

# CC Studio Console Mode

Last updated 12/4/19

# CC Studio – Console Mode

This guide assumes you have already successfully completed the Code Composer Tool Setup activities

# CC Studio – Console Mode

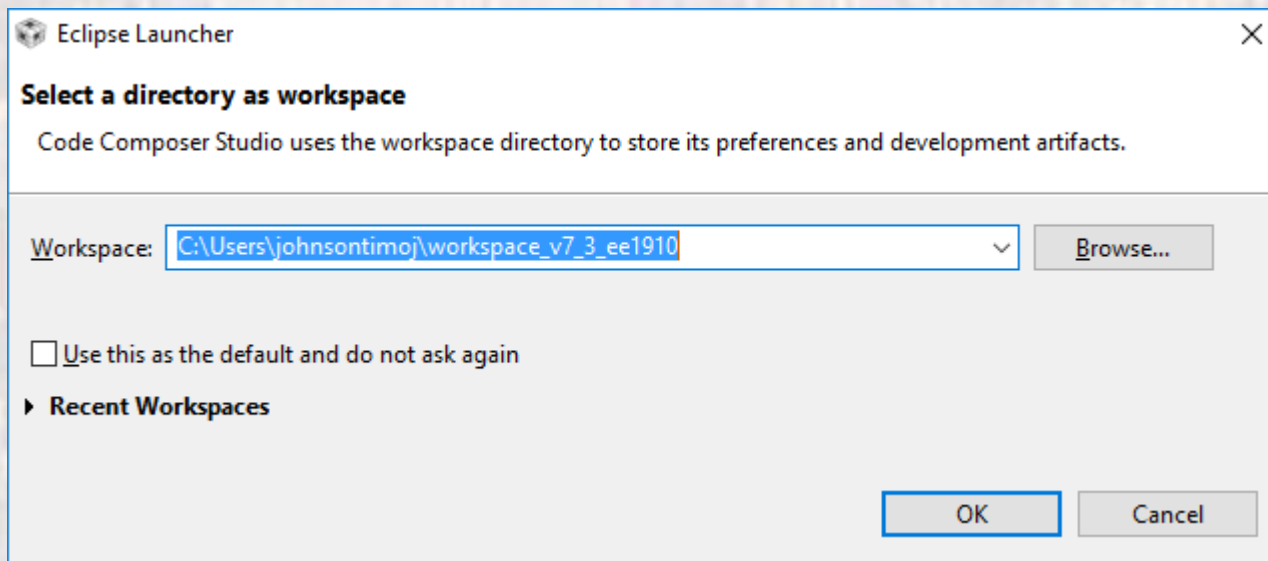
- Code Composer Studio – Console Mode
  - Integrated Development Environment (IDE)
  - Free for non-commercial use
  - Eclipse based
- We will use this for our Console Based code development
  - No MSP432 board required
  - Program runs on the laptop/tablet (host device)

# CC Studio – Console Mode

- Start Code Composer Studio
  - from
    - desktop shortcut
    - start menu
    - *install\_dir*/Code Composer Studio x.x.x

