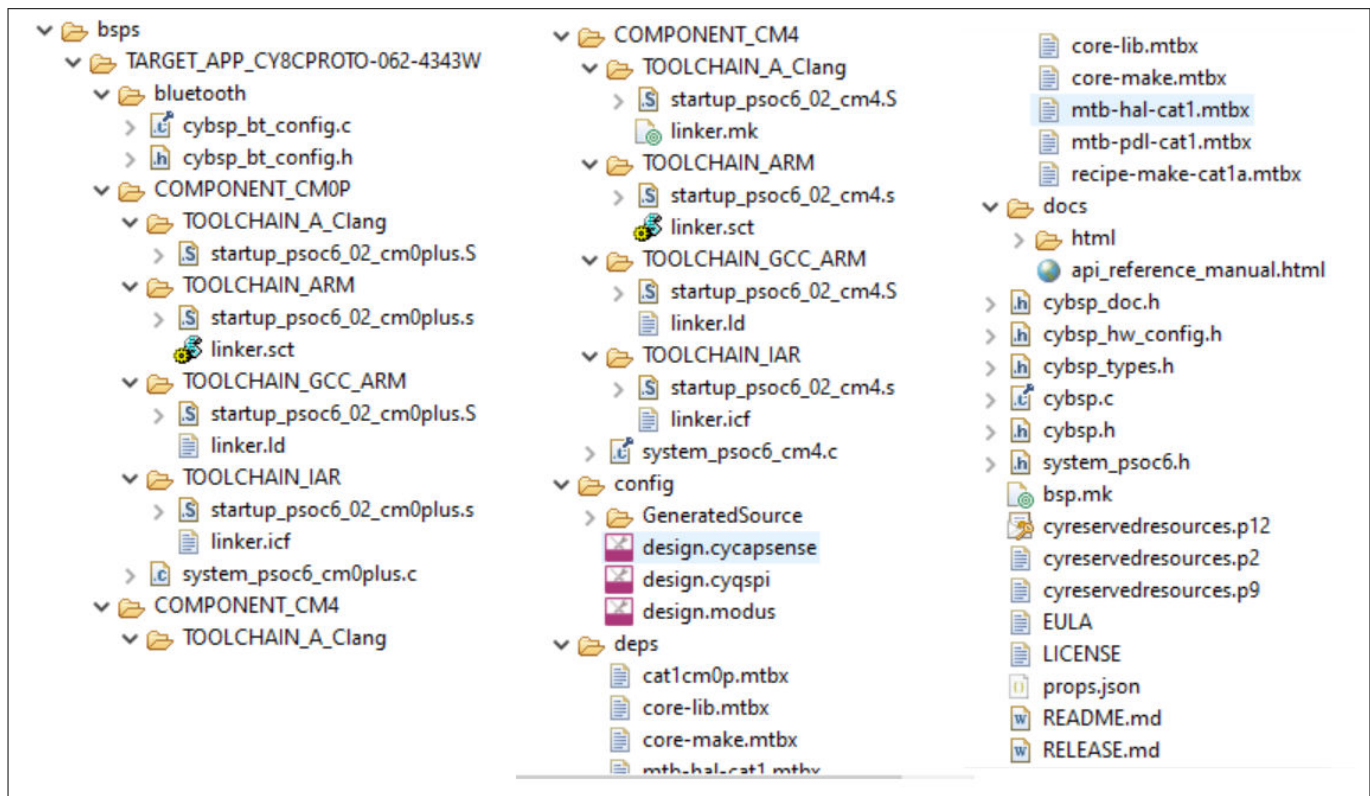


Figure 2 BSP contents

2.3.1 Startup code and linker files

Startup code is usually in assembly format and is the code that executes after a CPU reset. These are usually specific to a CPU and configure various microcontroller special-function registers such as the stack pointer.

Linker files are used to map various sections of the compiled source code into memory regions like flash and SRAM. These are used by the build system to generate the final binary that is programmed onto the target.

Both startup code and linker files are specific to a build environment like GCC. BSPs that accompany the ModusToolbox™ ecosystem provides these items for the GCC, IAR, and Arm® build environments.

Since the startup code and linker files are CPU and toolchain dependent, they are located inside COMPONENT and TOOLCHAIN directories inside the BSP, which allows them to be included conditionally. For example, the directory COMPONENT_CM4/TOOLCHAIN_GCC_ARM would contain startup code and linker script files that are only used when building a project for the CM4 CPU with the GCC_ARM toolchain.

2.3.2 Configuration files

ModusToolbox™ comes with various BSP configurator tools that enable you to configure the microcontroller peripherals. Typically, these configure the clock, pin, and other resource-related settings in the microcontroller. There are GUI tools like the Device Configurator to open/edit the configuration files, which are saved in XML format with a specific file extension like design.modus. When the configuration is saved, the tool generates the configuration code that is linked together with the application code during the build process.

The files for each BSP configurator are located in the config directory inside the BSP.

The following table summarizes the available BSP configurator tools, associated configuration file, and a brief description.

2 BSP design

Table 1 **BSP configuration files**

Configurator tool name	Configuration file extension	Description
capsense-configurator	*.cycapsense	CAPSENSE™ Configurator is used to create and configure CAPSENSE™ widgets, and generate code to control the application firmware.
device-configurator	*.modus	Device Configurator is used to enable and configure device peripherals, such as clocks and pins, as well as standard MCU peripherals that do not require their own tool.
qspi-configurator	*.cyqspi *.cymem	The QSPI Configurator is used to open or create configuration files, configure memory slots, and generate code for your application when external flash devices are connected to the MCU using a Quad Serial Peripheral Interface (QSPI).
seglcd-configurator	*.cyseglcd	SegLCD Configurator is used to generate display structures for the SegLCD Driver.
smartio-configurator	*.modus	Smart I/O Configurator is used to configure the smart I/O pins in the MCU.
usbdev-configurator	*.cyusbdev	Universal Serial Bus(USB) configurator is used to configure USB device descriptors.

2.3.3 Generated source files

BSP Configurators generate related source/header files in the GeneratedSource subdirectory that are then included as part of the application build. This helps avoid writing lengthy configuration code.

2 BSP design

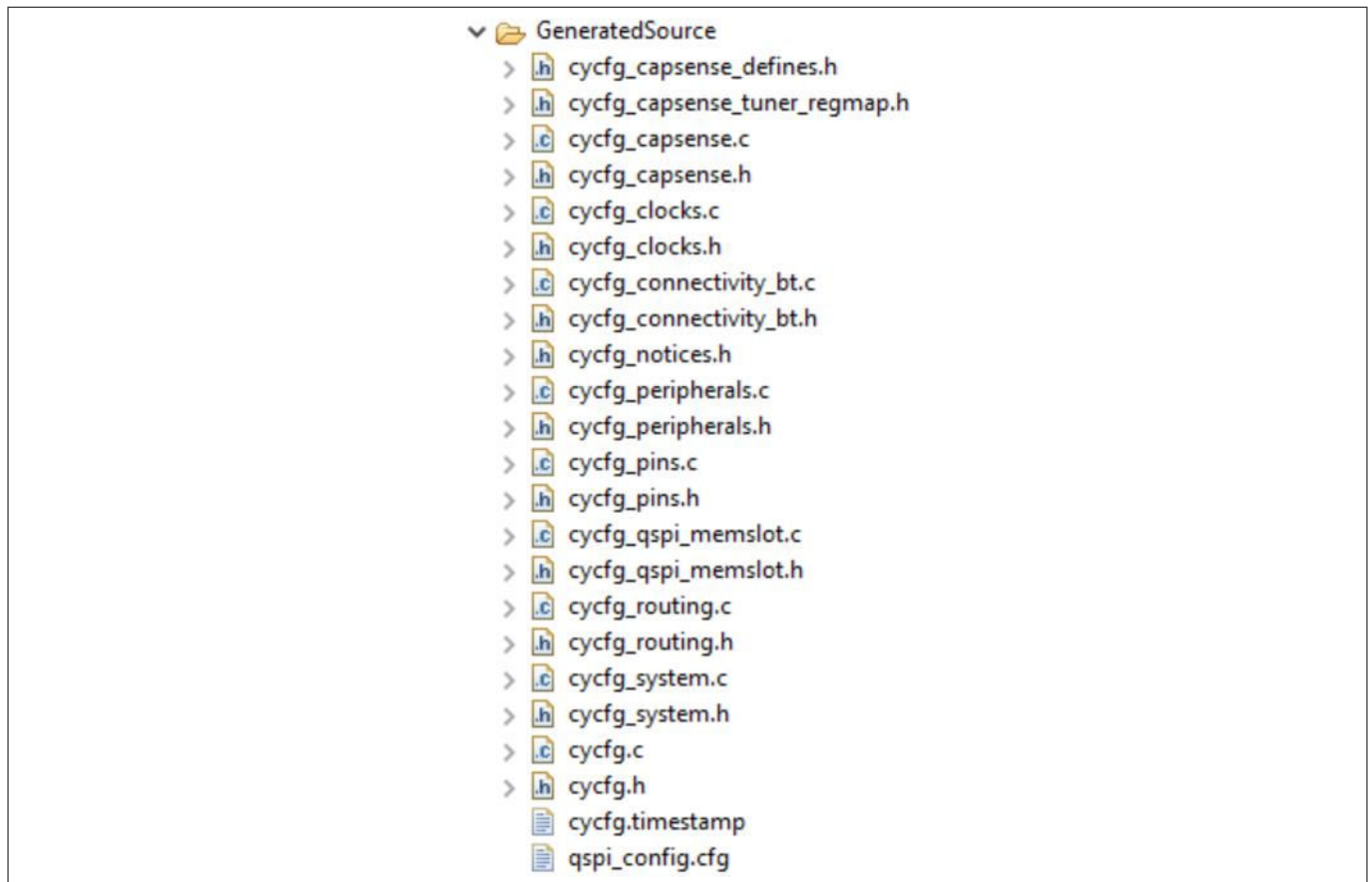


Figure 3 Sample GeneratedSource subdirectory

2.3.4 Static source files

A BSP contains static source files with initialization routines for the board. These must be called by the application code before using any MCU peripherals. Typical BSP static source files that are included with ModusToolbox™ BSPs are as follows:

- cybsp.c - Provides initialization code for starting up the hardware contained on the Infineon board
- cybsp.h - API header file for cybsp.c
- cybsp_doc.h - Contains code for generating BSP html documentation
- cybsp_types.h - Contains code for the states of button/pin/led on the Infineon board
- bluetooth/cybsp_bt_config.c - Provides initialization settings for the Bluetooth® module
- bluetooth/cybsp_bt_config.h - API header file for cybsp_bt_config.c

2.3.5 Documentation files

A BSP contains Doxygen/markup-based documentation for the application developer with the details of various libraries, release notes, etc.

3 Using the BSP Assistant tool

3 Using the BSP Assistant tool

This section describes two basic use cases for working with the BSP Assistant tool:

- [Creating a new BSP](#)
- [Customizing an existing BSP](#)

These use cases show the tools in a Windows operating system, as well as using the Eclipse IDE. If you use another IDE/OS combination, the steps will be similar but may not be identical.

3.1 Creating a new BSP

Use this workflow to create a new BSP for the Infineon MCU board. You can create the BSP using an existing BSP as a starting point and then modify it for your needs, or you can create a BSP from scratch based on the devices the board contains. For demonstration, this workflow considers creating a BSP for a board based on the [CY8C6347BZI-BLD44](#) MCU device. Each method is described in the following sections.

3.1.1 Create and configure the BSP using the existing sample board

1. Type **bsp-assistant** in the Windows search tool to open the BSP Assistant tool or look in the Window's menu under "ModusToolbox <version>".
2. After the tool loads, select **File > New > From Sample Board** to open the **Create New BSP From Sample Board** window.

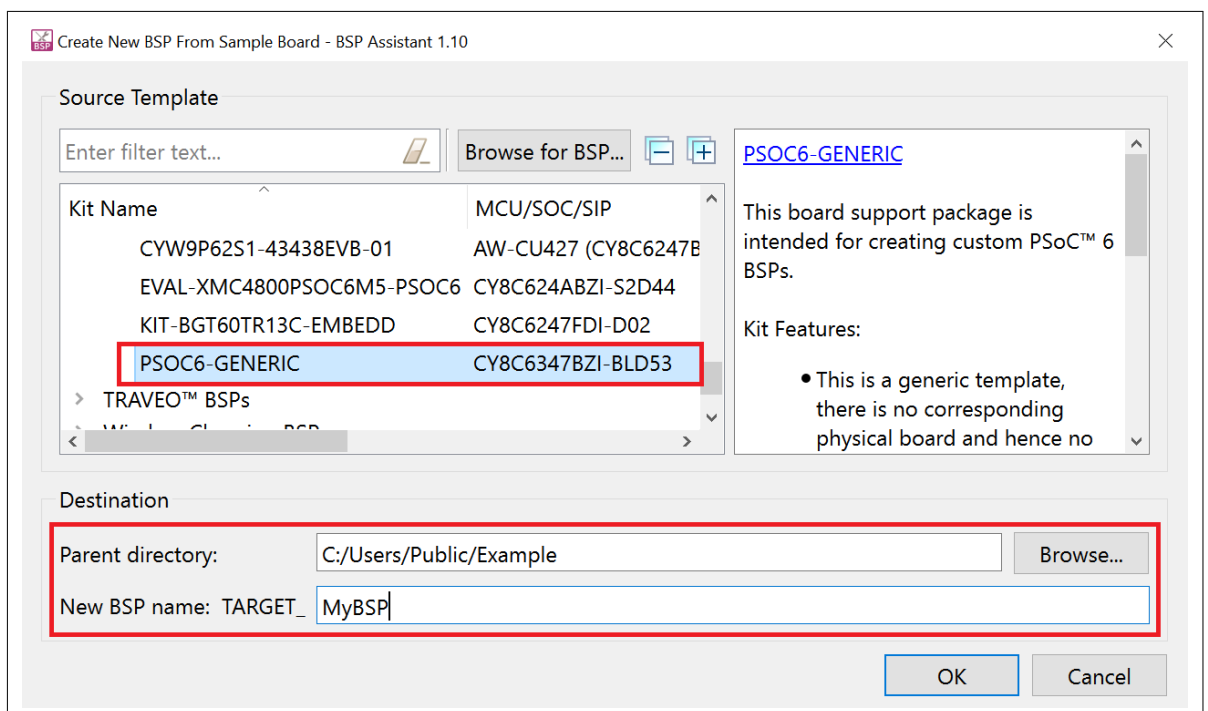


Figure 4 Create New BSP dialog

3. Select **PSOC6-GENERIC** under the **PSoC™ 6 BSPs** category or if the board you are creating is similar to an existing Infineon board, you can select it as the starting BSP.
4. Set the directory path where the BSP will be created in the **Parent Directory** text box.
5. Type a suitable name for the BSP in the **New BSP name: TARGET_** text box. This example uses the name **MyBSP**.
6. Click **OK**.

The BSP Assistant tool starts downloading the contents from the Infineon [GitHub](#) website; when finished, the screen should look like the following:

3 Using the BSP Assistant tool

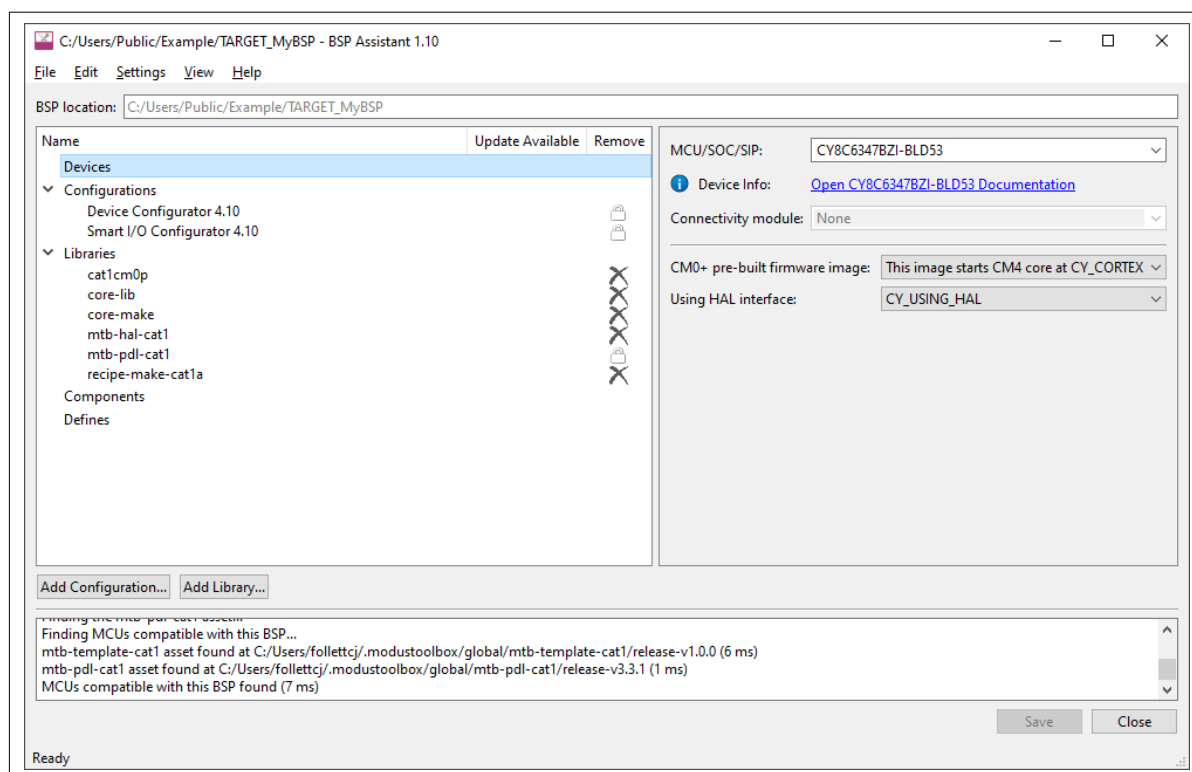


Figure 5 BSP Assistant finished loading content

7. Change the MCU device to **CY8C6347BZI-BLD44** by selecting it from the **MCU/SOC/SIP** drop-down menu under the **Devices** section as shown and click **Save**.

Note: You can start typing the MCU name in the drop-down box to filter the choices.

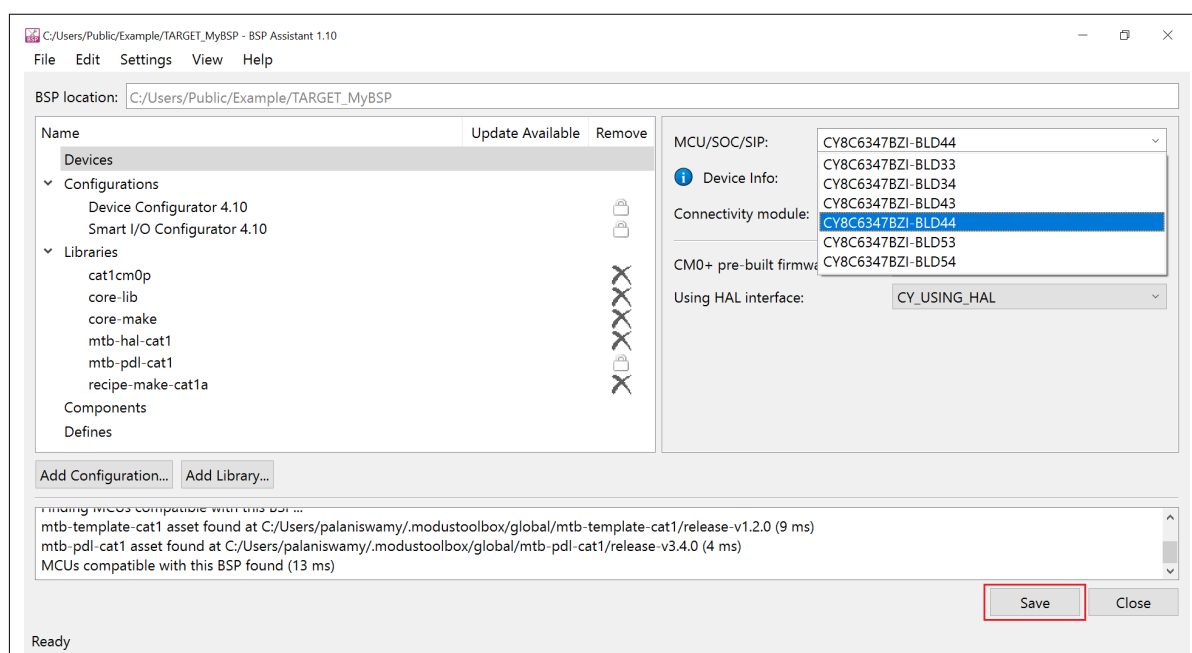


Figure 6 Changing MCU device

Messages appear in the output console ending with **Saving changes to BSP succeeded.** as follows:

3 Using the BSP Assistant tool

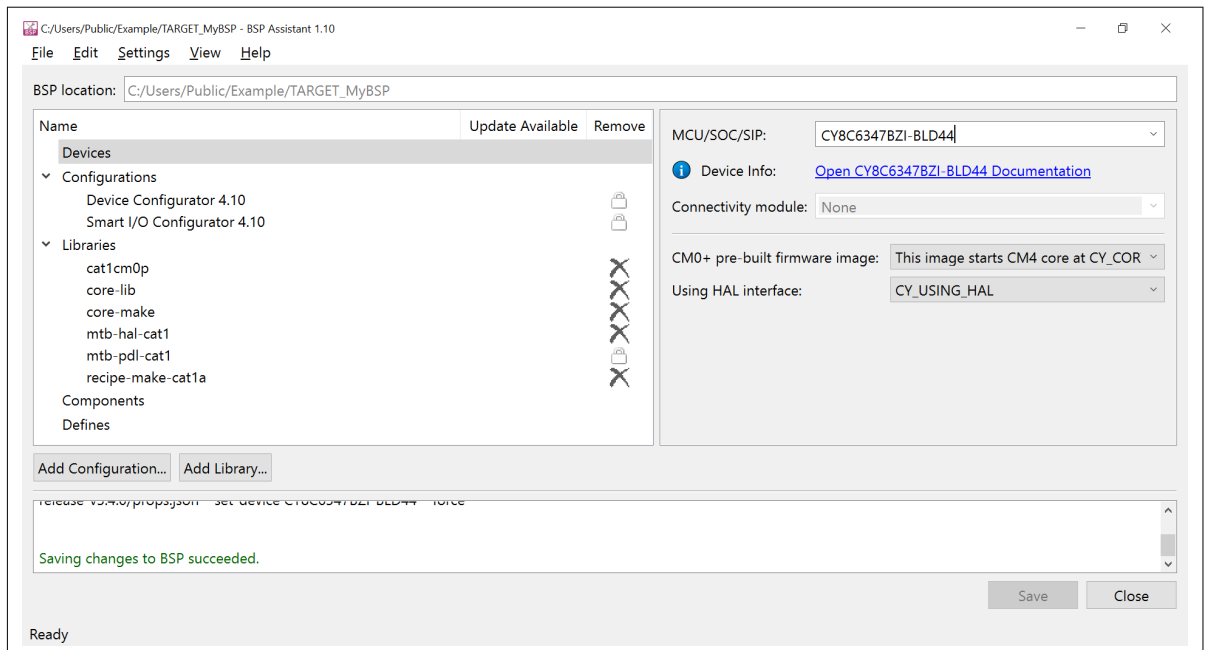


Figure 7 Output console messages

8. Under the **Configurations** section, click **Device Configurator 4.10**, and then click the **Edit Configuration** button to open the Device Configurator tool.

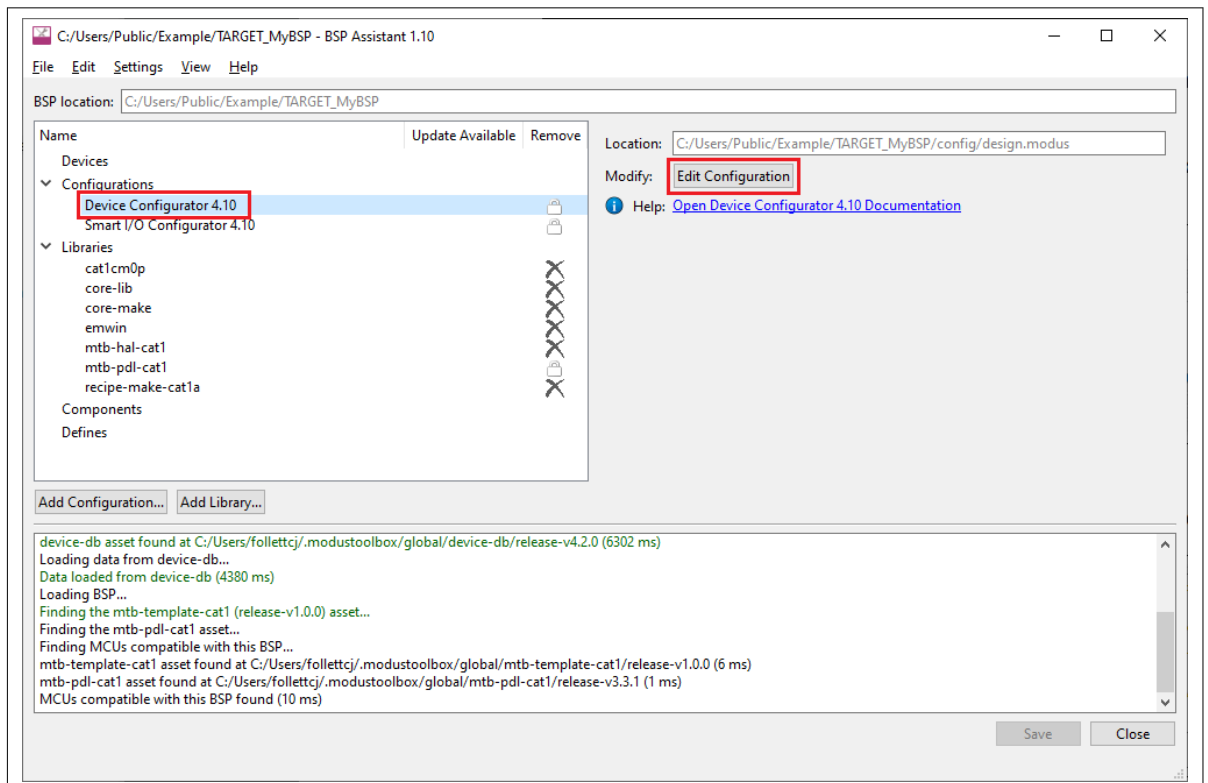


Figure 8 Opening Configurator from BSP Assistant

9. For this demo, make the following changes:
 - Name the pin **P5[0]** as **CYBSP_DEBUG_UART_RX** from the **Pins** tab.
 - Name the pin **P5[1]** as **CYBSP_DEBUG_UART_TX** from the **Pins** tab.
 - Name the pin **P13[7]** as **CYBSP_USER_LED** from the **Pins** tab.
 - Disable **CLK_ALT_SYS_TICK** from the **System** tab, **System Clocks > Miscellaneous**.

3 Using the BSP Assistant tool

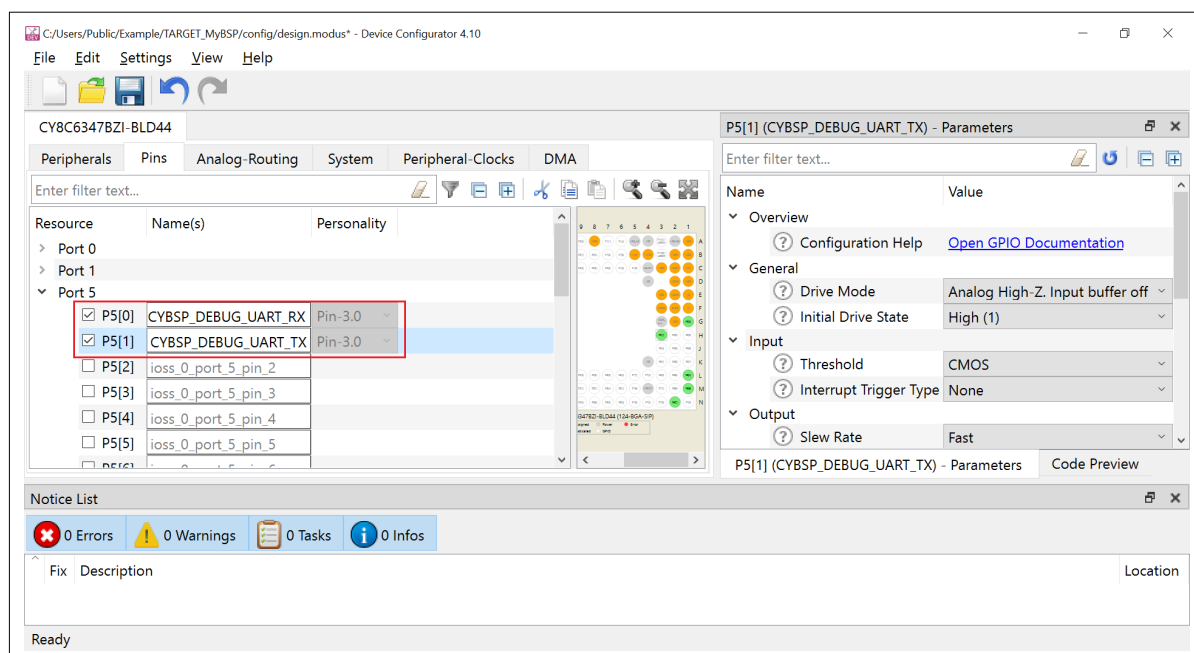


Figure 9 Changing pin settings 1

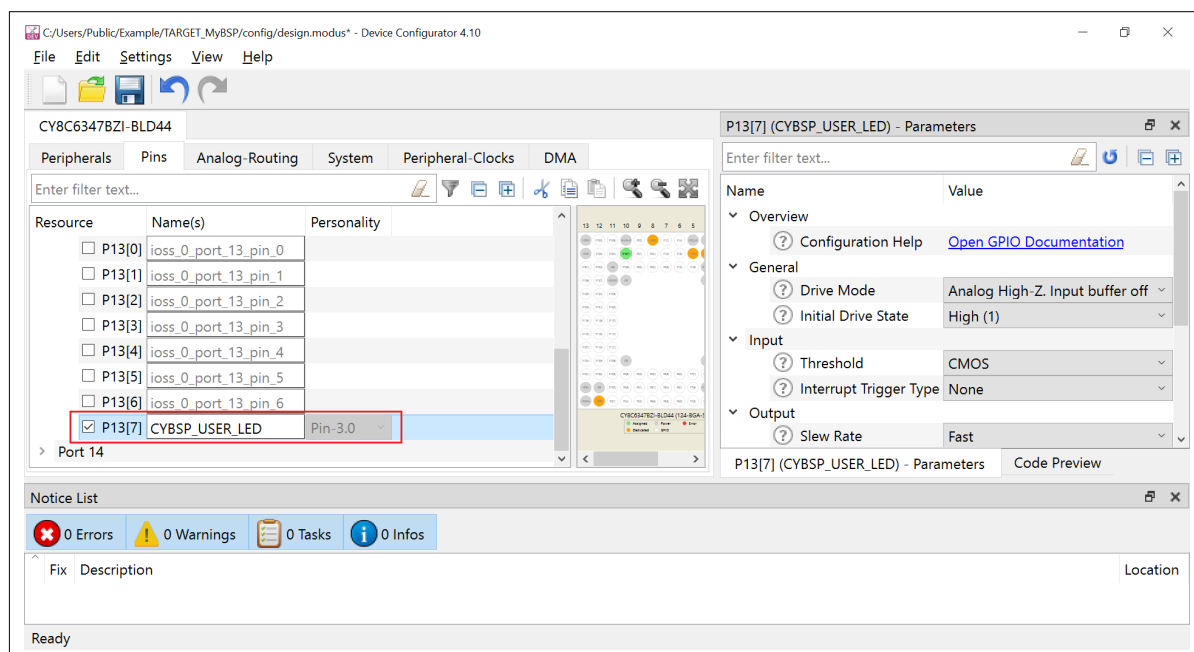


Figure 10 Changing pin settings 2

3 Using the BSP Assistant tool

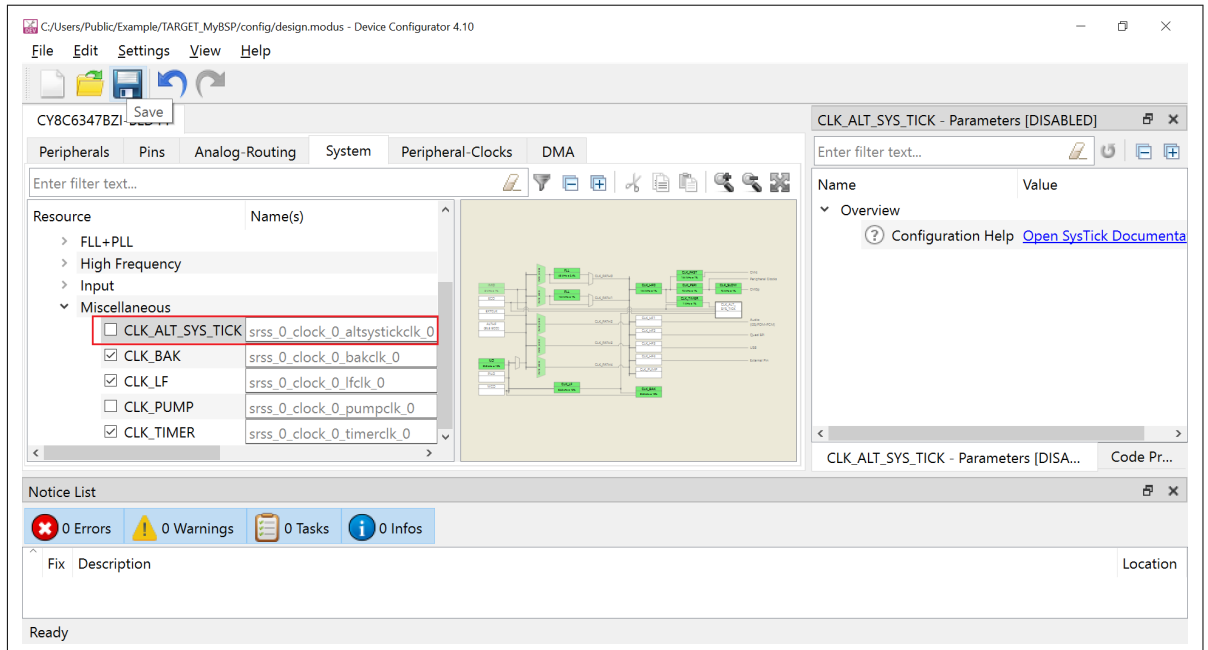


Figure 11 Changing clock settings

10. Click **File > Update All Personalities** and then click **File > Save**.
11. Close the Device Configurator tool.
12. On the BSP Assistant tool, under the **Libraries** section, check that the BSP includes the following dependent libraries that will be used for an application:
 - cat1cm0p
 - core-lib
 - core-make
 - mtb-hal-cat1
 - mtb-pdl-cat1
 - receipe-make-cat1a

3 Using the BSP Assistant tool

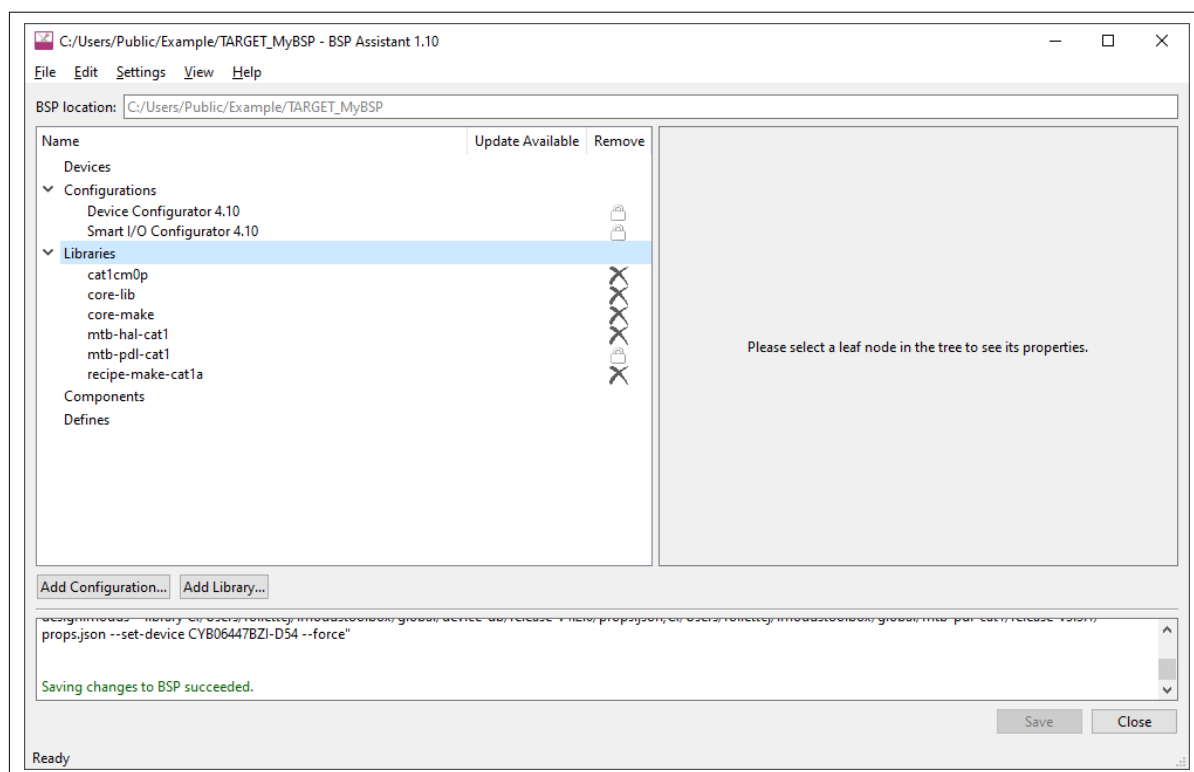


Figure 12 Checking libraries

13. If you need any additional **Libraries** other than those listed above, click **Add Library** button to view the list of available libraries. For example, the following image shows adding the **emwin** package.

Note: If you click the filter button, only enabled dependencies will be listed.

3 Using the BSP Assistant tool

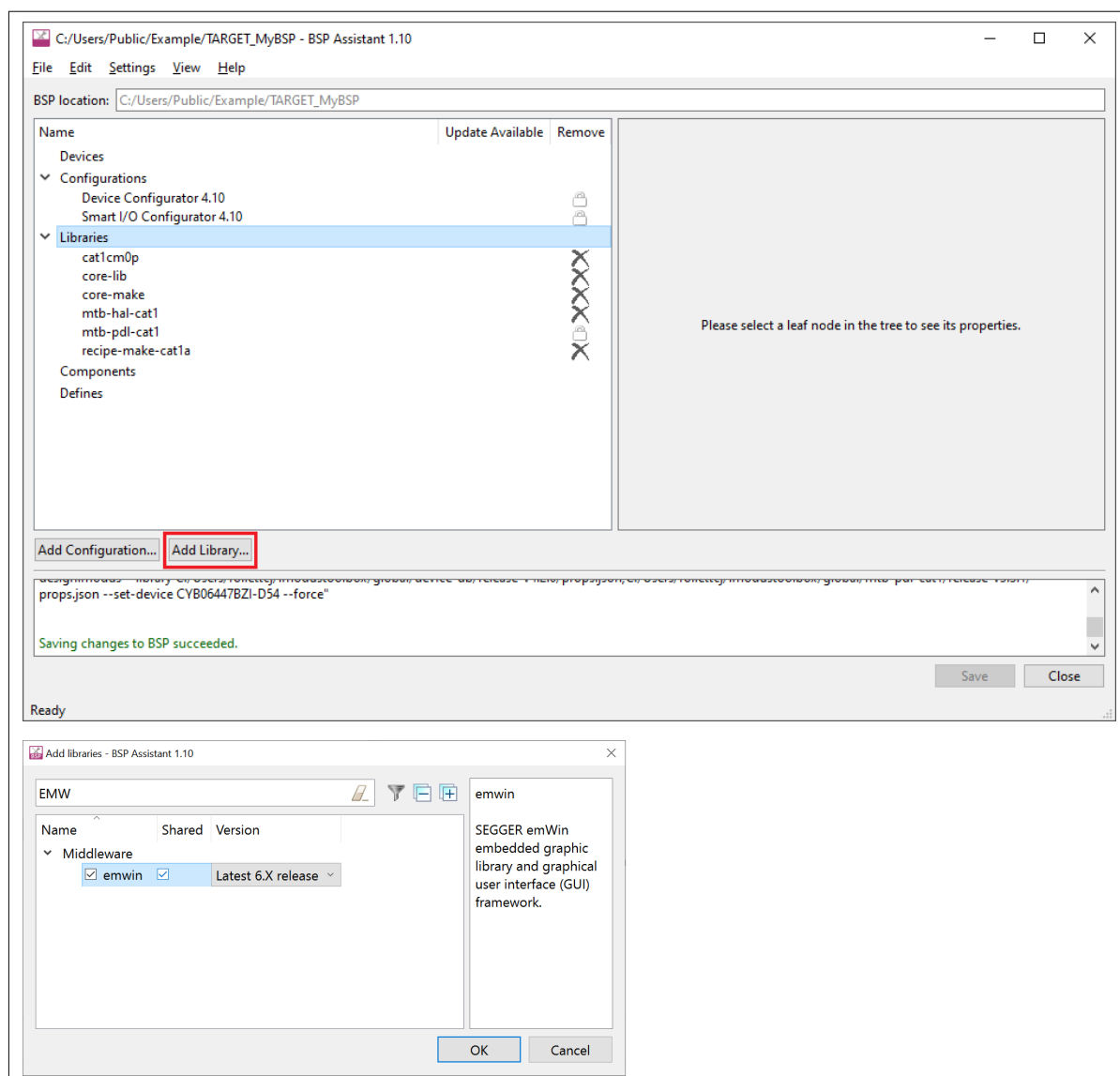


Figure 13 Adding "emwin" to the list of libraries

14. After the necessary libraries are added, click the **Save** button to save the BSP.

3 Using the BSP Assistant tool

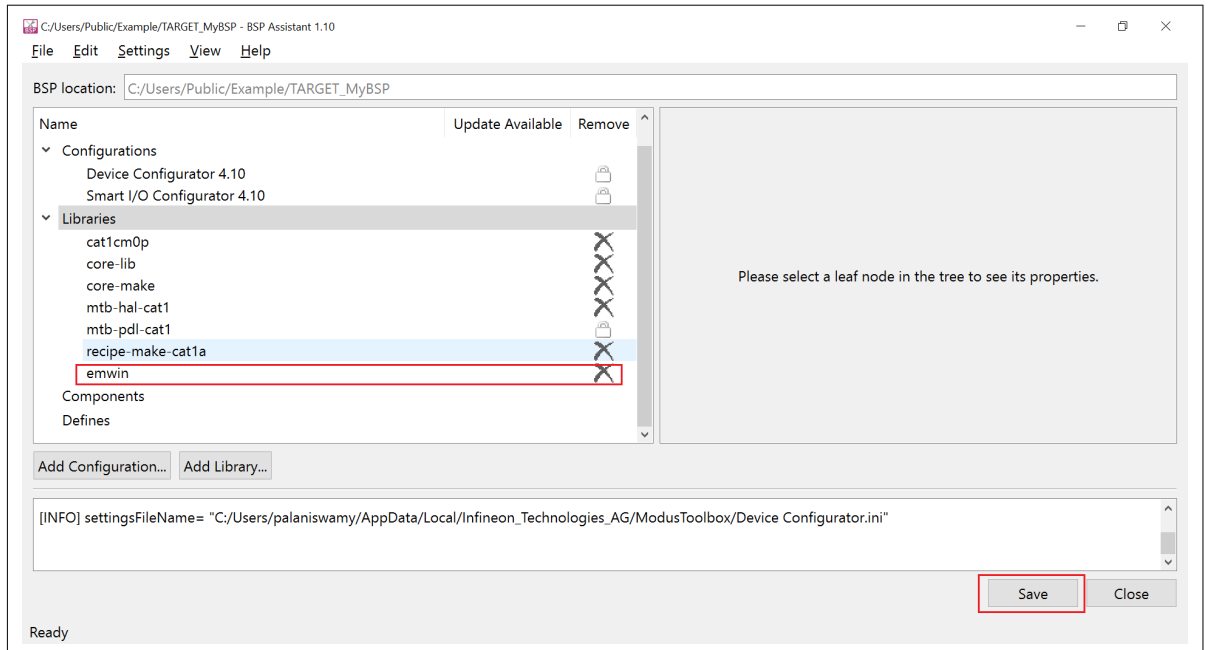


Figure 14 Saving the updated BSP

Otherwise, there will be a warning as shown when you exit the tool.