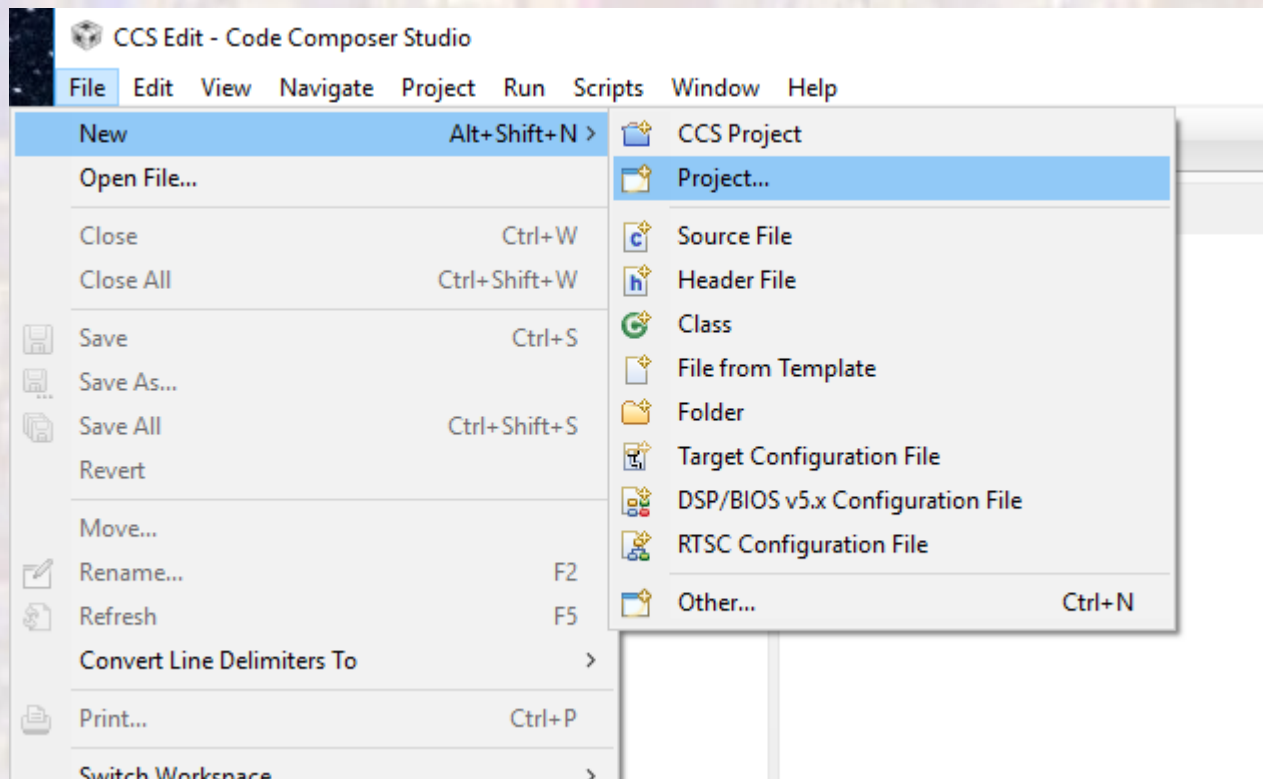
# CC Studio – Console Mode

- Select a workspace
  - You can use the same workspace for all of your projects
  - You should already have a workspace selected from the CCStudio setup process