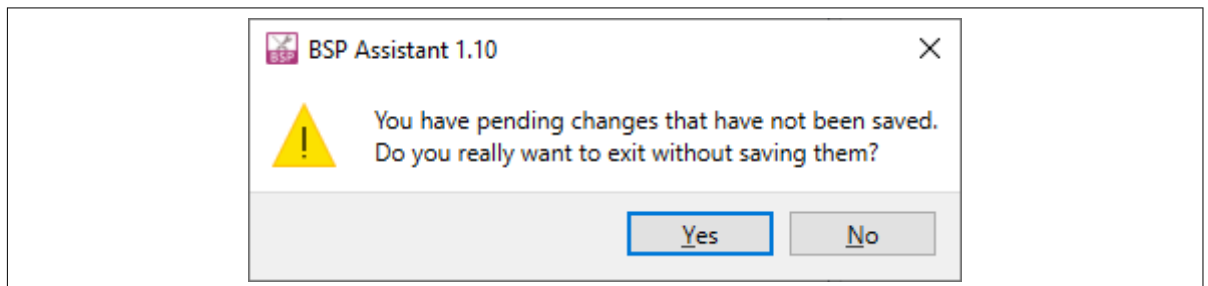


Figure 15 BSP saving missed warning

This completes the BSP creation; you can exit the tool now. If you changed any libraries, you might see the following warning while leaving the tool; you can ignore the warning since the BSP is not yet being used in any applications:

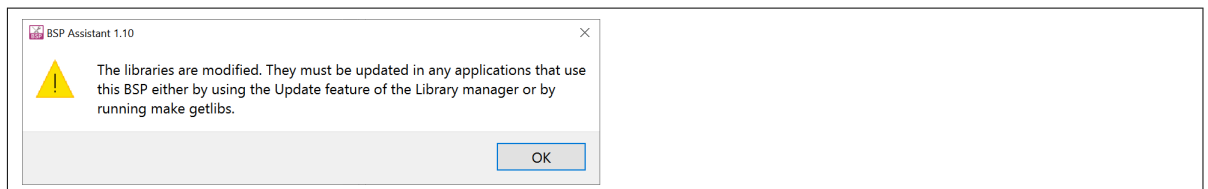


Figure 16 Warning can be ignored

3.1.2 Create and configure the BSP using MPN

1. Type **bsp-assistant** in the Windows search tool to open the BSP Assistant tool or look in the Windows menu under "ModusToolbox <version>".
2. After the tool loads, select **File > New > From Contained MPNs** to open the **Create New BSP** window.

3 Using the BSP Assistant tool

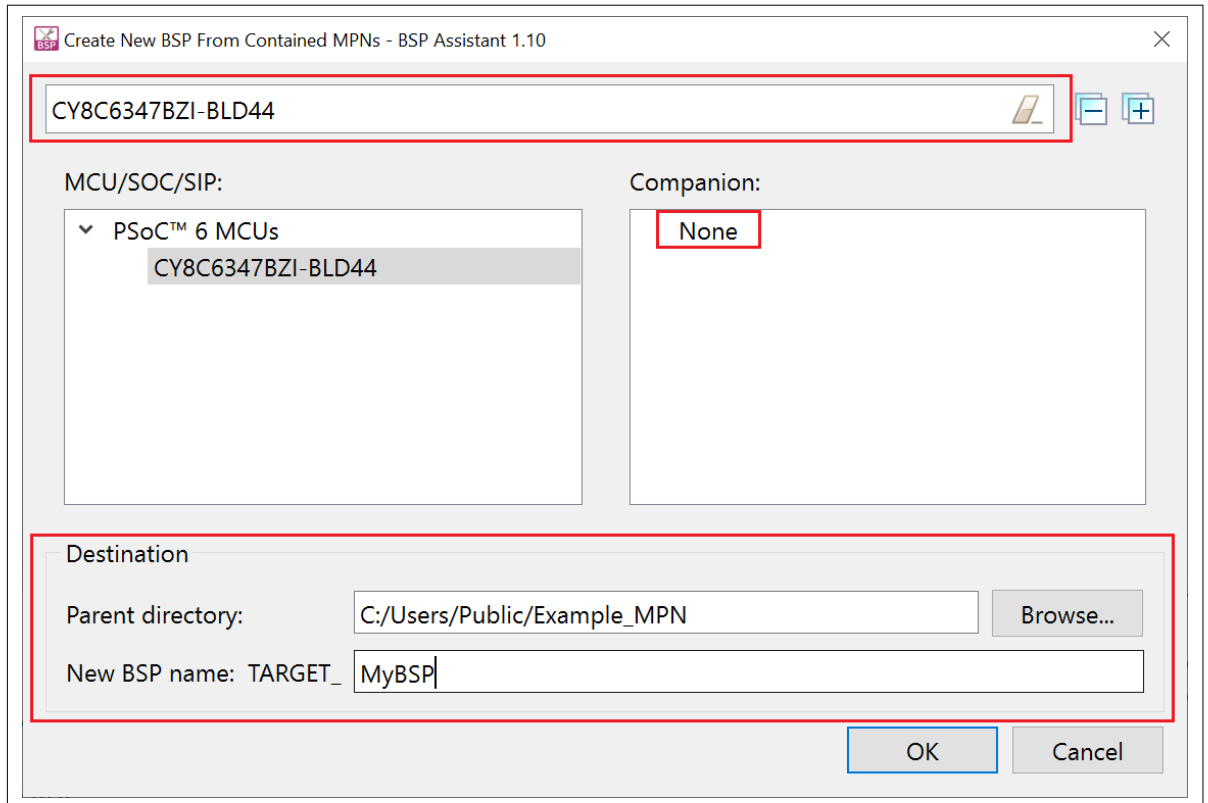


Figure 17 Create New BSP window

3. Enter the first few characters of the MPN **CY8C6347BZI-BLD44** in the search bar and select the MPN **CY8C6347BZI-BLD44** in the pane MCU/SOC/SIP from the results.
4. Select **None** in the **Companion** pane as the BSP we create in the example does not have any connectivity device connected to the MCU.
5. Set the directory path where the BSP will be created in the **Parent Directory** text box.
6. Type a suitable name for the BSP in the **New BSP name: TARGET_** text box. This example uses the name **MyBSP**.
7. Click **OK**.

The BSP Assistant tool starts downloading the contents from the Infineon [GitHub](#) website; when finished, the screen should look like the following. Ignore any warnings in the bottom pane at this stage, as it will be fixed in the following steps.

3 Using the BSP Assistant tool

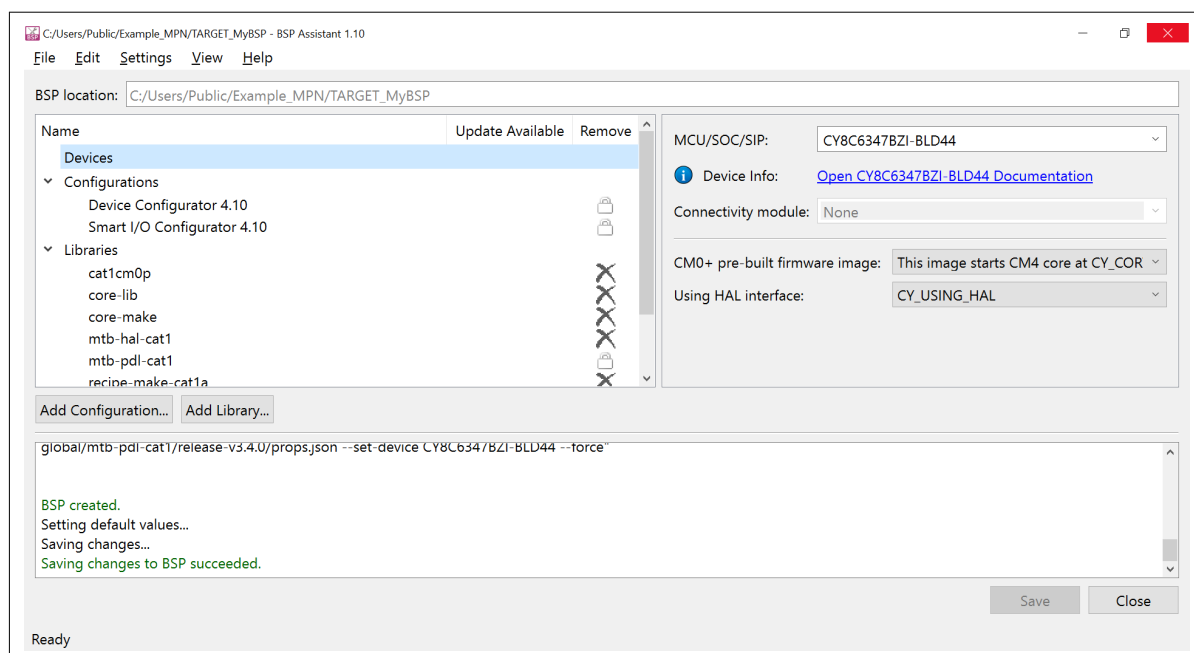


Figure 18 BSP Assistant finished loading content

8. Select the **Device Configurator 4.10** from the **Configurations** item in the left pane. Then click the **Edit Configuration** button to update the MCU configuration to match that of the BSP created in section 3.1.1.

3 Using the BSP Assistant tool

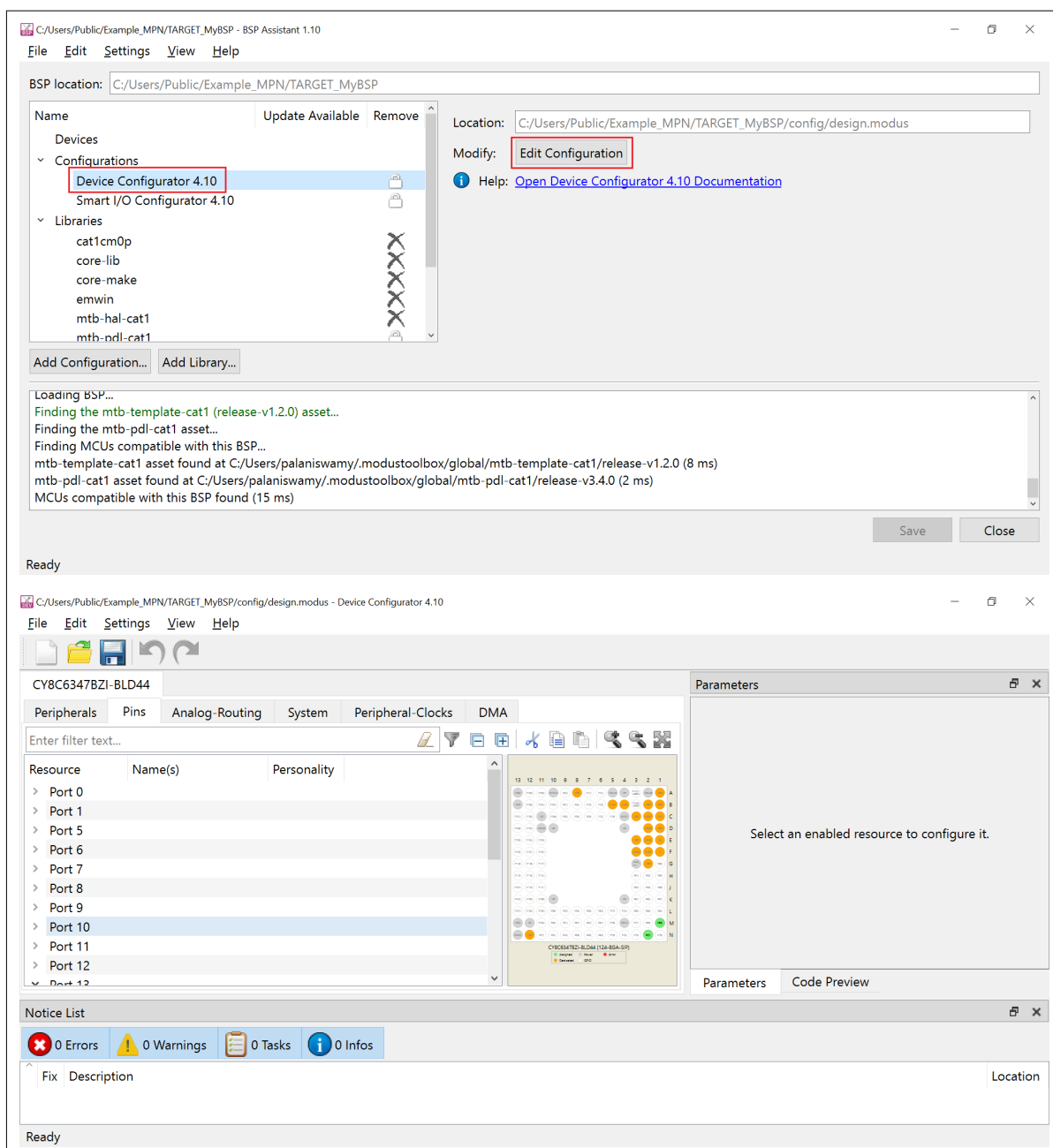


Figure 19 Opening the Device Configurator

9. Enable and add the name for the following pins in the **Device Configurator**.

Table 2 Adding identifier to the pin

Port and pin number	Name
P5[0]	CYBSP_DEBUG_UART_RX
P5[1]	CYBSP_DEBUG_UART_TX
P6[4]	CYBSP_SWO
P6[6]	CYBSP_SWDIO
P6[7]	CYBSP_SWDCK
P13[7]	CYBSP_USER_LED

3 Using the BSP Assistant tool

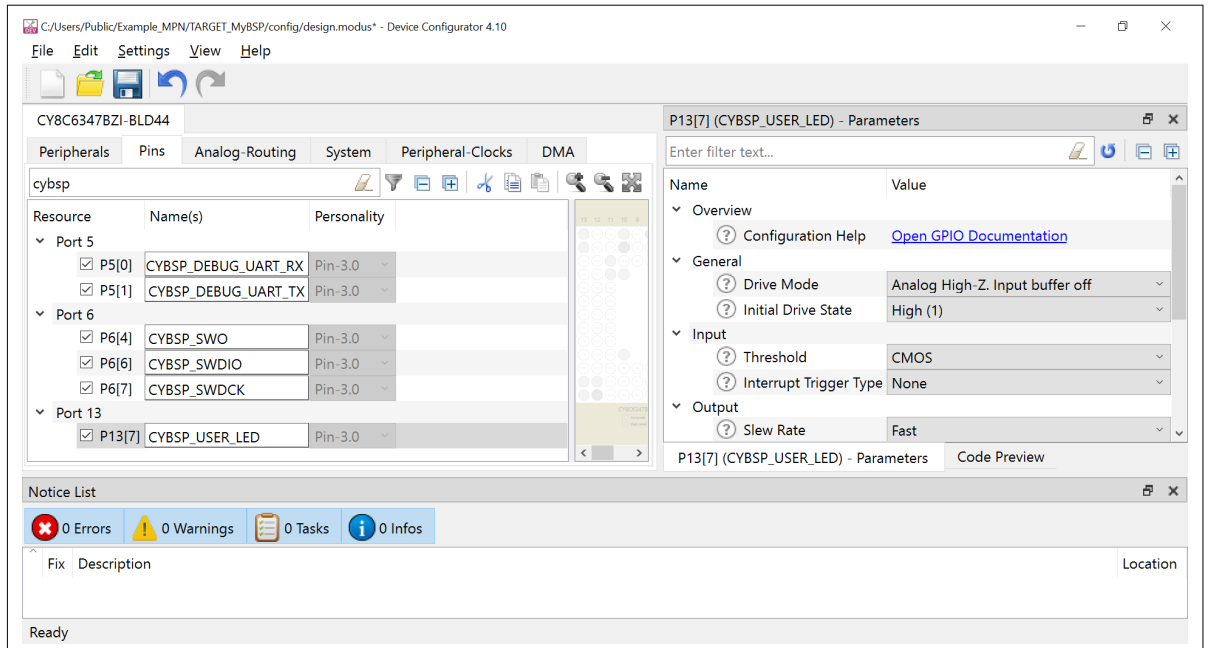


Figure 20 Adding identifier to the pin

10. For the **pin P6[4]**, set the **Drive Mode** in the **Parameter** pane to **Strong Drive. Input buffer off**.

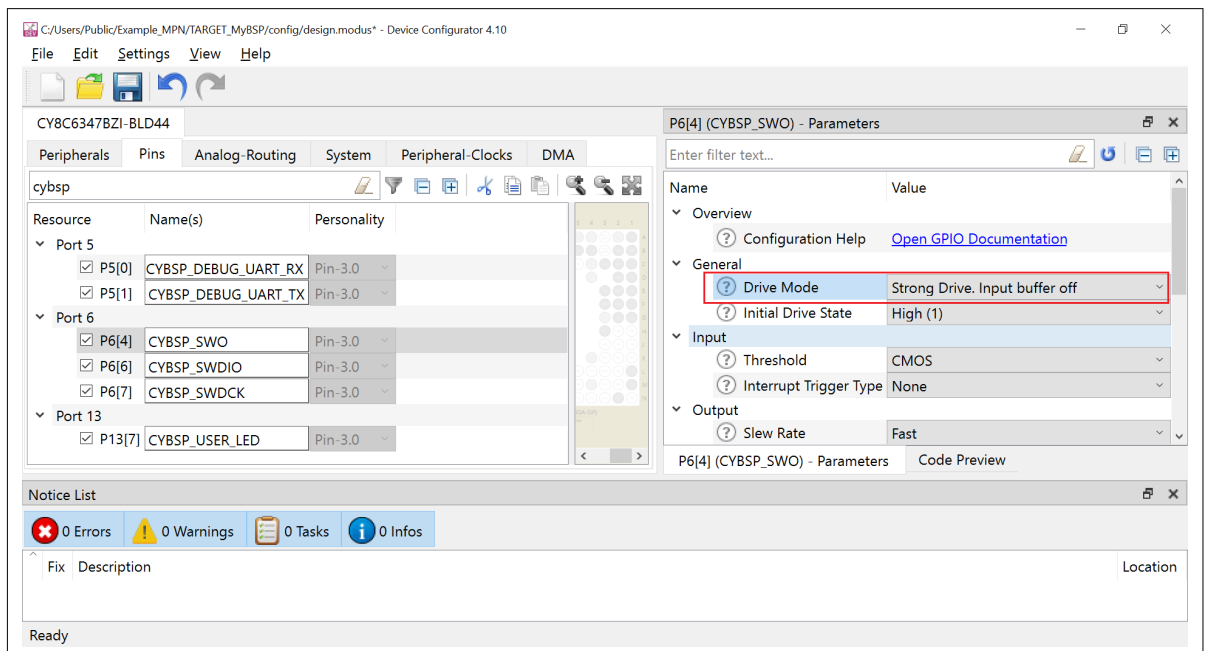


Figure 21 Updating the pin drive mode setting

11. Update the following settings in the **System** > **System Clocks** block:
 - a. Enable the **FLL**
 - b. Set the **Desired Frequency (MHz)** as 48.000

3 Using the BSP Assistant tool

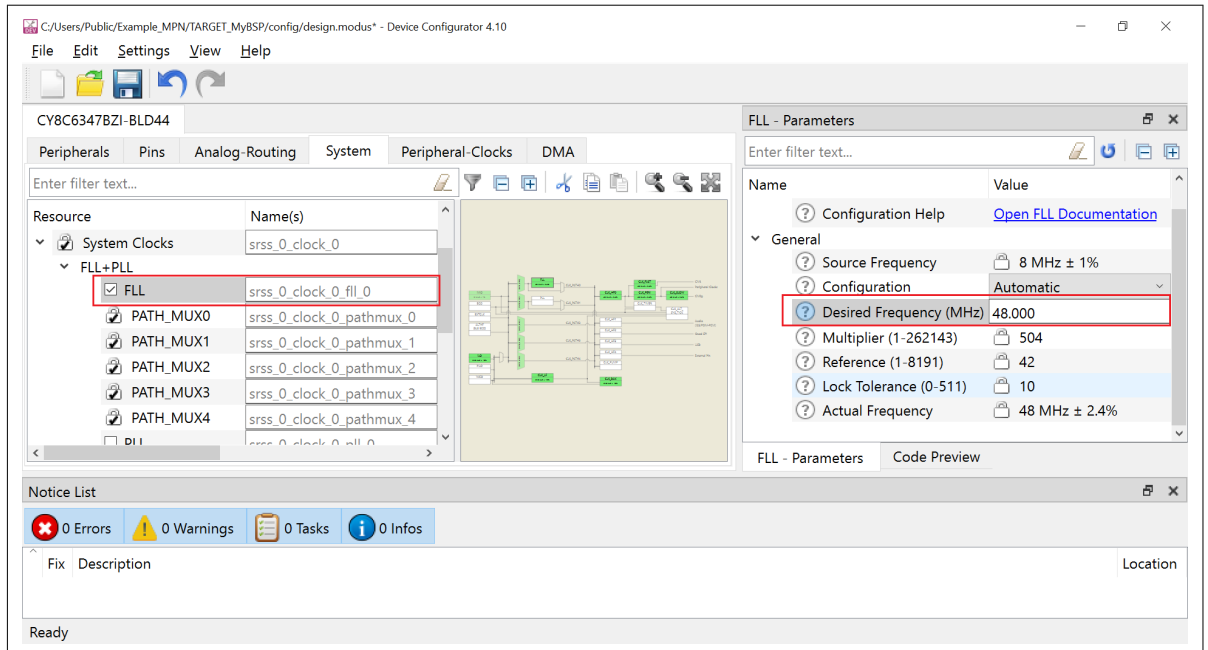


Figure 22 Updating the FLL settings

12. Update the following settings in the **System > System Clocks** block:
 - a. Enable the **PLL**
 - b. Set the **Desired Frequency (MHz)** as 144.000

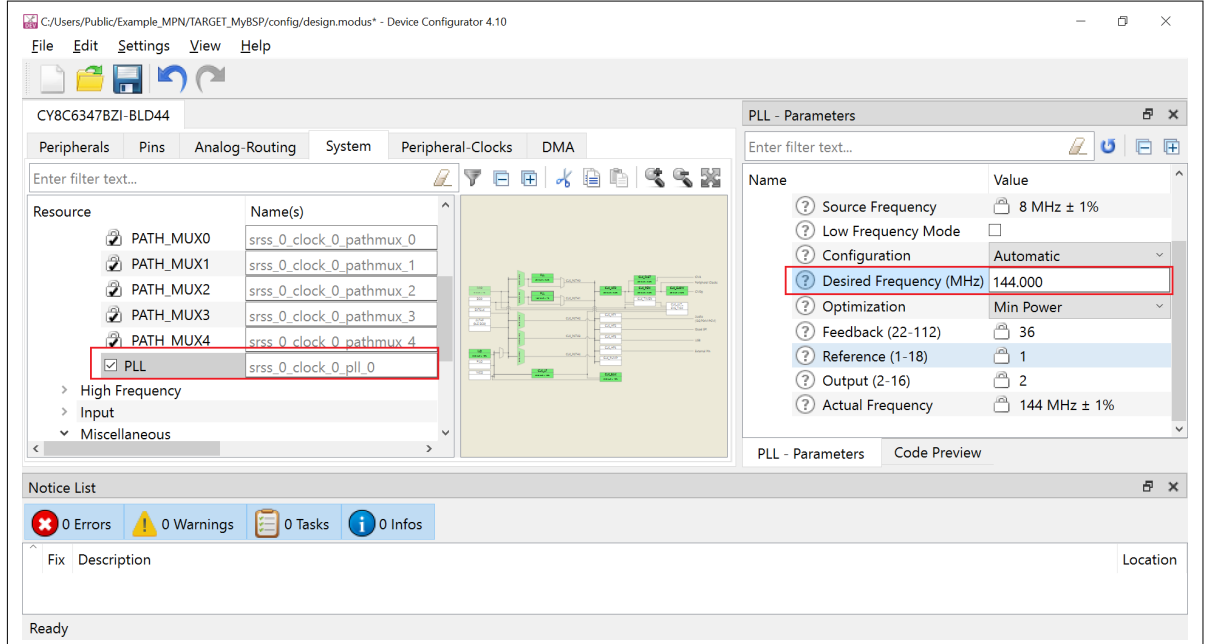


Figure 23 Updating the PLL settings

13. On the **System > System Clocks > High Frequency** block, update the following settings:
 - a. Set the **Source Clock** for **CLK_HF0** as **CLK_PATH1**
 - b. Set the **Divider** for **CLK_PERI** as **2**
14. On the **System > System Clocks > Miscellaneous** block, update the following settings:
 - a. Enable the **CLK_TIMER**