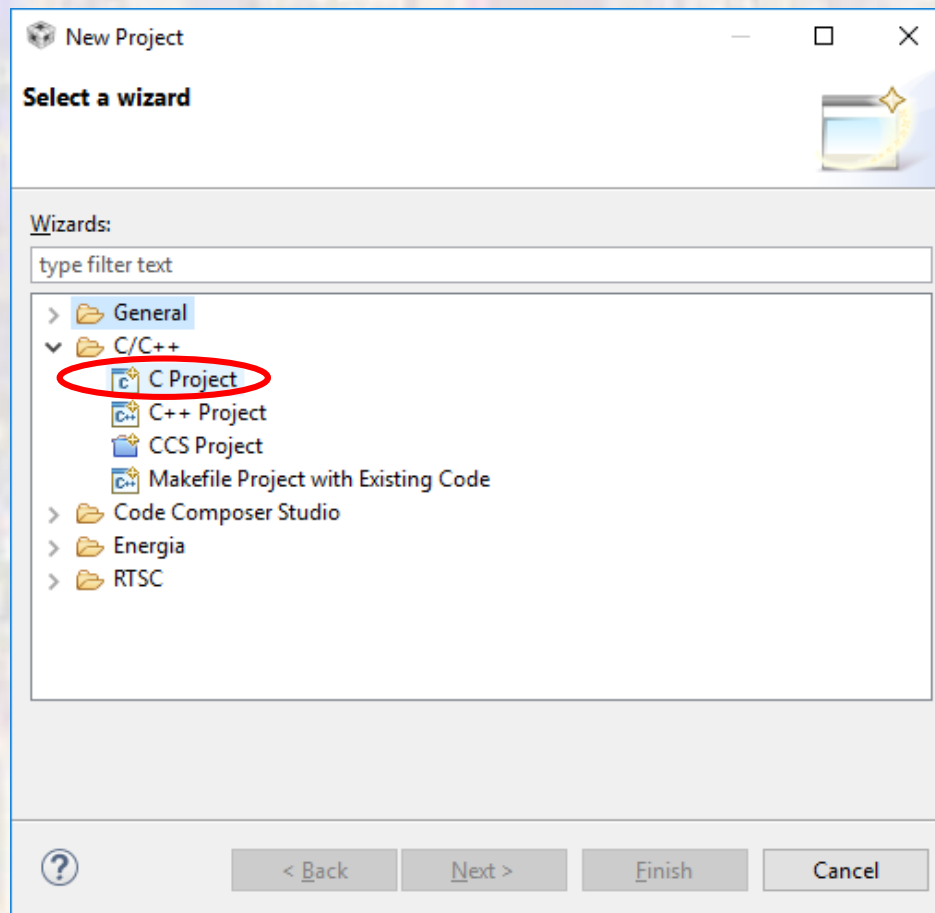
# CC Studio – Console Mode

- Select file -> new -> Project



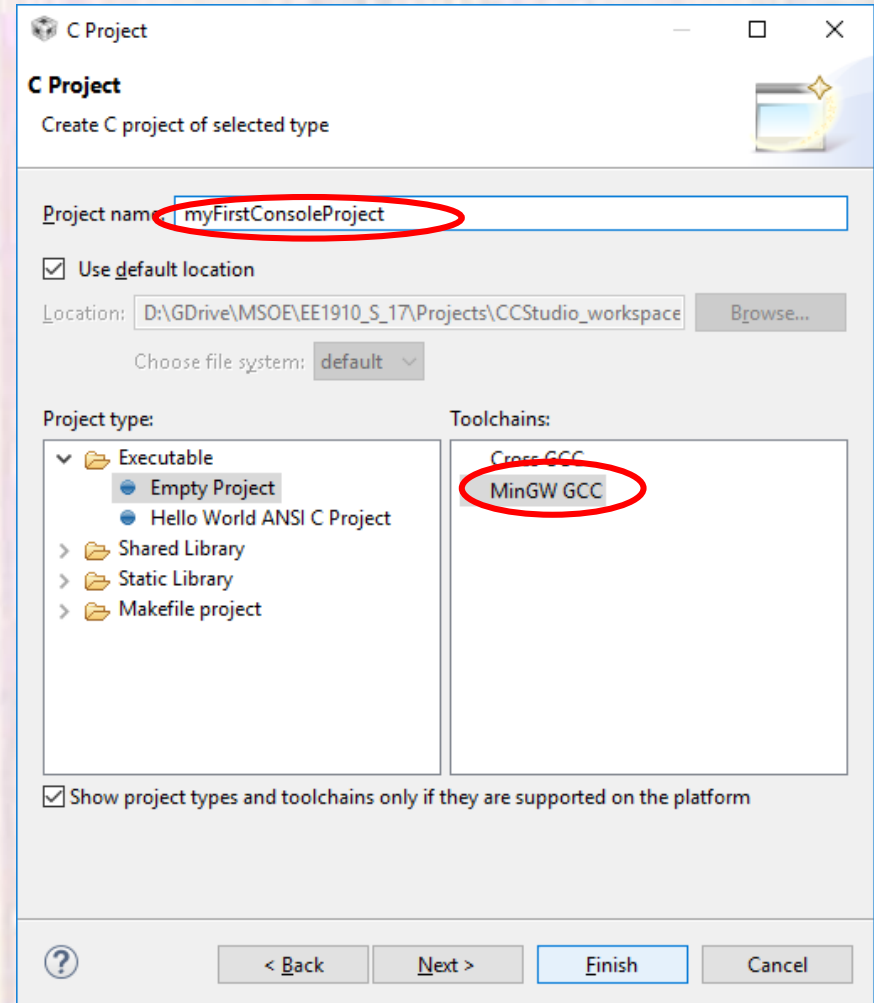
# CC Studio – Console Mode

- Expand C/C++
- Select C Project



# CC Studio – Console Mode

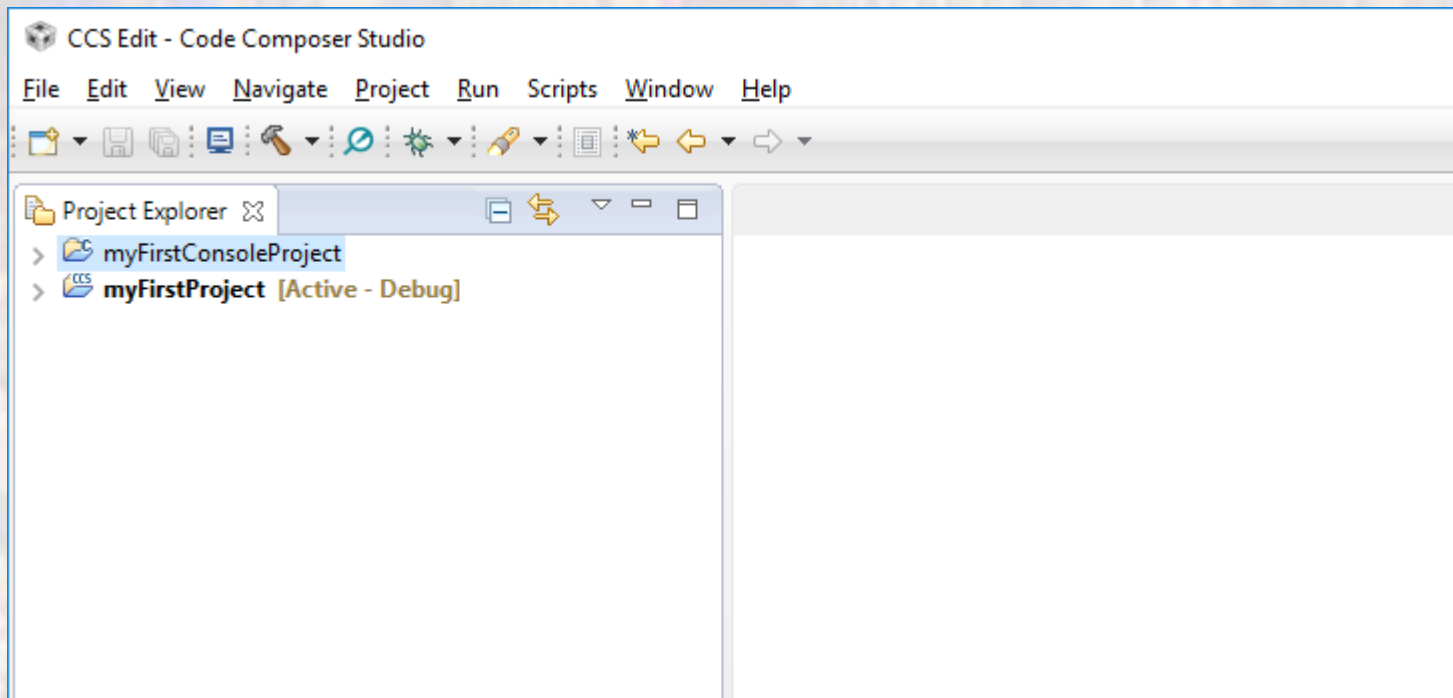
- Type in a project name (**NO SPACES ALLOWED**)
- Select Empty Project
- Select MinGW GCC
- Finish