3 Using the BSP Assistant tool

15. On the **Peripheral-Clocks** tab, update the following settings:
 - a. Update the name for **8 bit > 8 bit Divider 7** as **CYBSP_TRACE_CLK_DIV**
 - b. Enable the **16 bit > 16 bit Divider 15** clock

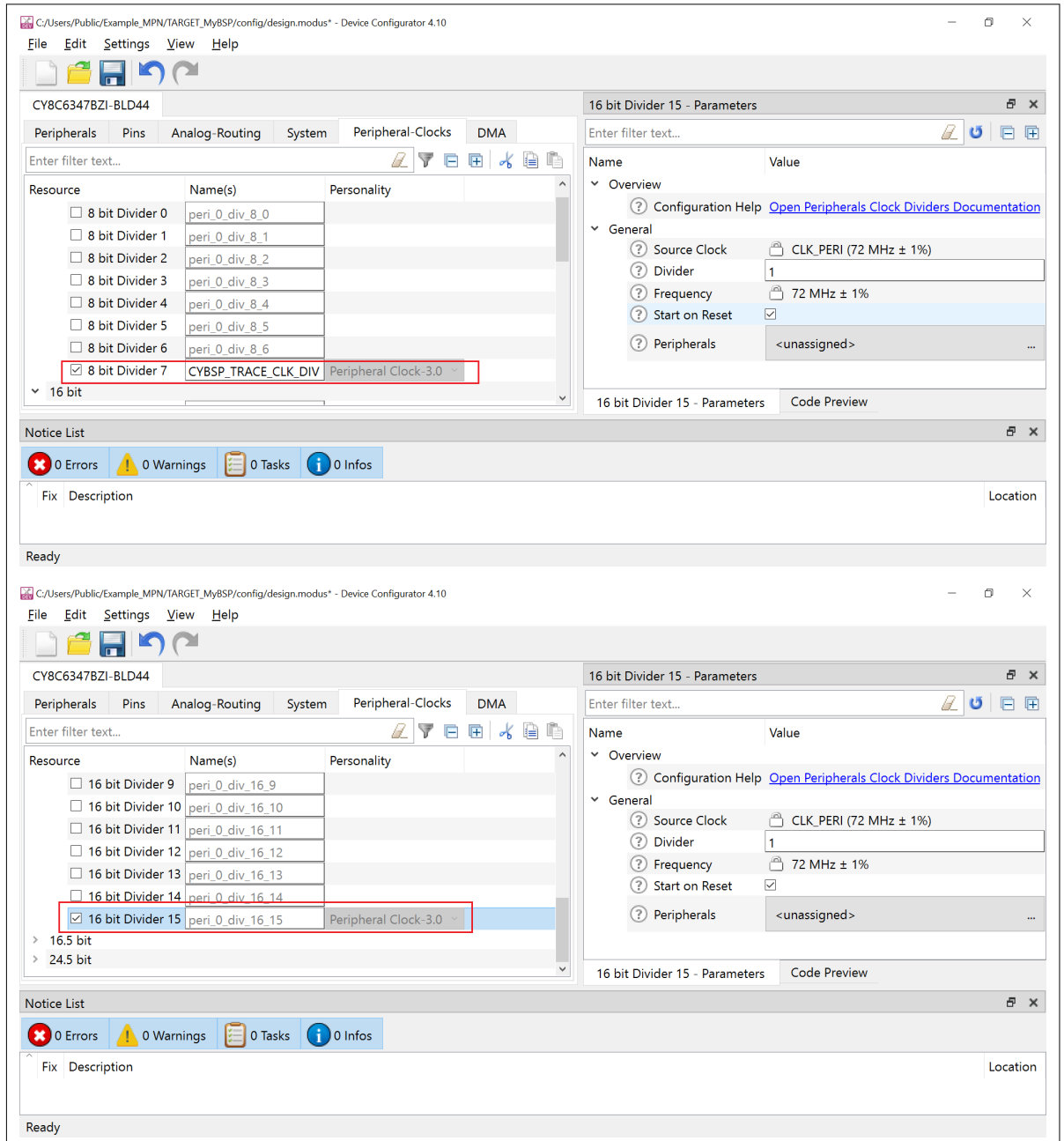


Figure 24 Updating the Clock Dividers

16. On the **System > Debug** tab, update the following settings:
 - a. Enable **Trace Mode-Serial** setting
 - b. Set the **Trace Clock>Clock** as **8-bit Divider 7 clk(CYBSP_TRACE_CLK_DIV) [USED]**
 - c. Set the **Trace Pins>SWO** as **P6[4] digital_out(CYBSP_SWO)[USED]**
17. Click **File > Update All Personalities** and then click **File > Save**.
18. Close the Device Configurator tool.
19. If you need any additional **Libraries** other than those listed above, click the **Add Library** button to view the list of available libraries. For example, the following image shows adding the **emwin** package.

3 Using the BSP Assistant tool

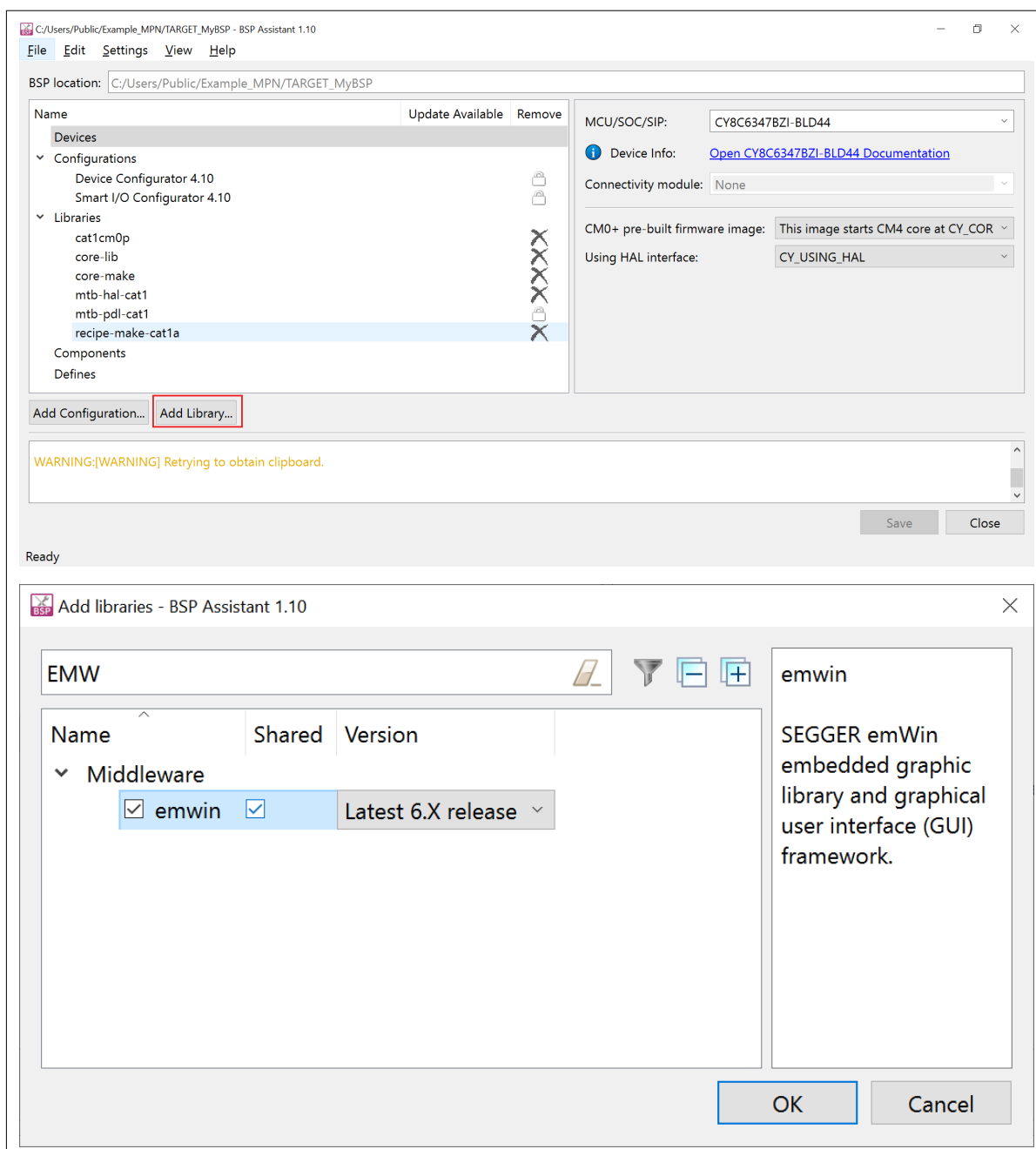


Figure 25 Adding emwin to the list of libraries

20. After the necessary libraries are added, click on Save button for saving the BSP.

3 Using the BSP Assistant tool

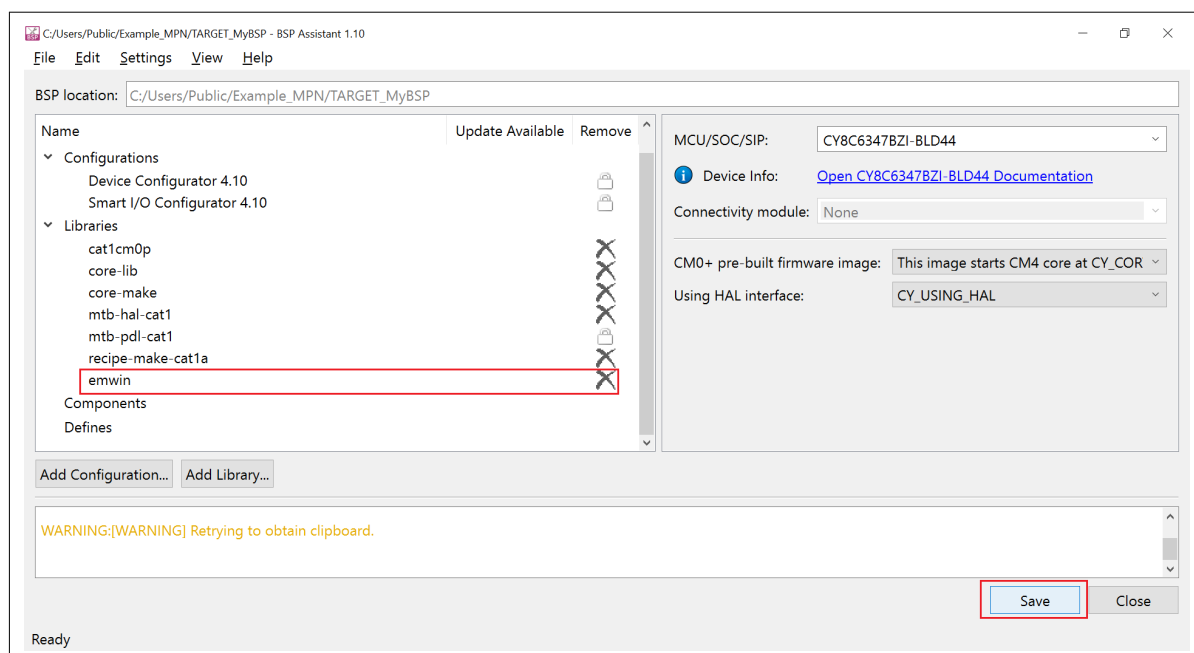


Figure 26 Saving the updated BSP

21. Click the **Save** button at the bottom to save the changes.

3 Using the BSP Assistant tool

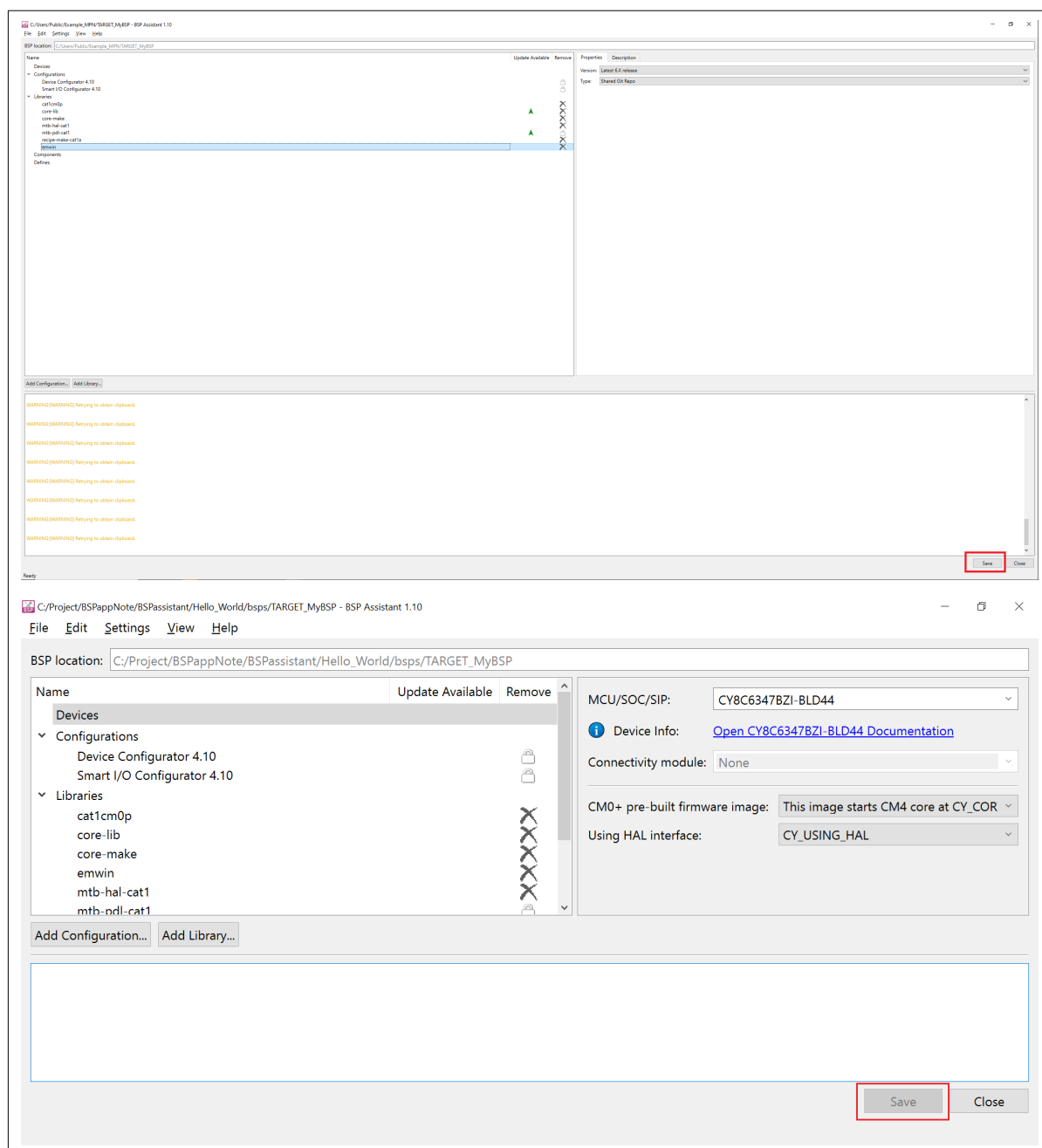


Figure 27 Saving the BSP

22. Otherwise, there will be a warning as below while exiting the tool.

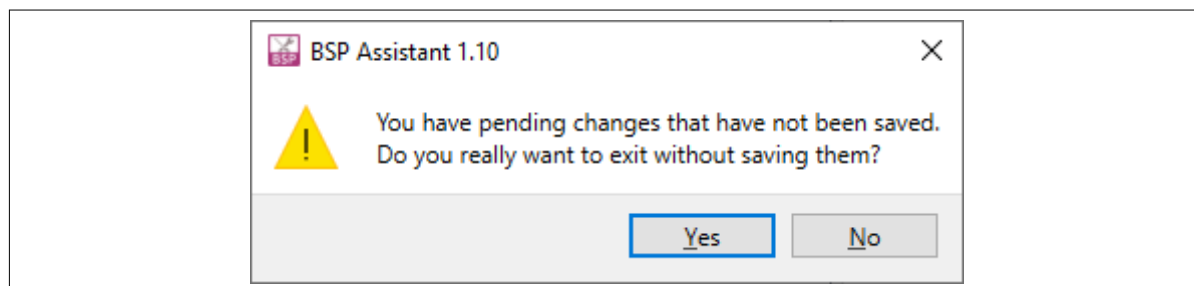


Figure 28 Warning on missed BSP saving

3 Using the BSP Assistant tool

This completes the BSP creation; you can exit the tool now. If you changed any dependencies, you might see the following warning while leaving the tool; you can ignore the warning since the BSP is not yet being used in any applications.

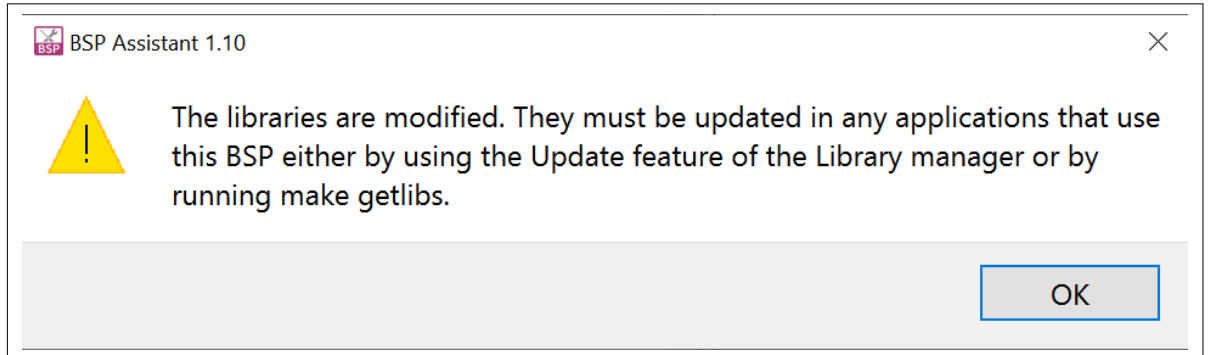


Figure 29 Warning can be ignored

3.1.3 Create an application

With the BSP creation and configuration complete, create a **Hello World** application from a code example template using the following steps.

1. Open Eclipse IDE for ModusToolbox™ from the Windows start menu and create a workspace as follows:

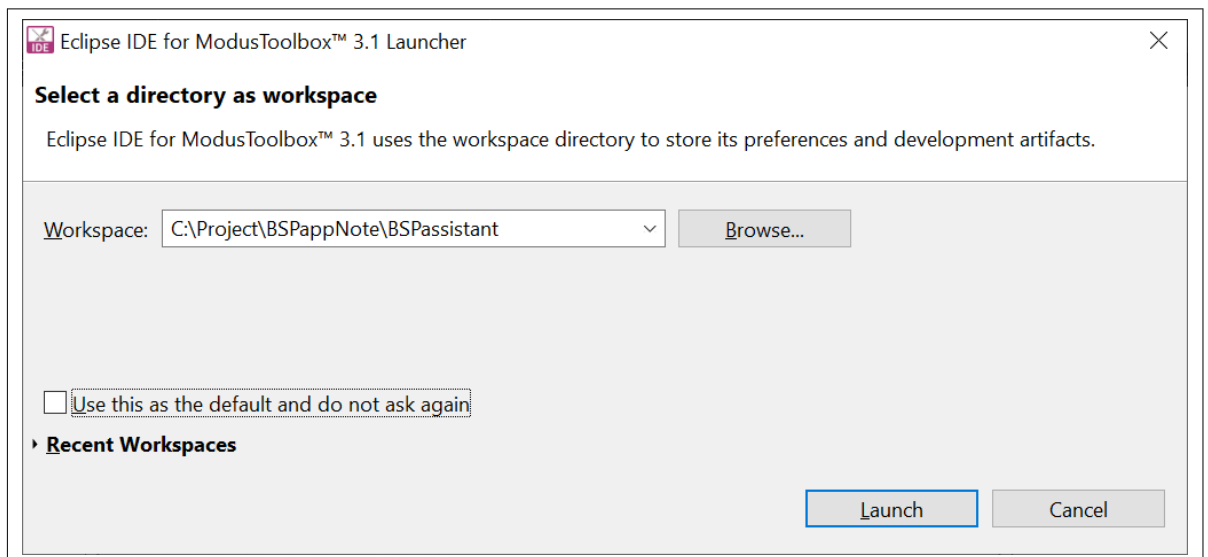


Figure 30 Create Eclipse IDE workspace

2. Click **File > New> ModusToolbox™ Application**.

3 Using the BSP Assistant tool

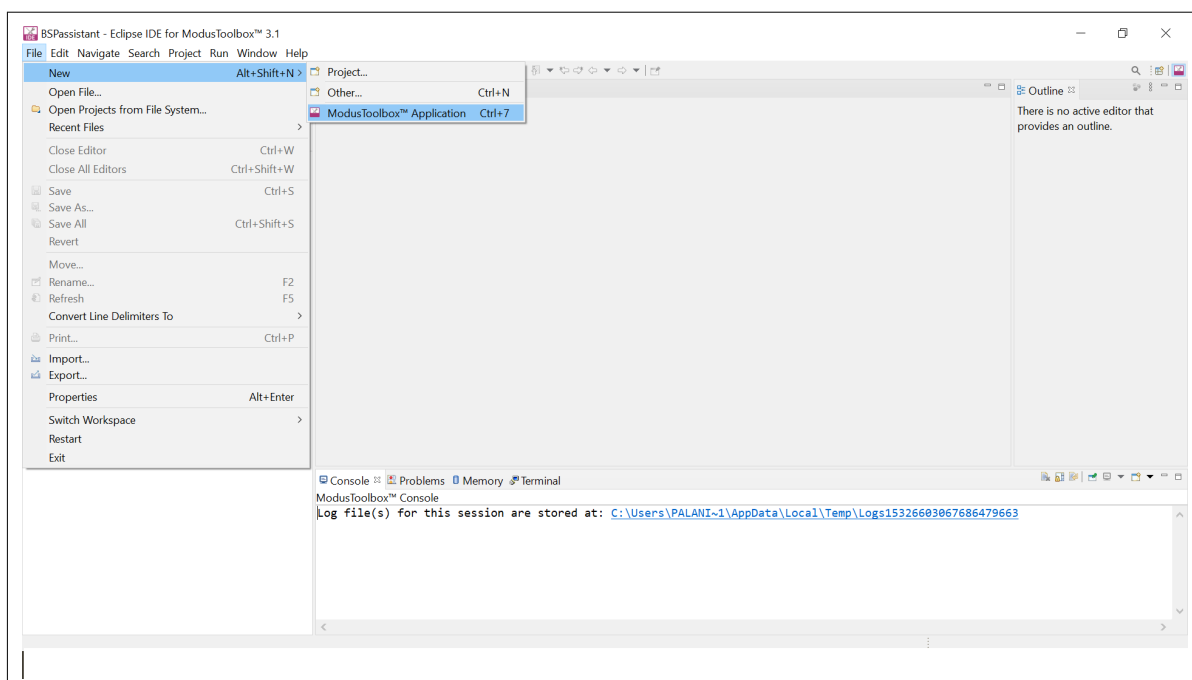


Figure 31 Create new ModusToolbox™ application

The Project Creator tool opens on the **Choose Board Support Package** window.