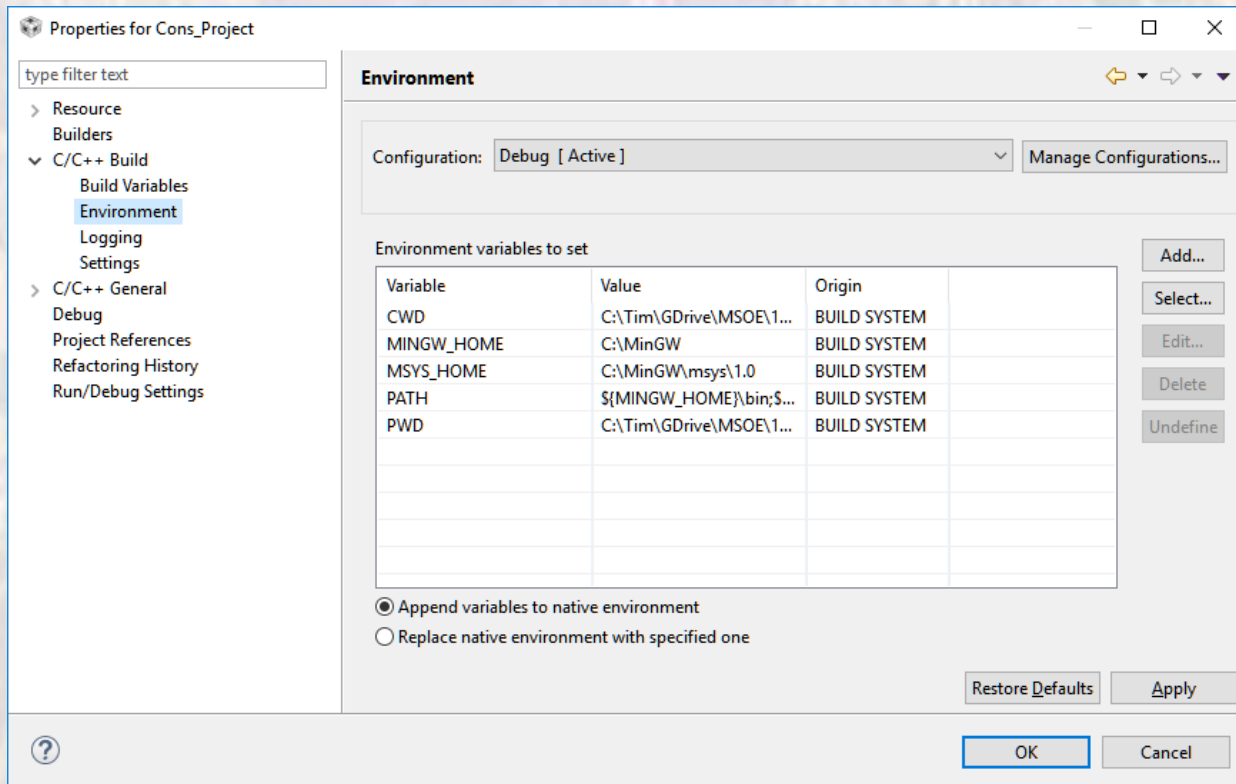
# CC Studio – Console Mode

- Project explorer now has your project listed



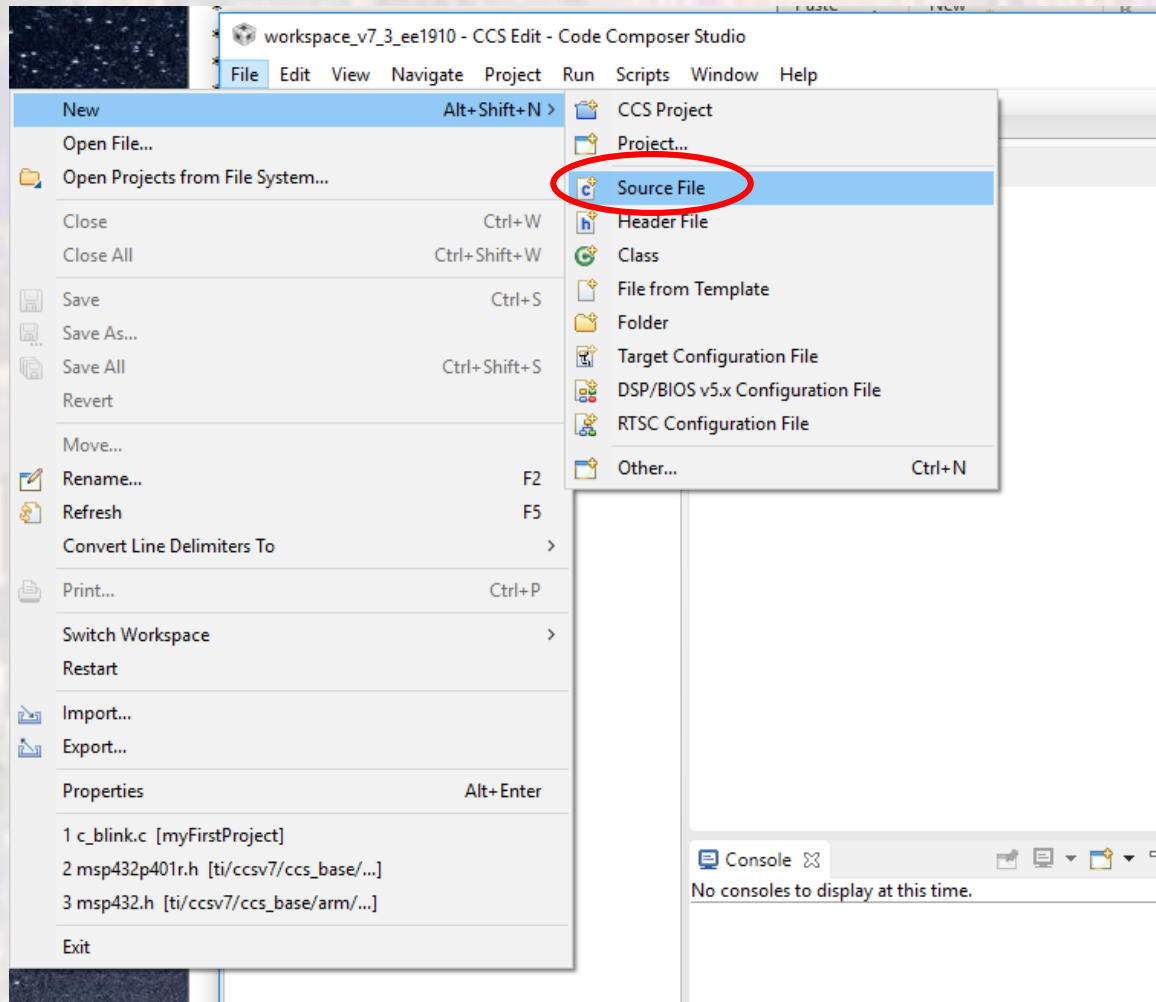
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- With your console project highlighted
- Select project -> properties -> C/C++ Build -> Environment
- Make sure the MINGW\_HOME and MSYS\_HOME values are set, and MINGW\_HOME is in the PATH value