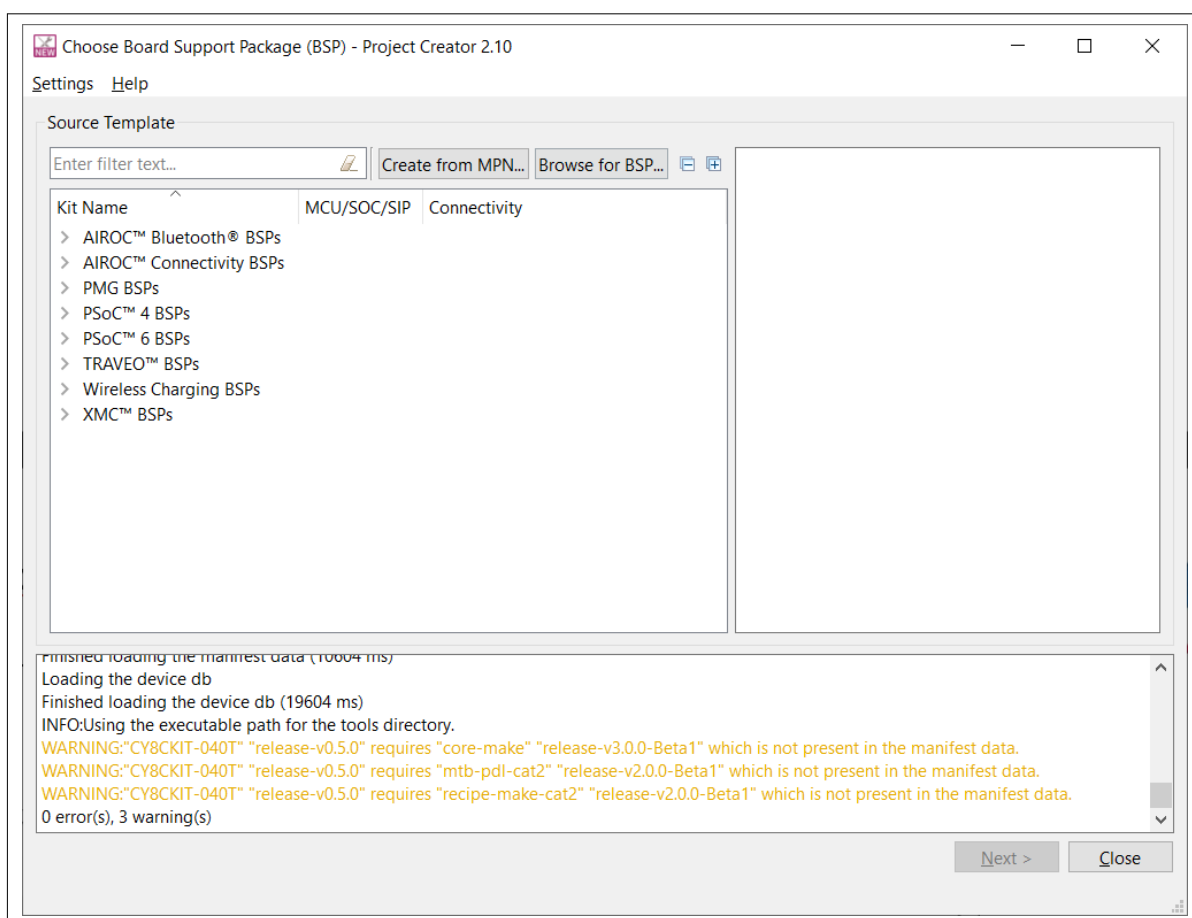


Figure 32 Project Creator tool

3. Select the BSP created in the previous section by clicking the **Browse for BSP** button and navigating to the directory containing the previously created BSP and choosing it.

3 Using the BSP Assistant tool

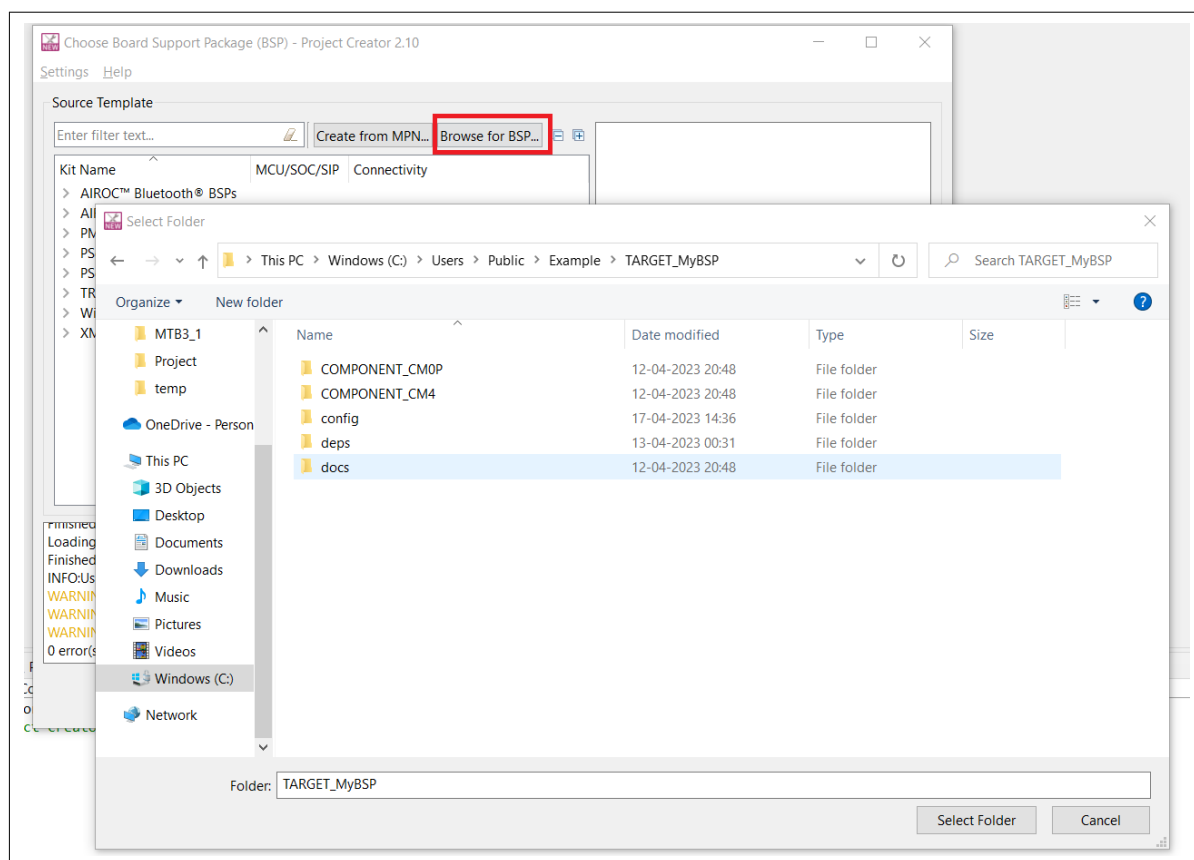


Figure 33 Importing BSP

- The BSP you selected is listed as shown. Select it and click **Next >**.

3 Using the BSP Assistant tool

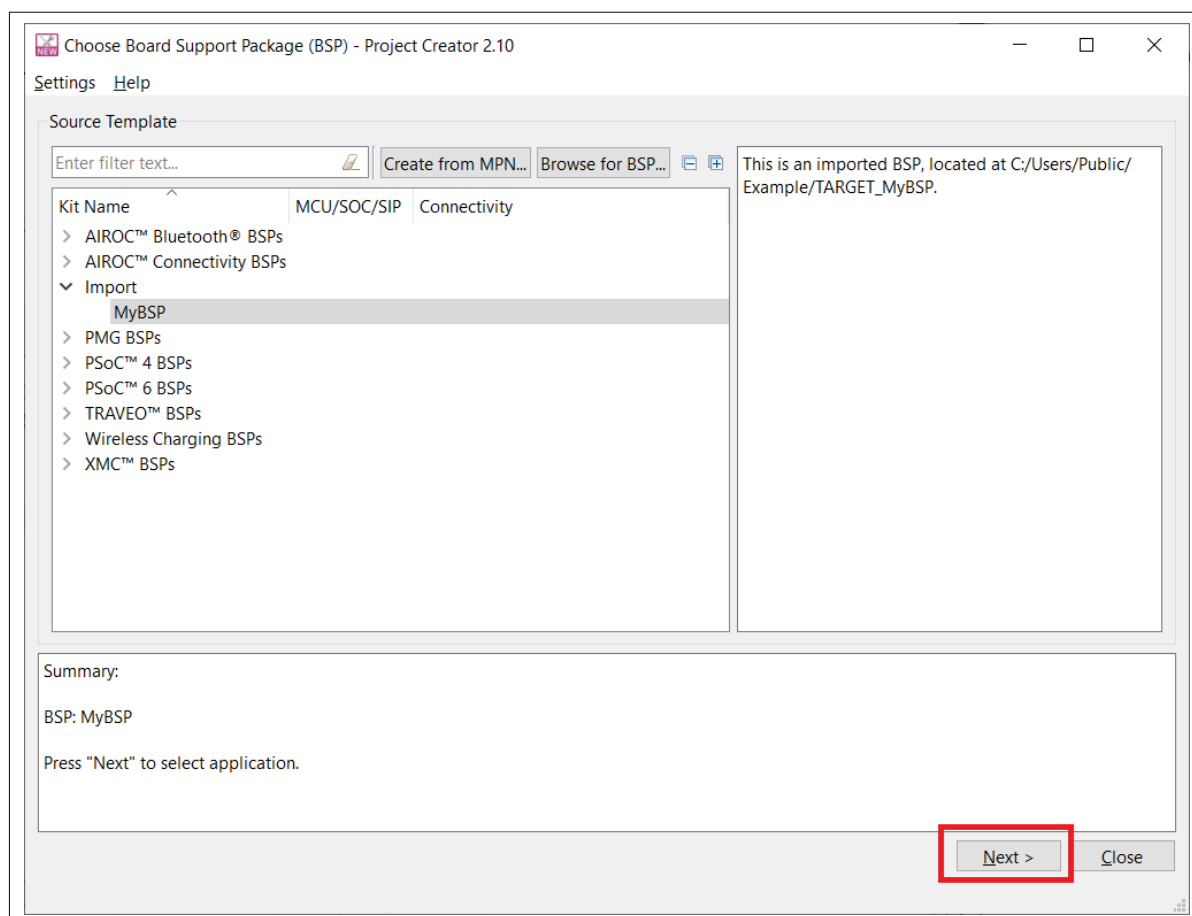


Figure 34 Selecting imported BSP

5. On the **Select Application** page, select **Hello World** from the template application under **Getting Started**. Enter a new name to the application such as **Hello_World** under the **New Application Name** column as shown. After that, click **Create**.

3 Using the BSP Assistant tool

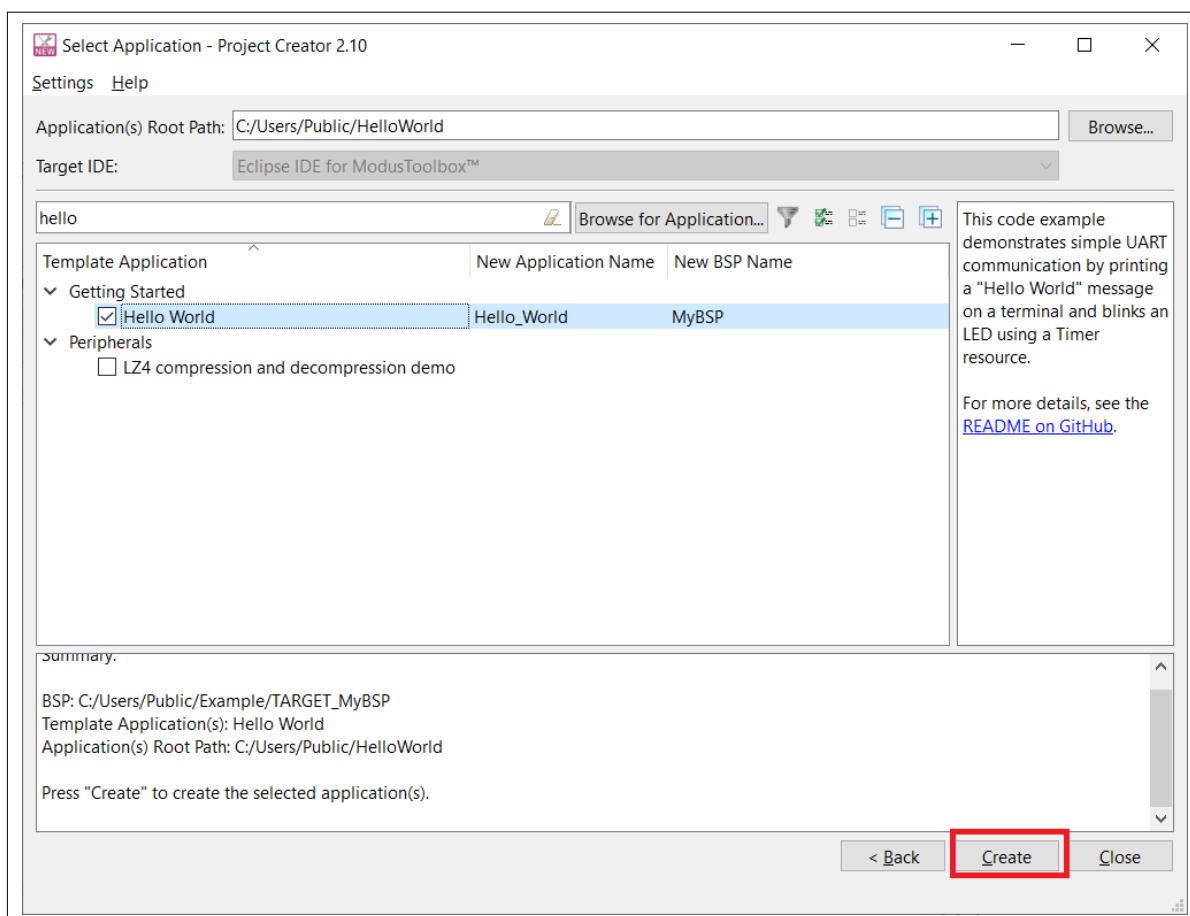


Figure 35 Select Application

The application download from GitHub starts and after successful completion, the project will be visible in the Eclipse IDE Project Explorer as follows:

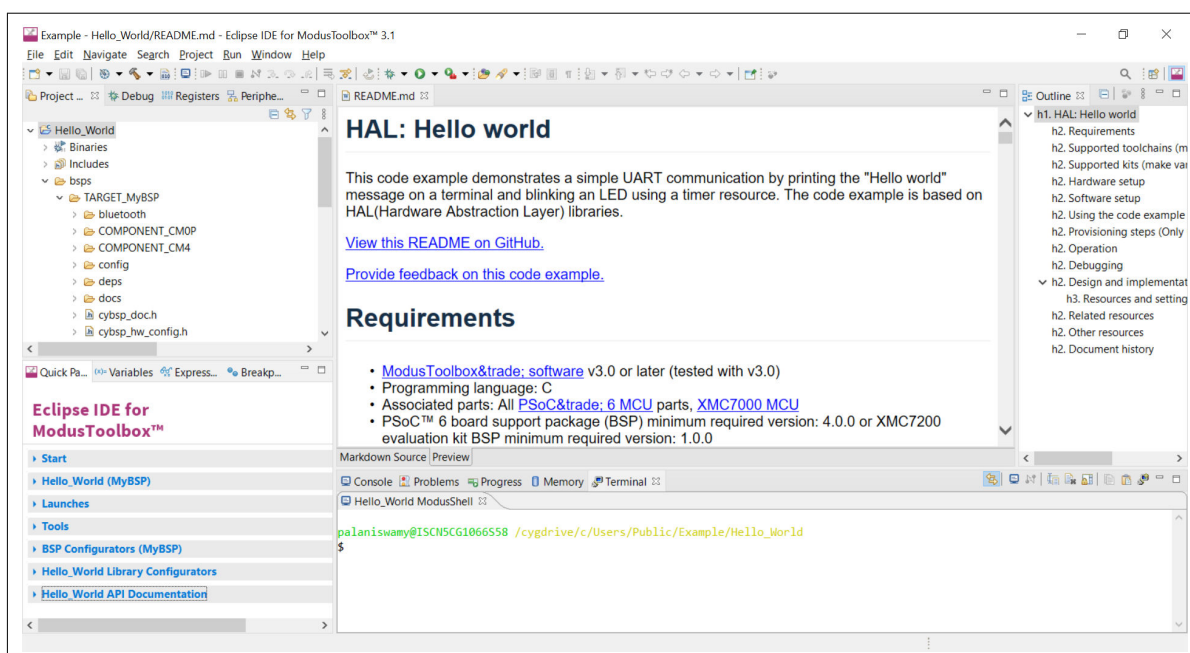


Figure 36 New application in Eclipse IDE for ModusToolbox™

3 Using the BSP Assistant tool

3.1.4 Code Build

1. Click **Build Application** in the **Quick Panel** pane as follows. If there are no errors, the build should pass successfully.

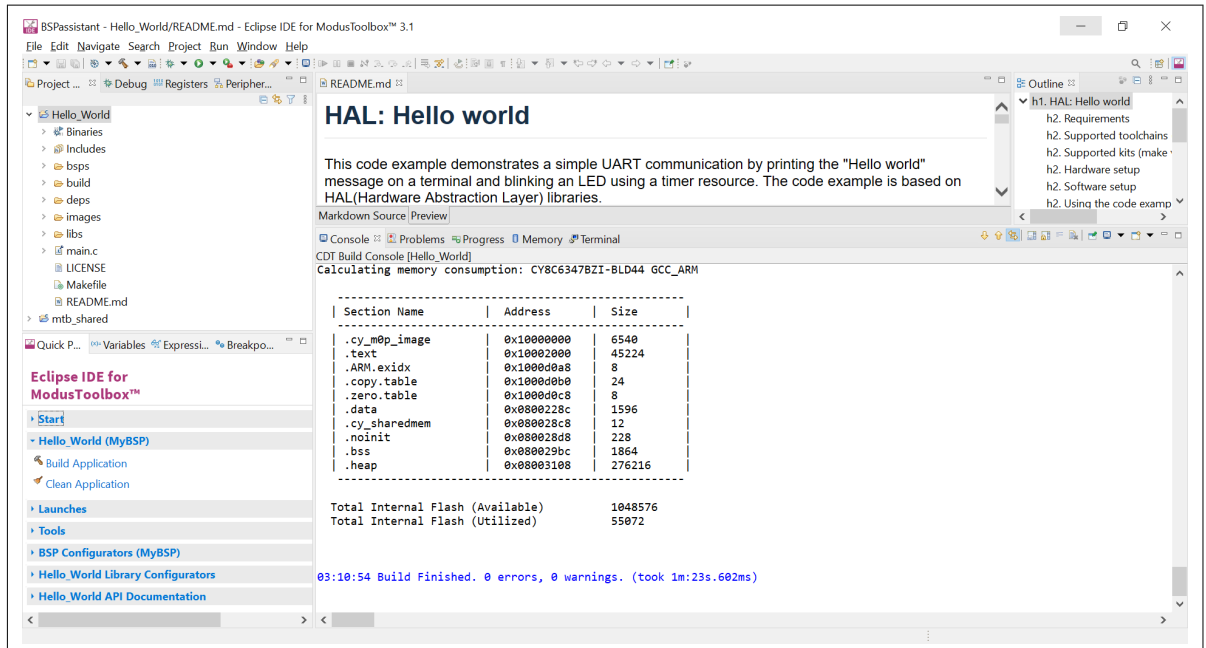


Figure 37 Successful build

This completes the use case demonstration.

3.2 Customizing an existing BSP

This use case happens when you want to make changes to an existing BSP. There are two cases:

- [Open and edit existing BSP on its own](#)
- [Open and edit an existing BSP from an application](#)

3.2.1 Open and edit existing BSP on its own

The steps below show example updates to an existing BSP using the BSP created in the section [Create and configure the BSP using the existing sample board](#). These updates to the BSP are just for demonstration. The user may perform updates depending on their application requirements. The following changes are made on top of the previous BSP:

- Add the freertos and retarget-io libraries
- Add the corresponding component definition for the freertos library that was added in the above step
- Adding a new macro to enable the conversion of LF to CR&LF in STDOUT while using retarget-io library

1. Open the **BSP Assistant** application. Click **File > Open**

3 Using the BSP Assistant tool

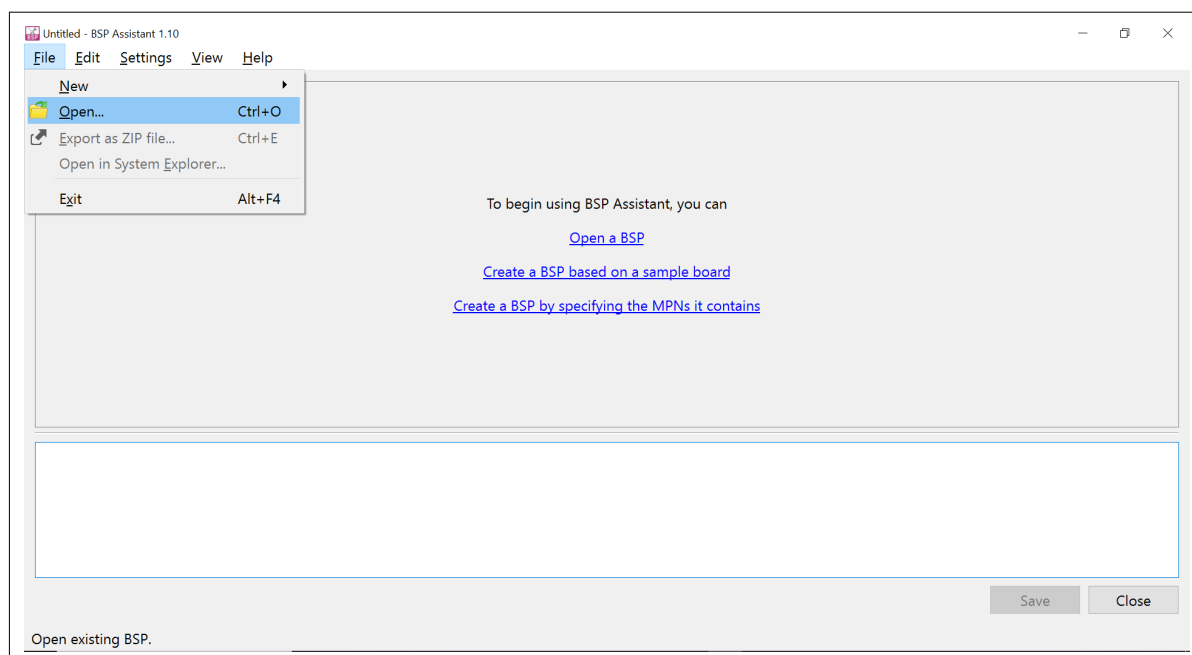


Figure 38 Open existing BSP

2. To browse the directory containing the existing BSP, click **Select Folder** button to open the BSP in the **BSP Assistant** application.