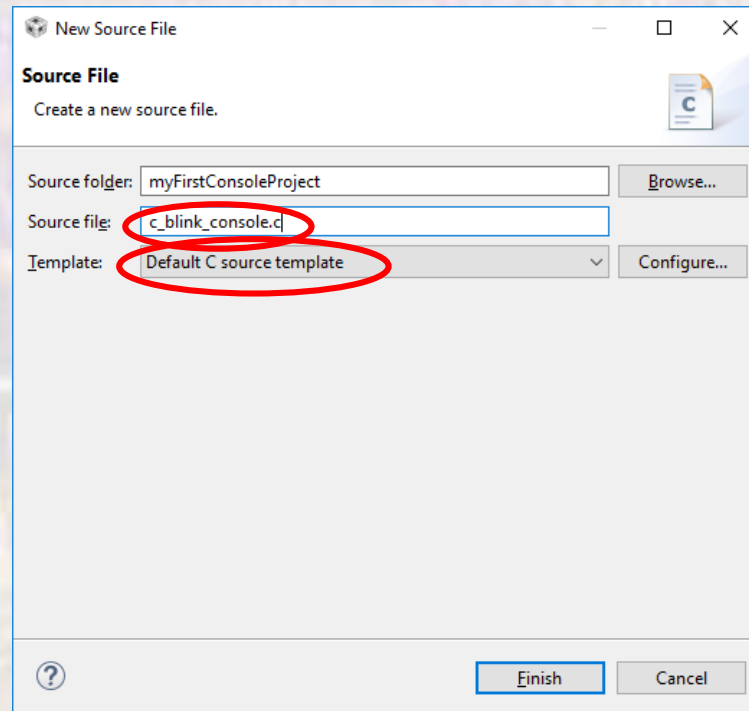
# CC Studio – Console Mode

- File -> New -> C Source File



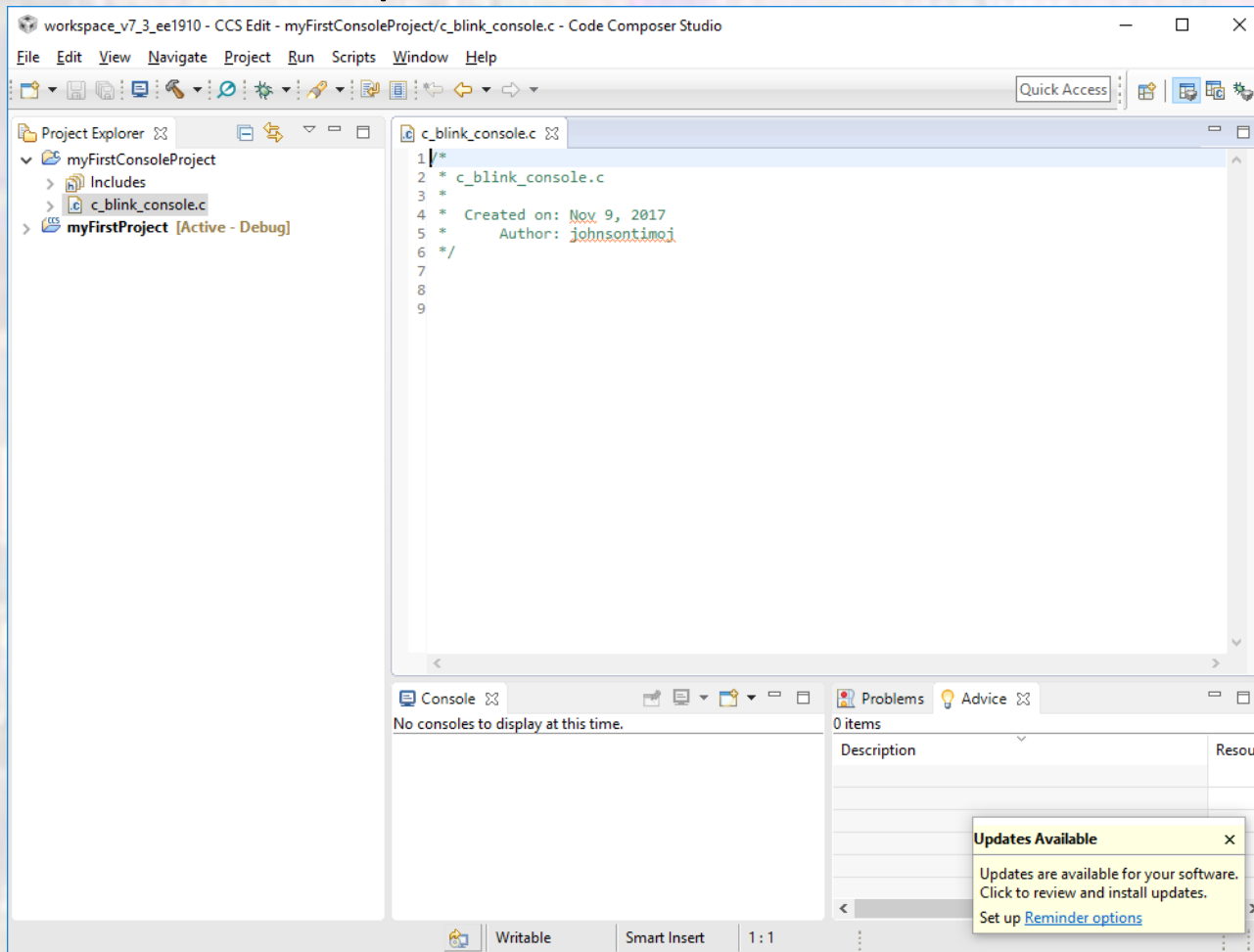
# CC Studio – Console Mode

- Provide a file name
- You must include the `xxxxx.c` extension
- **NO spaces**
  - It is common to use an underscore “\_” instead of spaces