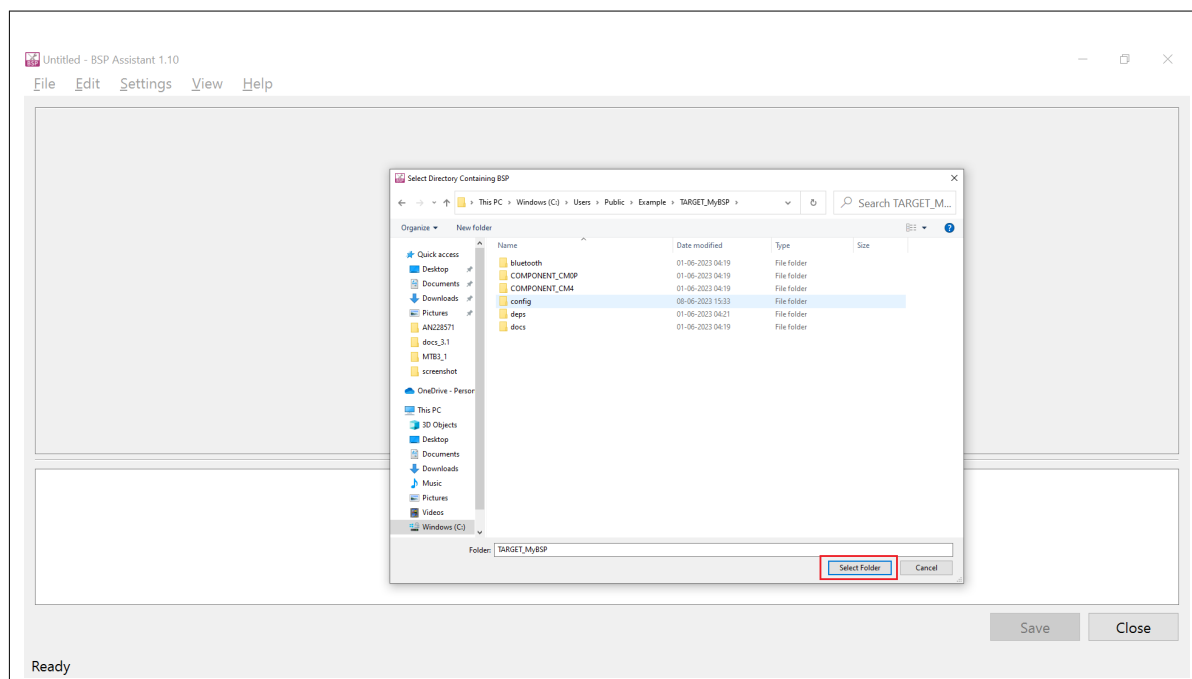


Figure 39 Browse Existing BSP

The following window opens:

3 Using the BSP Assistant tool

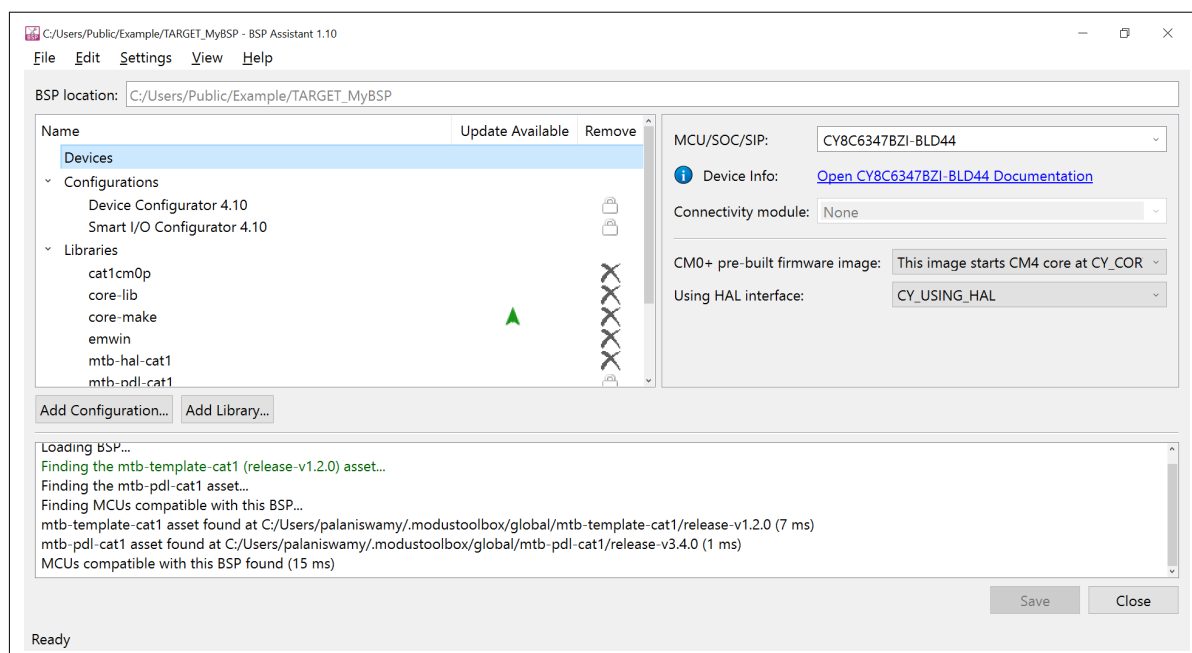


Figure 40 BSP opened in BSP Assistant

3. Click the **Add Library** button and select the check boxes to add freertos and retarget-io libraries. Click **OK** after selecting the libraries to add them to the BSP. You can use the filter box at the top of the window to narrow down the list of libraries.

3 Using the BSP Assistant tool

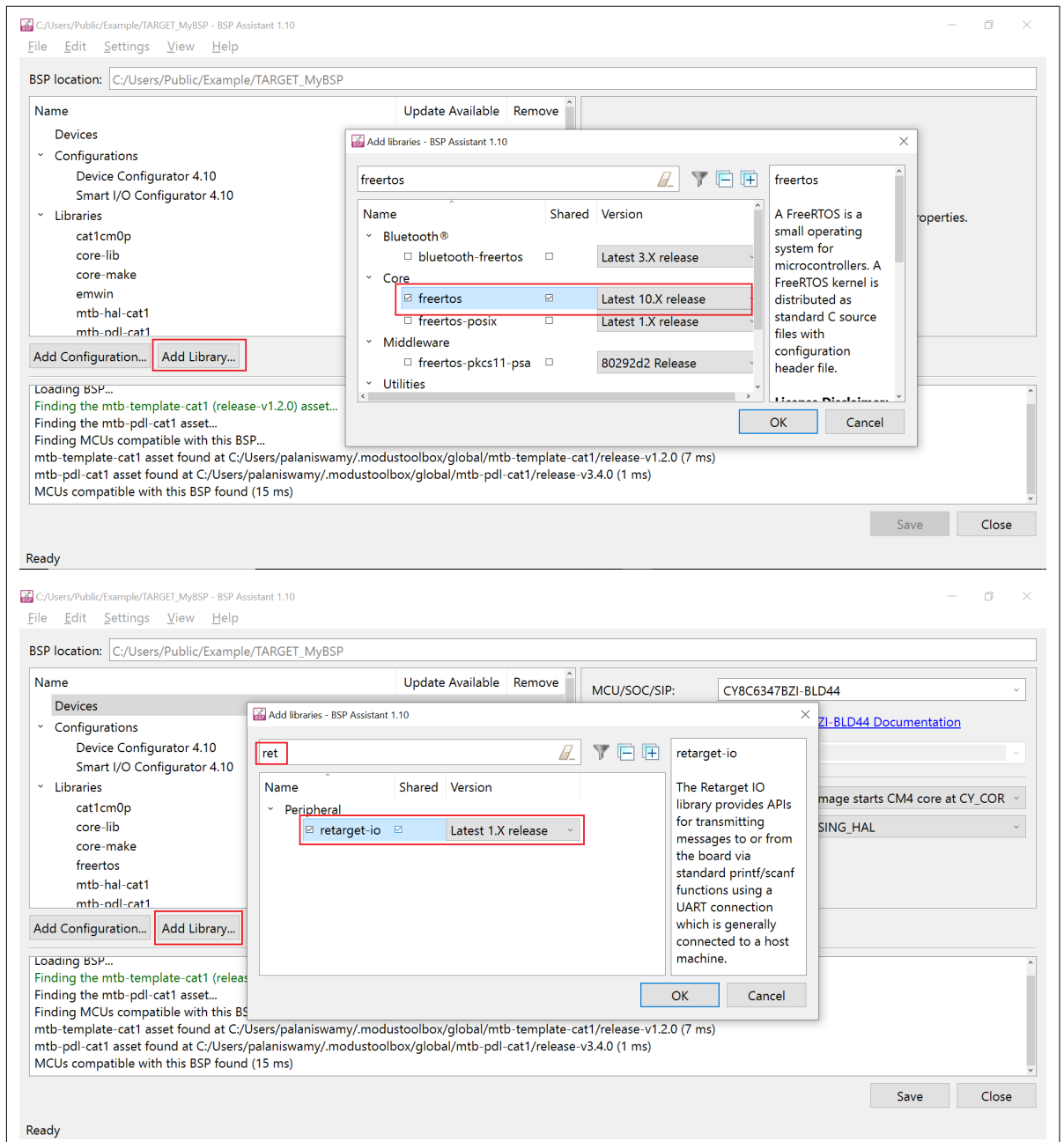


Figure 41 Adding libraries

4. To add a component, do the following:
 - a. Click the **Components** section
 - b. Click **Edit Additional Components...**
 - c. In the **Component to add** field, enter **FREERTOS**
 - d. Click **Add**
 - e. If you do not have additional component to add, click **OK**

This closes the **Edit Component** window.

3 Using the BSP Assistant tool

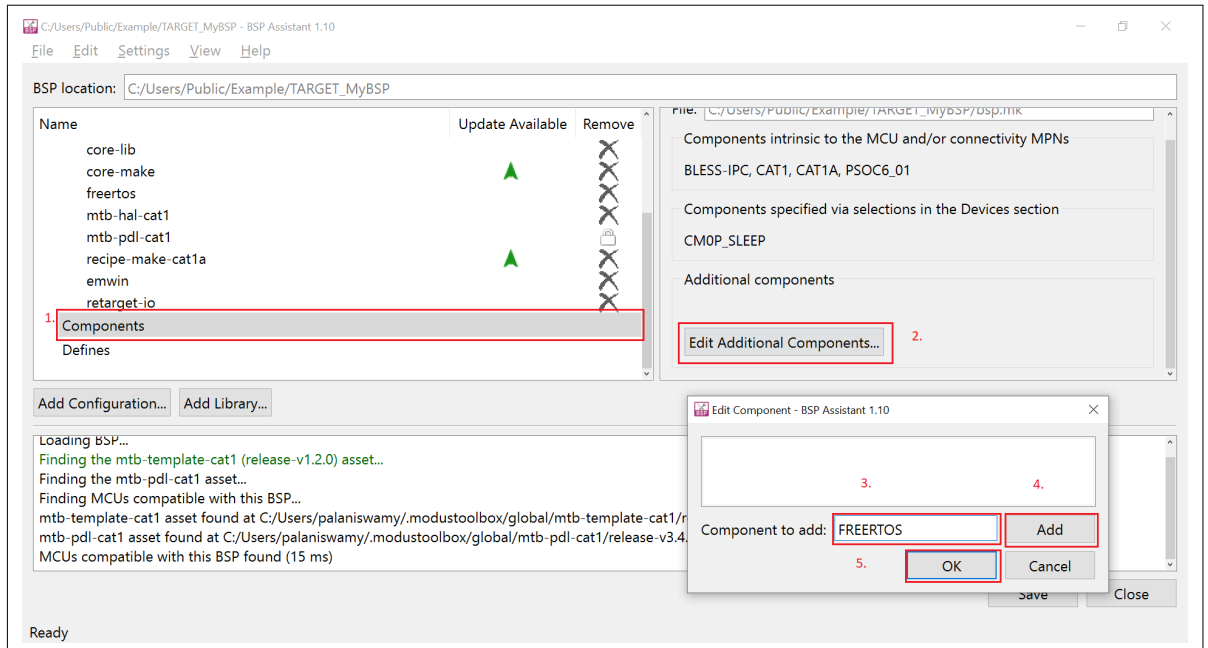


Figure 42 Add a component

5. To add a define, do the following:
 - a. Click the **Defines** section
 - b. Click **Edit Additional Defines..**
 - c. In the **Define to add** field, enter `CY_RETARGET_IO_CONVERT_LF_TO_CRLF`
 - d. Click **Add**
 - e. Since we have no additional defines to add, click **OK**

This closes the **Edit Defines** window.

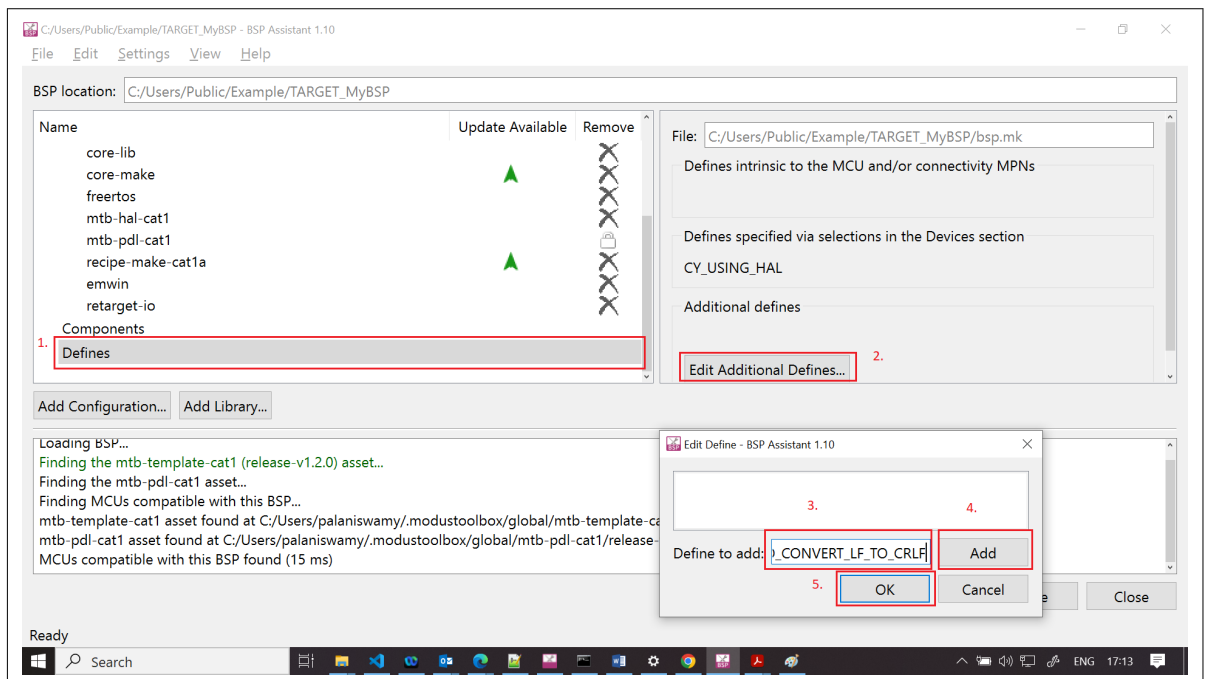


Figure 43 Add a define

6. Click the **Save** button to save the changes.

3 Using the BSP Assistant tool

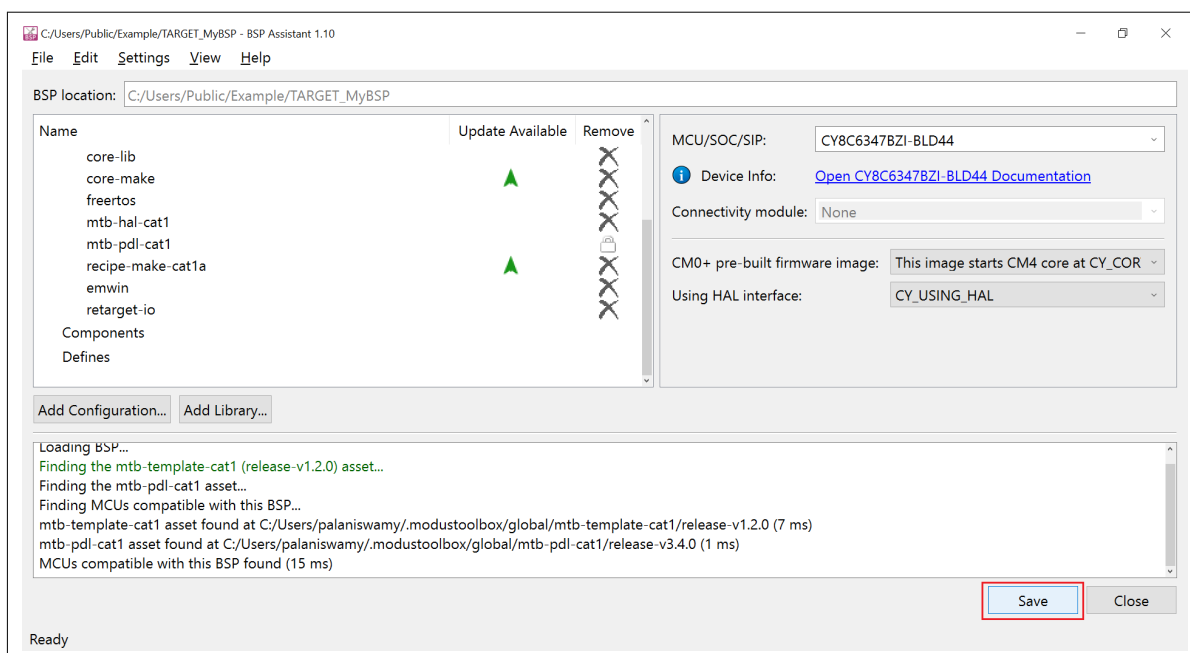


Figure 44 Save updated BSP

A **Saving changes to BSP succeeded.** message shows in the console window.

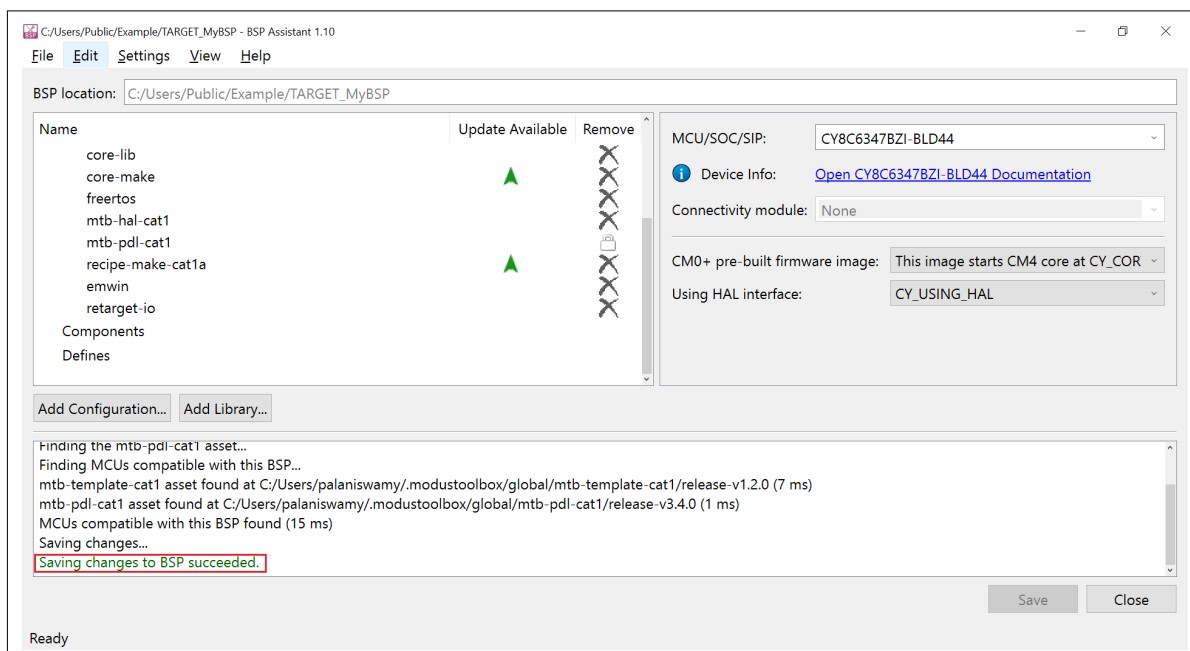


Figure 45 Save message

7. Click the **Close** button to close the BSP Assistant. While exiting, a warning is displayed to update the application using the library manager. This warning can be ignored as we are yet to create an application from this BSP.

3 Using the BSP Assistant tool

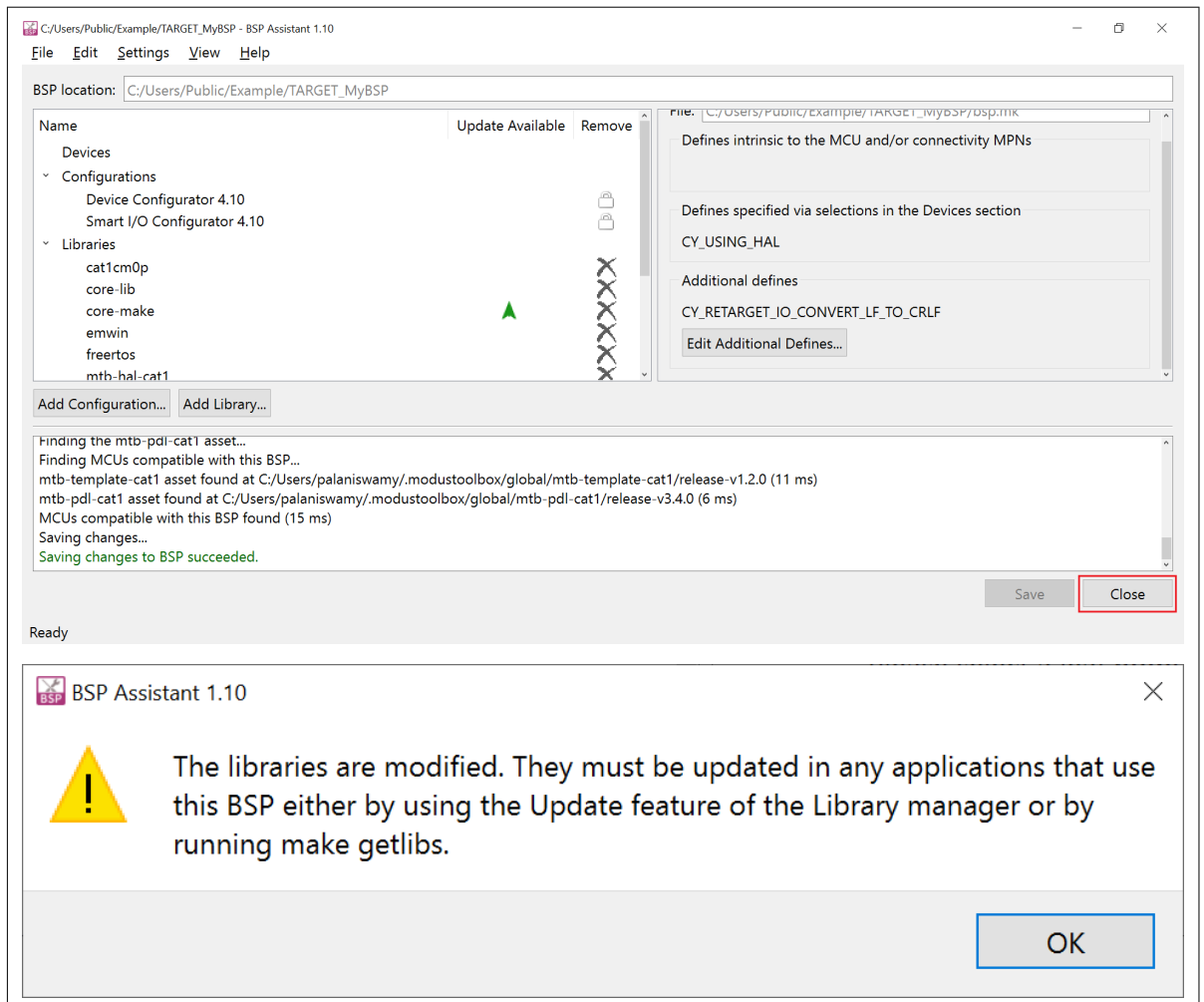


Figure 46 Library update warning

3.2.2 Open and edit an existing BSP from an application

The steps below show an example update to the BSP that is already part of an application. The application that was created in the [Create an application](#) section will be used as the starting point. These updates to the BSP are just for demonstration purposes. The user may choose updates depending on his/her updated application requirements.

The following changes are made on top of the previous BSP:

- Add the freertos library
 - Add the corresponding component definition for the freertos library that was added in the above step
 - Add a new macro to enable the conversion of LF to CR&LF in STDOUT while using the retarget-io library
1. Open the Eclipse IDE for ModusToolbox™ from the Windows start menu. Click **Browse** to browse the previously created workspace directory containing the application and then click the **Launch** button.

3 Using the BSP Assistant tool

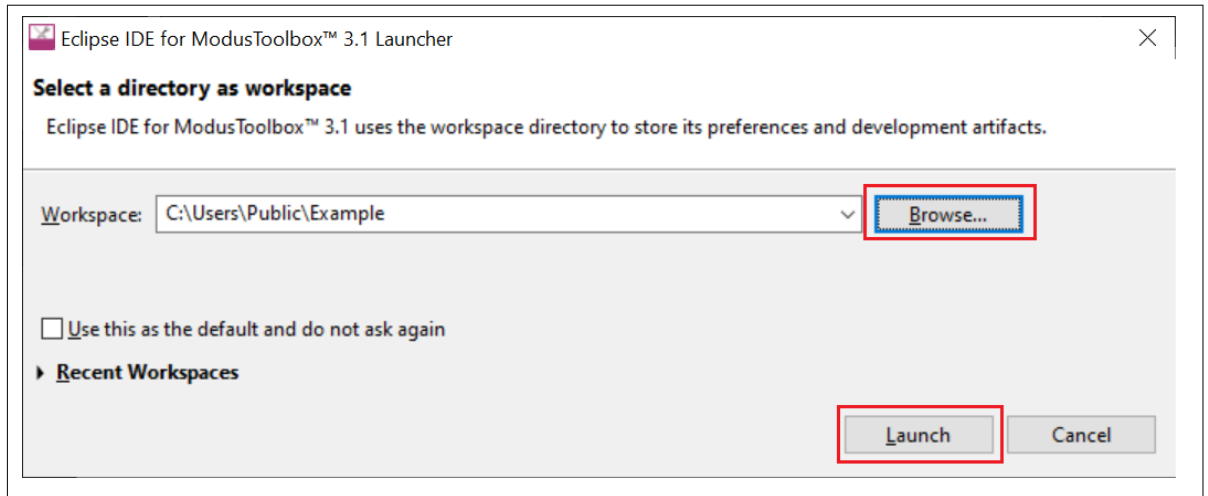


Figure 47 Open an application in Eclipse IDE

2. When the application finishes loading in the Eclipse IDE, you can run the BSP Assistant tool by clicking the **BSP Assistant <version>** link in the **Quick Panel** as shown.

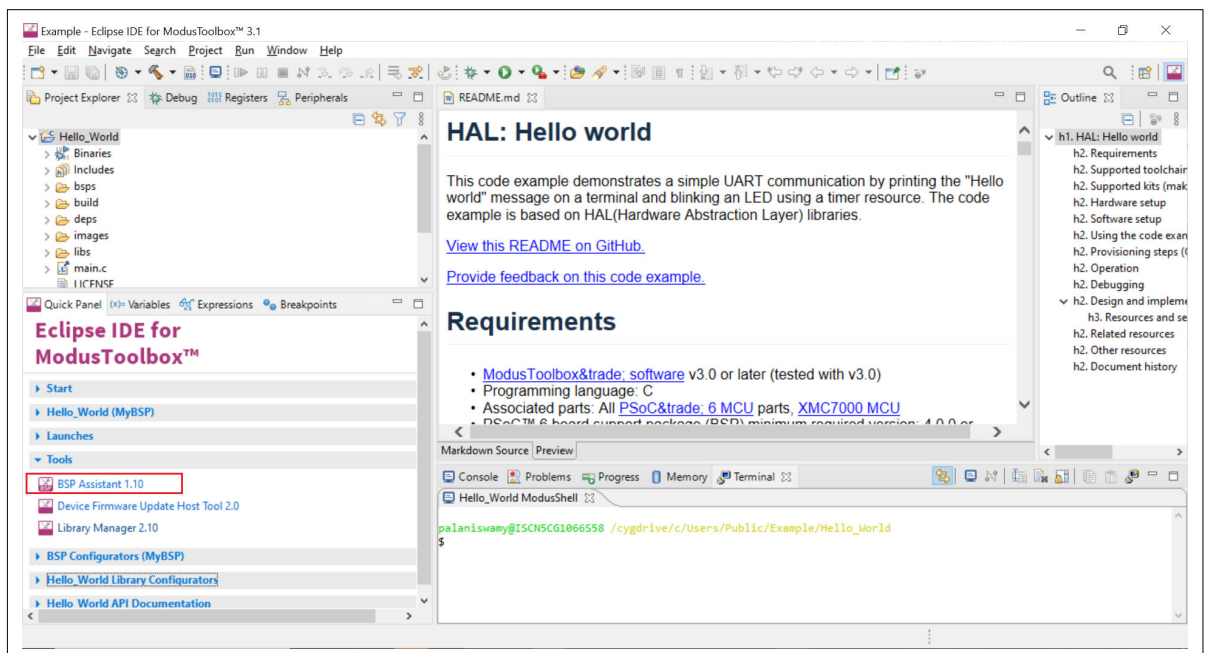


Figure 48 Launching BSP Assistant

3. Click the **Add Library** button to add the **freertos** library. Click **OK** after selecting the library to add the library to the BSP.

3 Using the BSP Assistant tool

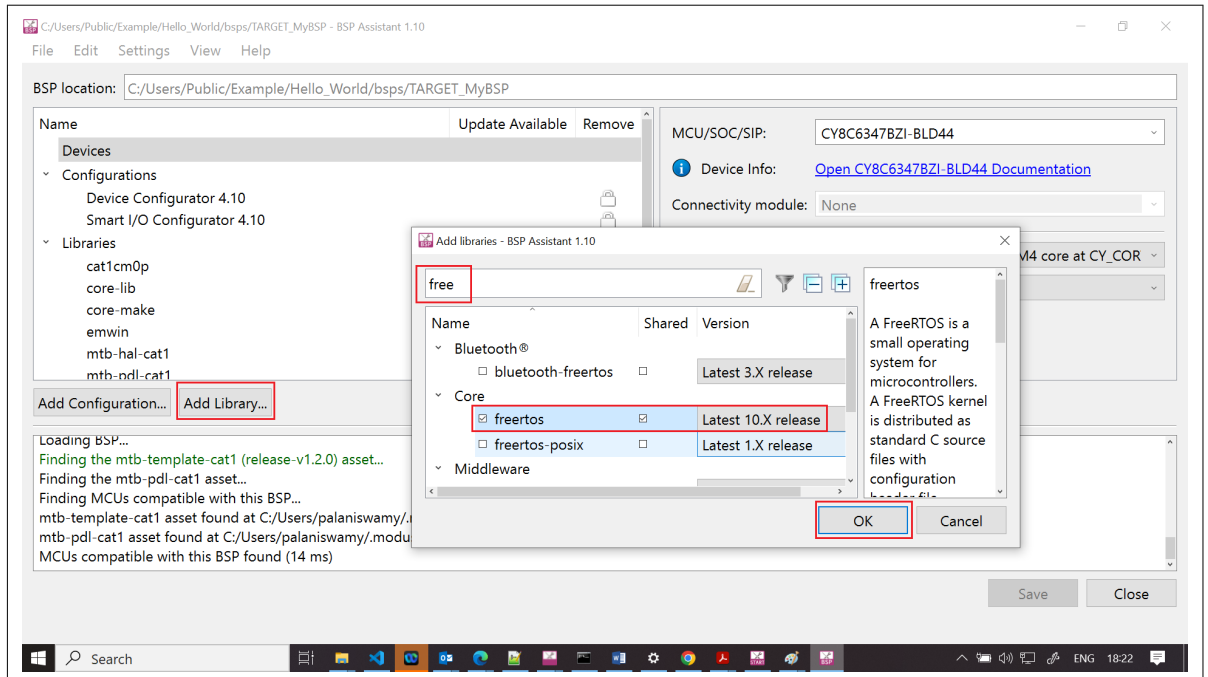


Figure 49 Add Library

4. To add a component, do the following:
 - a. Click the **Components** section
 - b. Click **Edit Additional Components...**
 - c. In the **Component to add** field, enter **FREERTOS**
 - d. Click **Add**
 - e. If you do not have additional component to add, click **OK**
- This closes the **Edit Component** window.

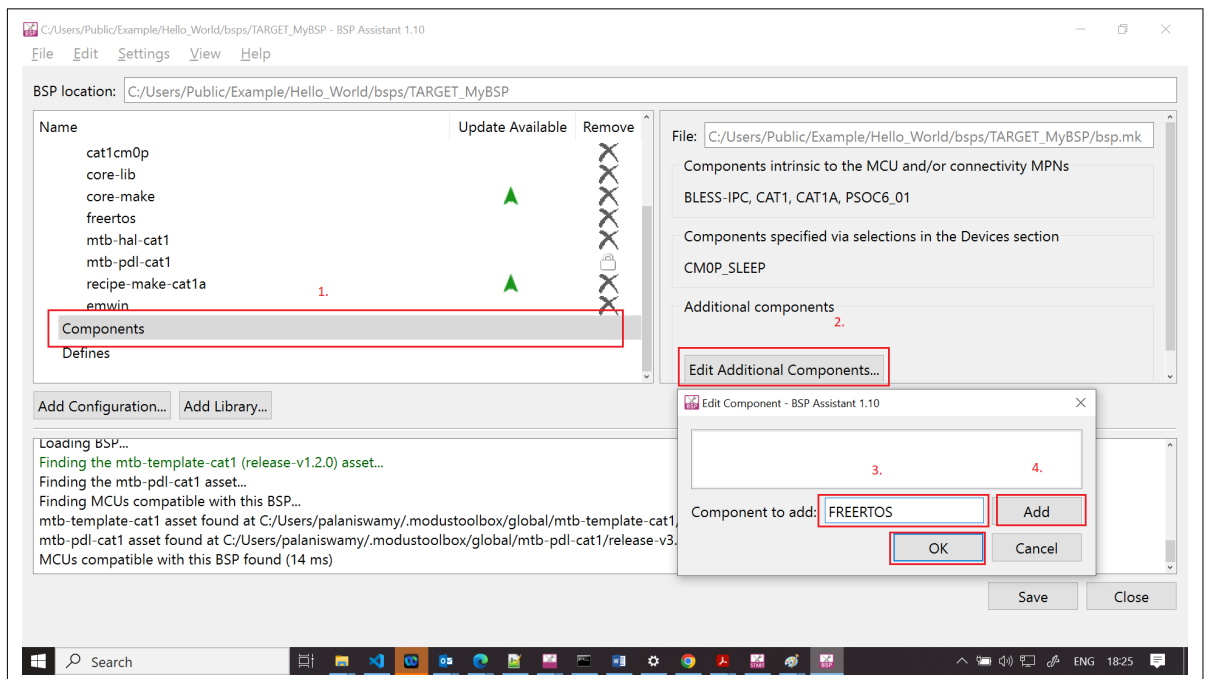


Figure 50 Add a component

5. To add a define, do the following:
 - a. Click the **Defines** section

3 Using the BSP Assistant tool

- b. Click **Edit Additional Defines..**
 - c. In the **Define to add** field, enter `CY_RETARGET_IO_CONVERT_LF_TO_CRLF`
 - d. Click **Add**
 - e. Since we have no additional defines to add, click **OK**
- This closes the **Edit Defines** window.

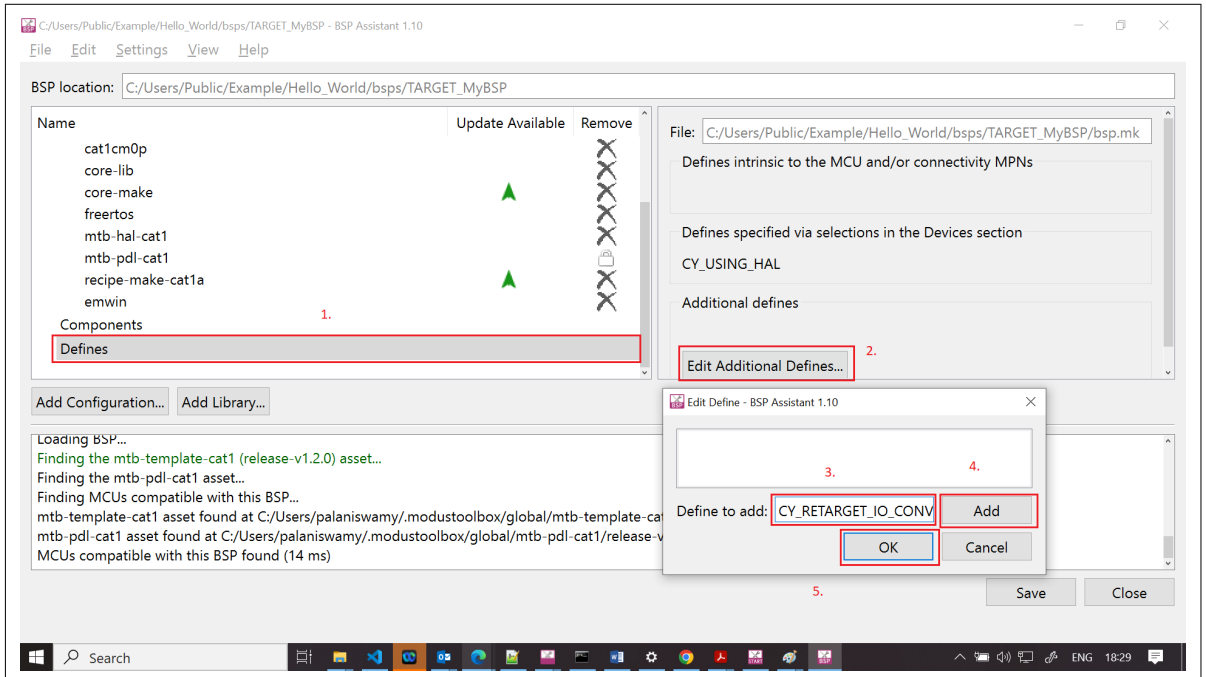


Figure 51 Add a define

6. Click the **Save** button to save the changes.

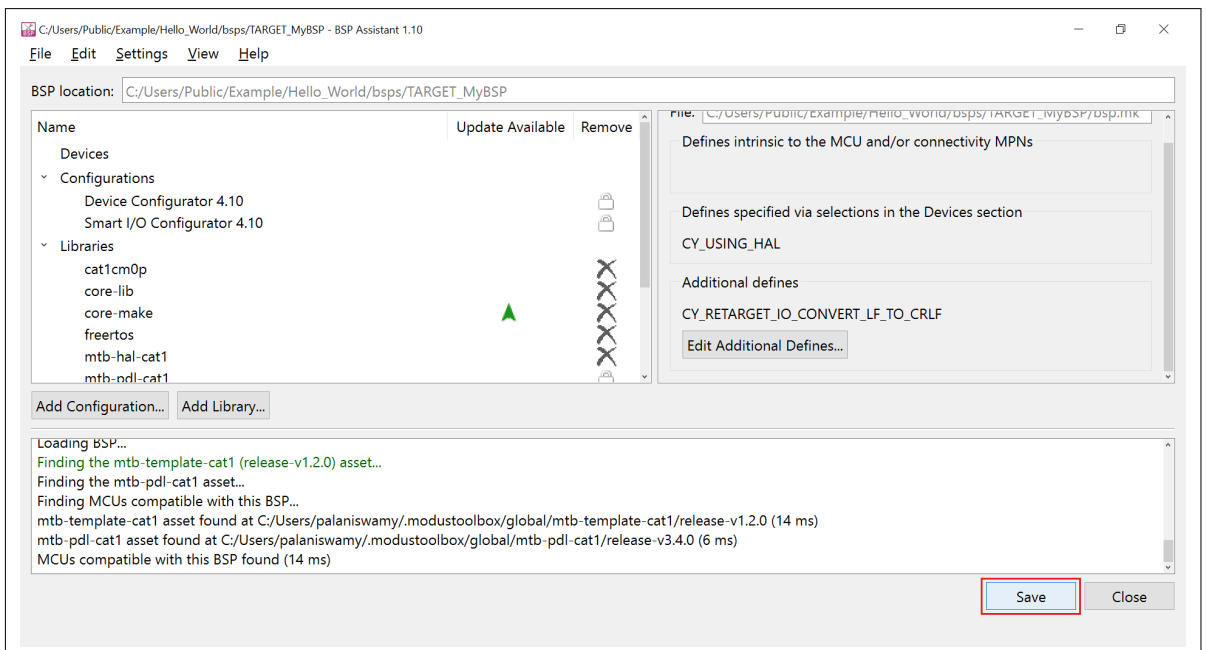


Figure 52 Save Updated BSP

A **Saving changes to BSP succeeded.** message shows in the console window.

3 Using the BSP Assistant tool

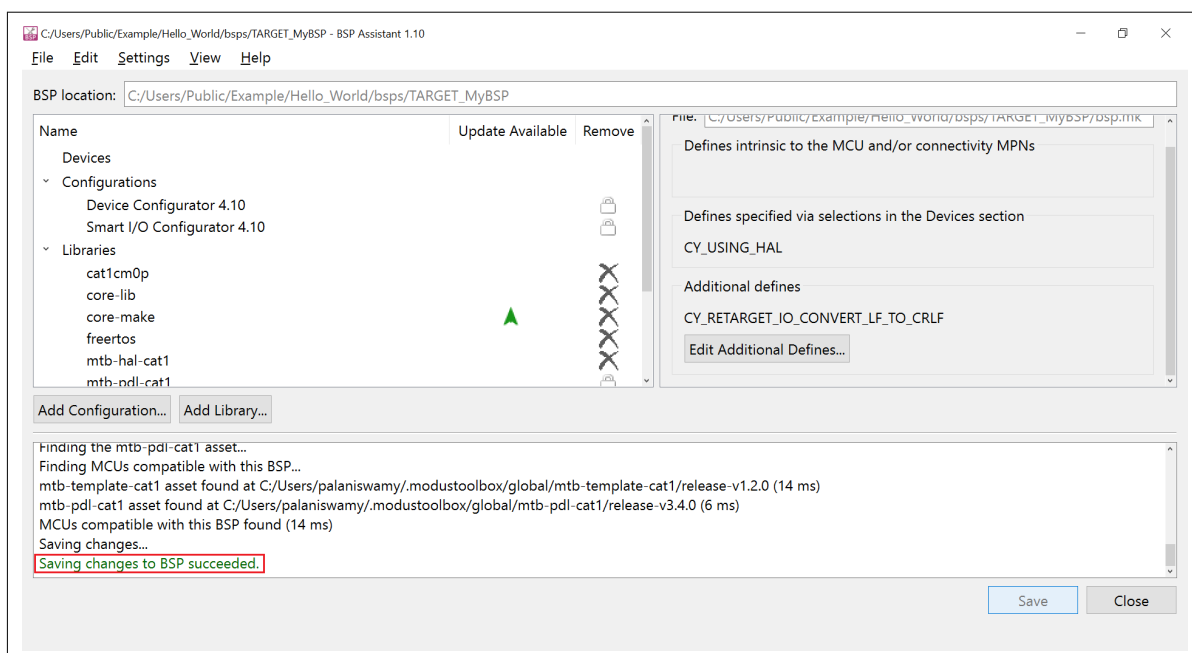


Figure 53 Save message

- Click the **Close** button to close the BSP Assistant. While exiting, a warning is displayed to update the application using the library manager. You can run library manager after closing the BSP Assistant tool.