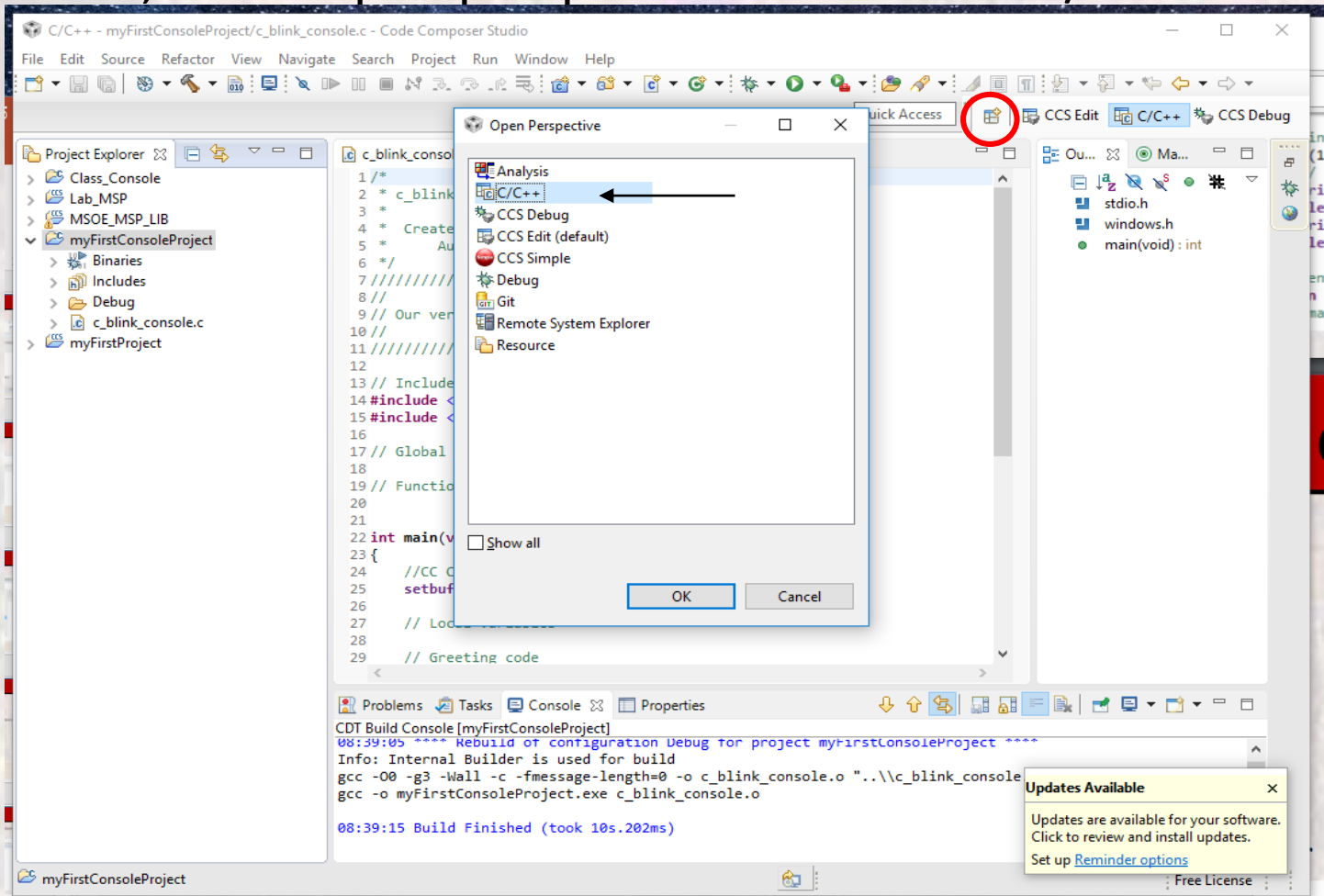
# CC Studio – Console Mode

- The new file will be opened with a short comment section included at the top



# CC Studio – Console Mode

- If the perspective does not automatically open in C/C++ mode, select open perspective and choose C/C++