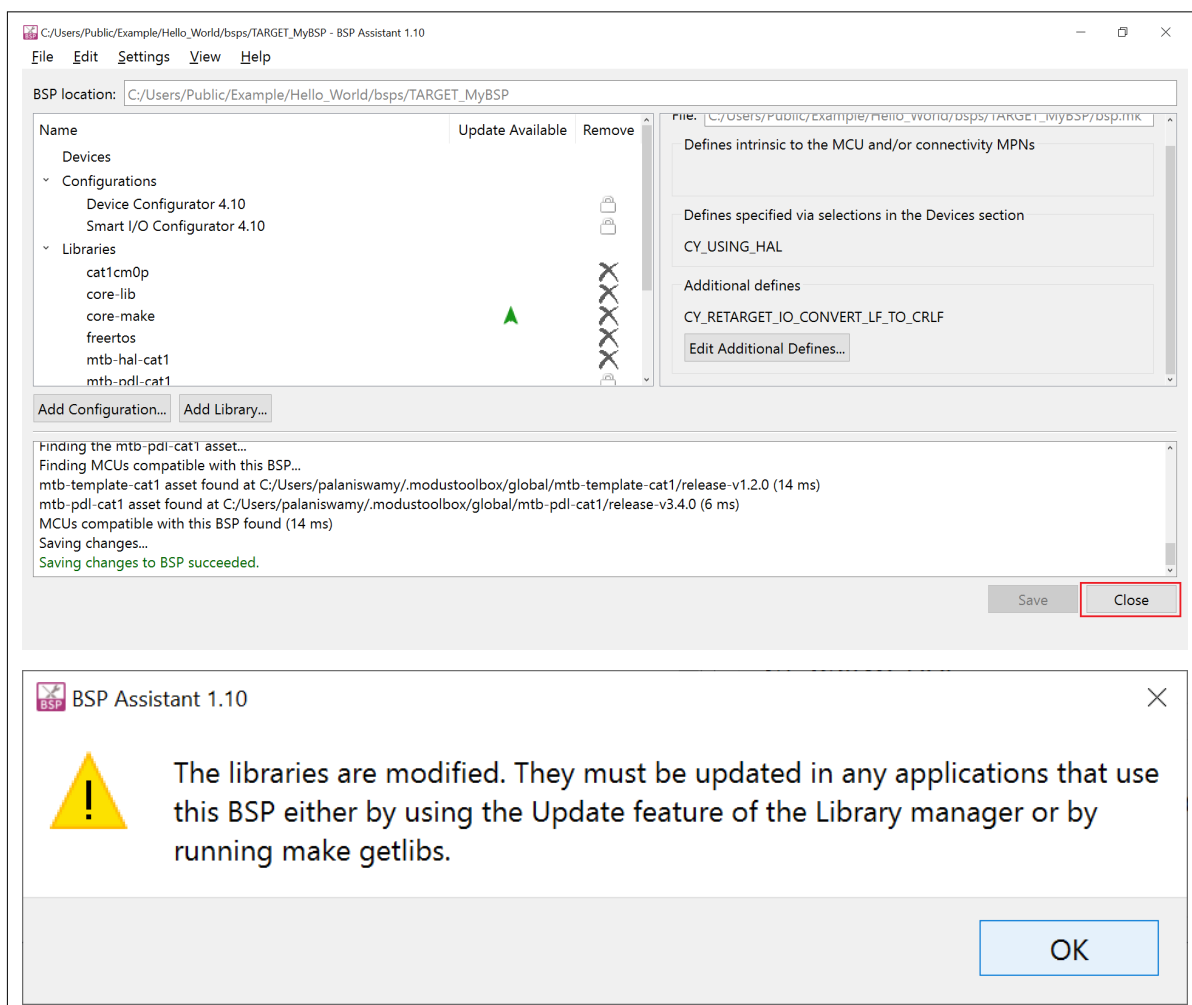


Figure 54 Library update warning

3 Using the BSP Assistant tool

8. Click the **Library Manager** link in the **Quick Panel**.

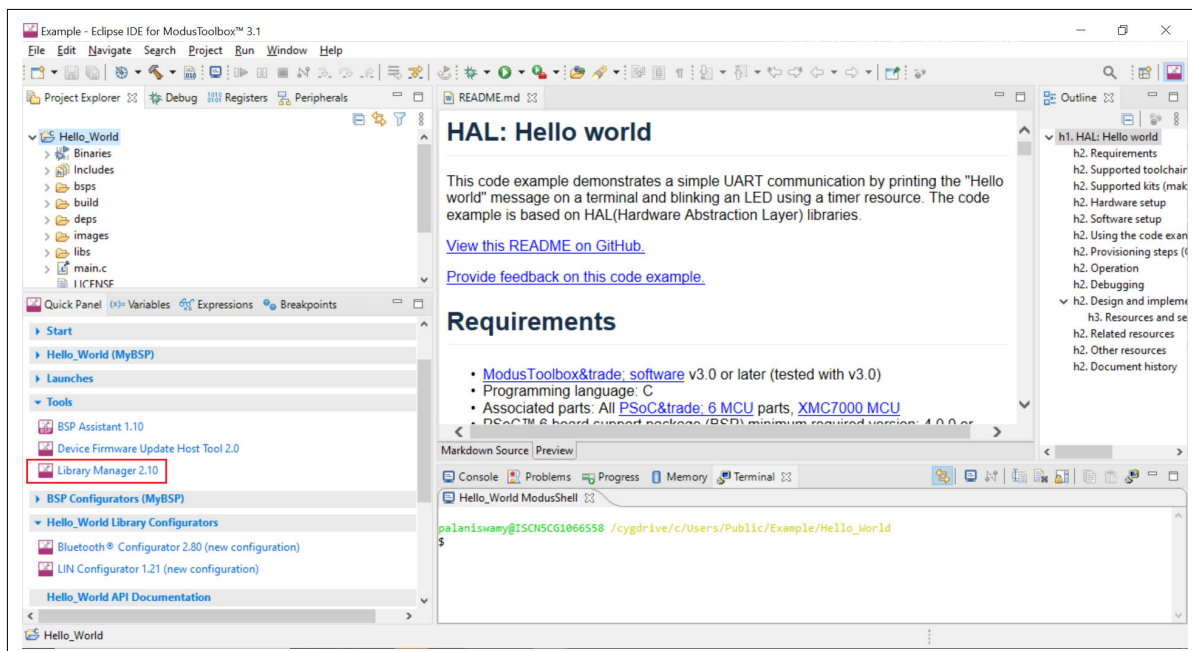


Figure 55 Launch Library Manager

9. On the **Library Manager** window, click the **Update** button.

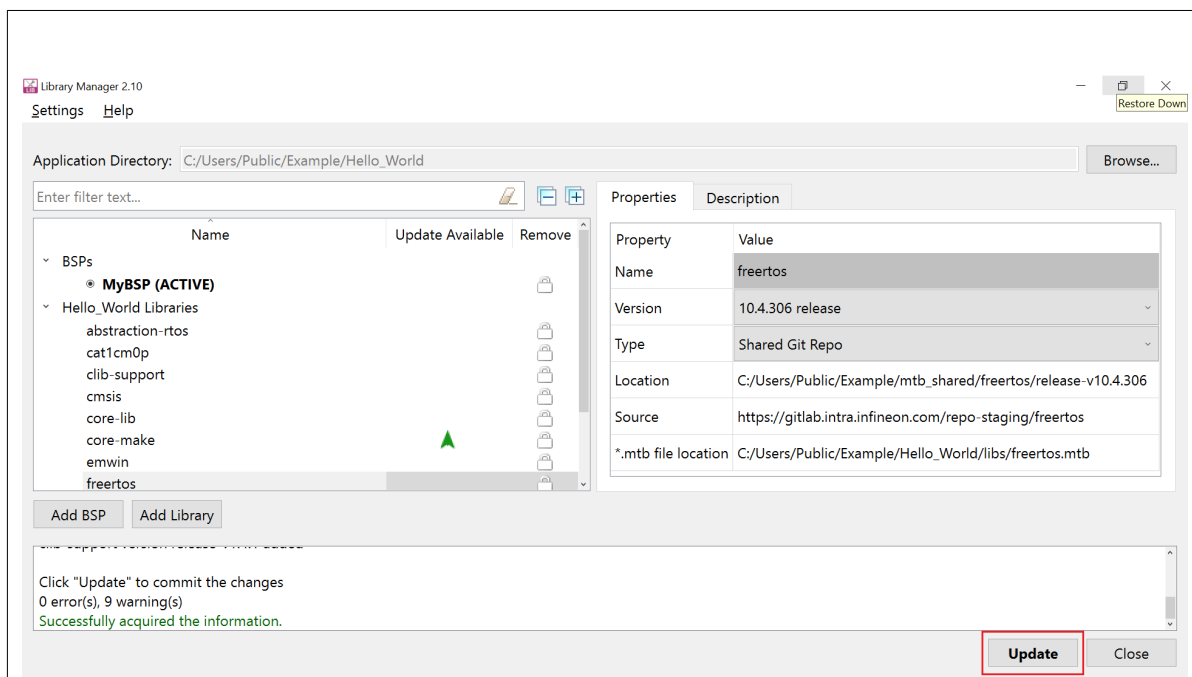


Figure 56 Update libraries

When the library updates complete, the message **Successfully Updated Application** shows in the console.

3 Using the BSP Assistant tool

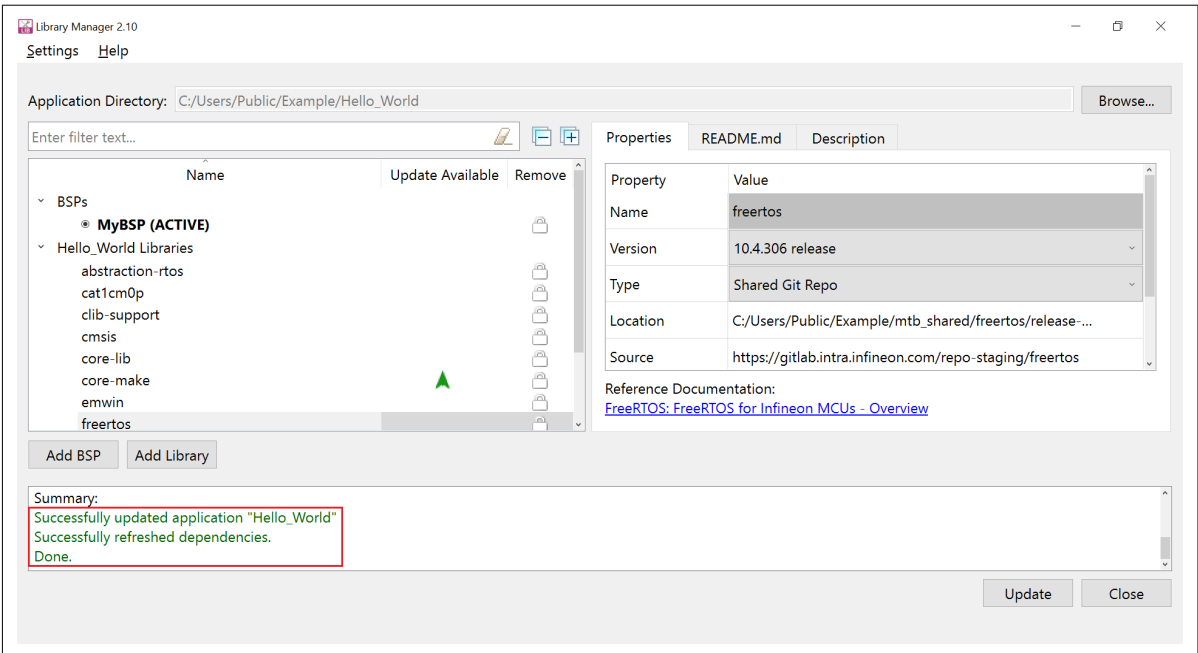


Figure 57 Library Manager update status

4 Advanced usage

4 Advanced usage

ModusToolbox™ BSPs that are either custom to a user application or preconfigured made available in [GitHub](#) can belong to different generations. You can find out the generation the BSP through the following:

Table 3 BSP generations

BSP root directory contains the file	BSP Generation
version.xml and not props.json	3
props.json and not version.xml	4

The BSP Assistant is only available for generation 4 BSPs using ModusToolbox™ version 3.0 or later. Please note that BSP generation and BSP version have different meaning and should not be used interchangeably.

4.1 Differences between ModusToolbox™ BSP generations

BSP generation tools version 3 and 4 differ in the following ways:

Table 4 BSP generation 3 and 4 differences

Property	BSP generation 3	BSP generation 4
BSP configuration directory name	COMPONENT_BSP_DESIGN_MODUS	Config
BSP build toolchain linker file name	<platform>_<cpu>.sct for Arm® <platform>_<cpu>.ld for GCC <platform>_<cpu>.icf for IAR	linker.sct for Arm® linker.ld for GCC linker.icf for IAR
BSP version information	version tag in version.xml file in the BSP root directory	version field in props.json file in the BSP root directory
BSP makefile name	<bsp_name>.mk	bsp.mk
BSP locate_recipe.mk file	Present	Not present

Further, the contents of the Makefile differs significantly between the generations and the below figure shows a sample comparison:

4 Advanced usage

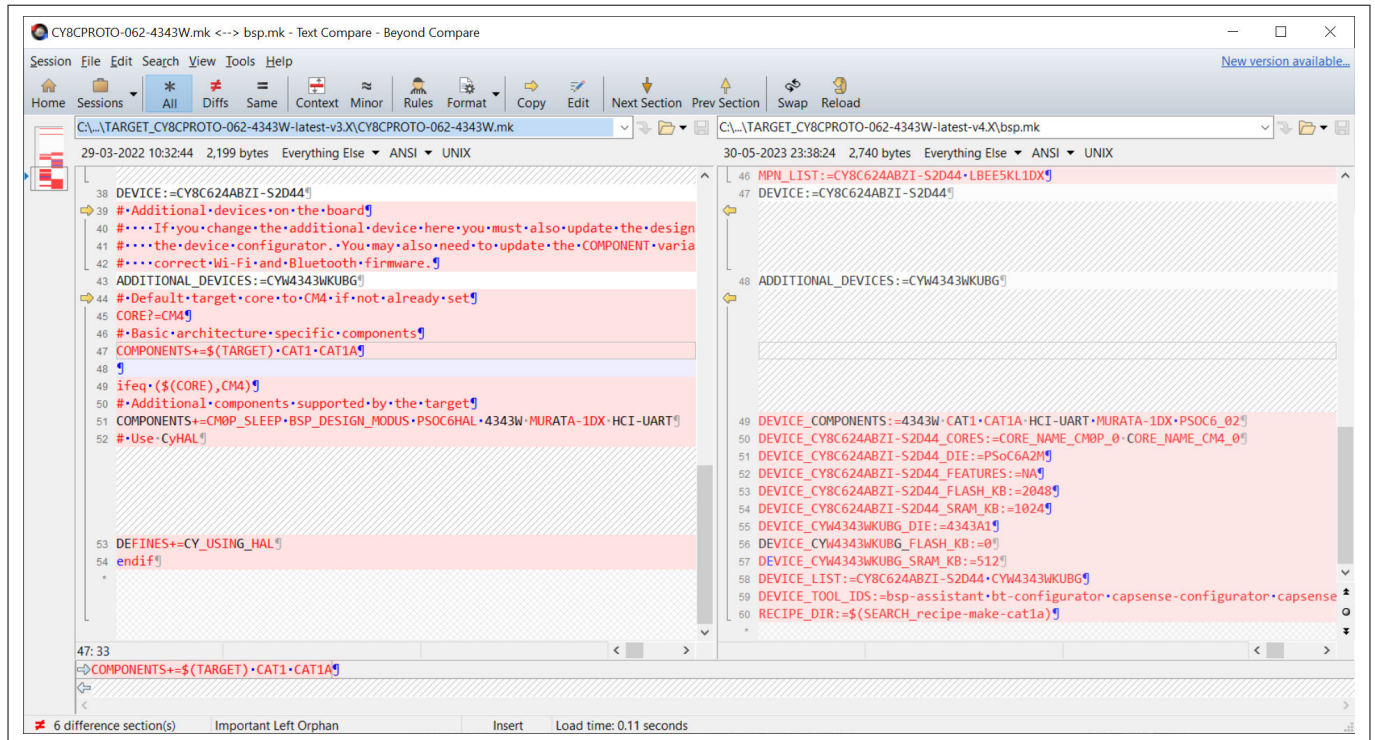


Figure 58 BSP Makefile Differences

4.2 Migrating the ModusToolbox™ BSP

ModusToolbox™ custom BSPs generated through version 2.x tools can be migrated to version 3.x tools using one of the following two methods so that the user application can take advantage of the latest features of the ModusToolbox™ ecosystem.

4.2.1 Using the BSP Assistant tool

1. Create a new BSP with the BSP Assistant tool by following the steps described in the [Creating a new BSP](#) section of this document.
2. Update the following files in the newly created custom BSP with the settings from the corresponding version 2.x files:
 - BSP configuration files including `design.modus`, etc.
 - BSP linker files
 - Add any other dependencies for the BSP other than the default dependencies by using the **Add Library** button in the BSP Assistant tool
3. Import the newly created custom BSP into your ModusToolbox™ application by running the Library Manager tool in your ModusToolbox™ application directory by clicking **Add BSP** and then clicking **Browse** on the Add or Import BSP dialog as follows:

4 Advanced usage

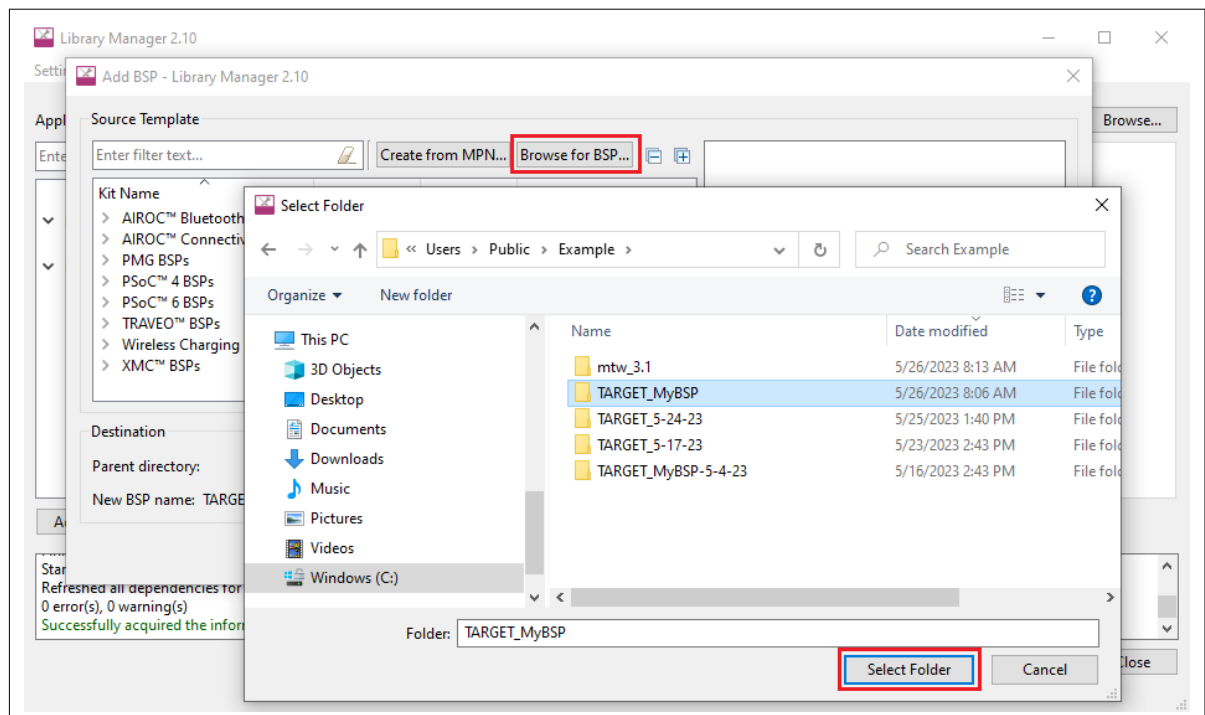


Figure 59 Browsing to the BSP folder Caption

4. Make the new BSP active and click **Update**.

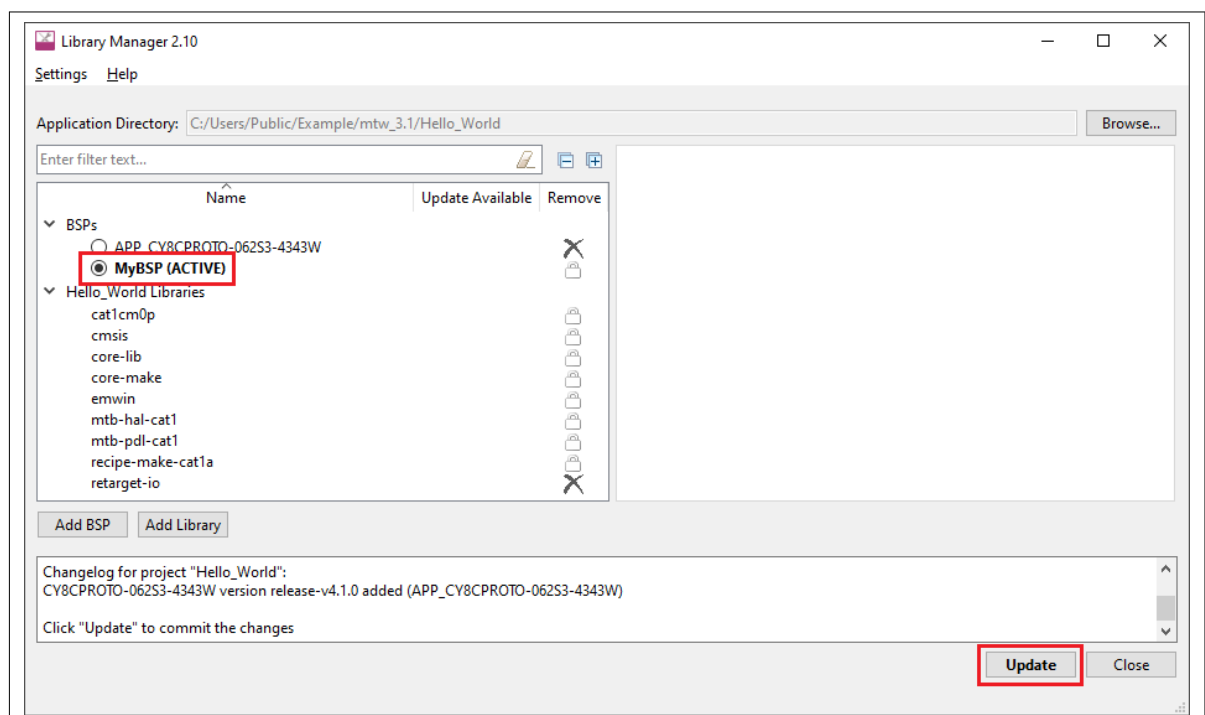


Figure 60 Selecting the BSP Caption

This completes the migration of the BSP from version 2.x to 3.x using the BSP Assistant tool.

4.2.2 Without using the BSP Assistant tool

1. Delete the version.xml file.
2. Delete the deps directory.

4 Advanced usage

3. Create a new file called `props.json` and add the various properties by looking into a similar file from preconfigured 3.x BSPs in [GitHub](#).
4. Rename the BSP configuration directory `COMPONENT_BSP_DESIGN_MODUS` to `config`.
5. Rename the BSP makefile `<bsp_name>.mk` to `bsp.mk`.
6. Update the `bsp.mk` file by comparing with an existing 3.x format `bsp.mk` file because there are significant changes between the 2 generations.
7. Rename the linker files in the directory `COMPONENT_CM0P` and `COMPONENT_CM4` as follows:
 - `<platform>_<cpu>.sct` to `linker.sct` for Arm®
 - `<platform>_<cpu>.ld` to `linker.ld` for GCC
 - `<platform>_<cpu>.icf` to `linker.icf` for IAR
8. Delete the `locate_recipe.mk` file.
9. Follow the steps in [Create an application](#) to import the new BSP to the application.

This completes the migration of the BSP from version 2.x to 3.x without using the BSP Assistant tool.

References

References

1. [ModusToolbox™ home page](#)
2. [AN228571 - Getting started with PSoC™ 6 MCU on ModusToolbox™ software](#)
3. [ModusToolbox™ tools package user guide](#)
4. [ModusToolbox™ BSP Assistant user guide](#)
5. [Creating Custom BSPs in ModusToolbox - KBA230822 \(Specific to version 2. x BSPs\)](#)
6. [Migrating ModusToolbox™ applications from version 2.x to version 3.x - KBA236134](#)

Revision history

Revision history

Document version	Date of release	Description of changes
**	2022-10-18	Initial release.
*A	2023-06-09	Updated for ModusToolbox™ version 3.1.

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