# CC Studio – Con

- Type the following into the file
- Do not try to copy and paste
  - Microsoft adds hidden characters
- Save

```
/*
 * c_blink_console.c
 *
 * Created on: Nov 9, 2017
 * Author: johnsontimoi
 */
//
// Our version of blink.c for the console only
//
// Includes
#include <stdio.h>
#include <windows.h>

// Global Variables

// Function Prototypes

int main(void){
    //CC Composer I/O issue
    setbuf(stdout, NULL); // disable buffering

    // Local Variables

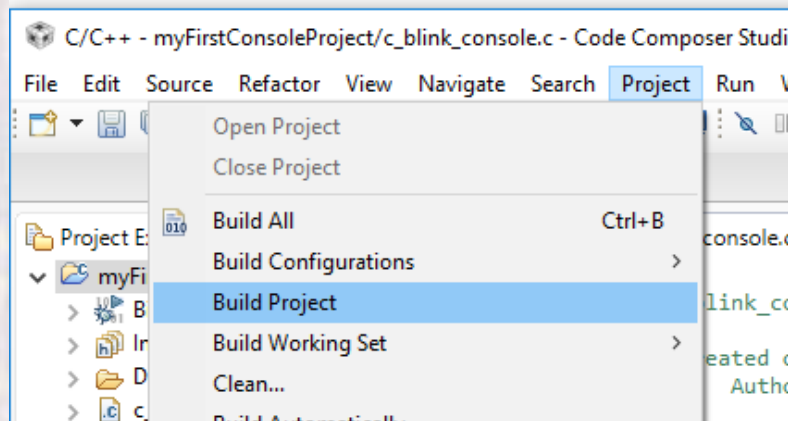
    // Greeting code
    printf(" !! Hello EE1910 !!\n");

    // Print Code
    while(1){
        // Print to console
        printf("ON\n");
        Sleep(1000);
        printf("OFF\n");
        Sleep(1000);
    } // end while

    return 0;
} // end main
```

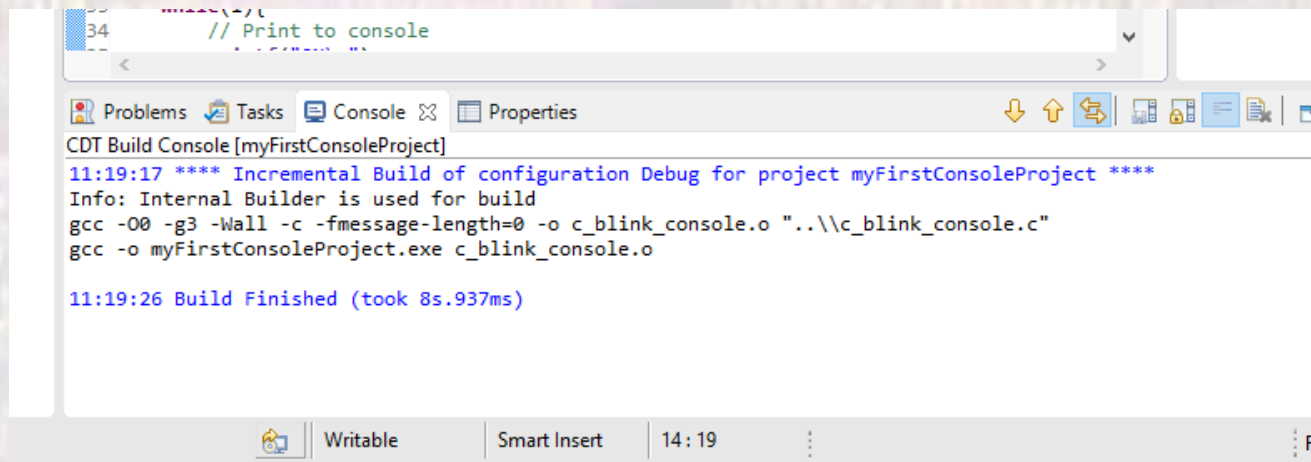
# CC Studio – Console Mode

- Select Project -> Build Project



This compiles, assembles, and links the program

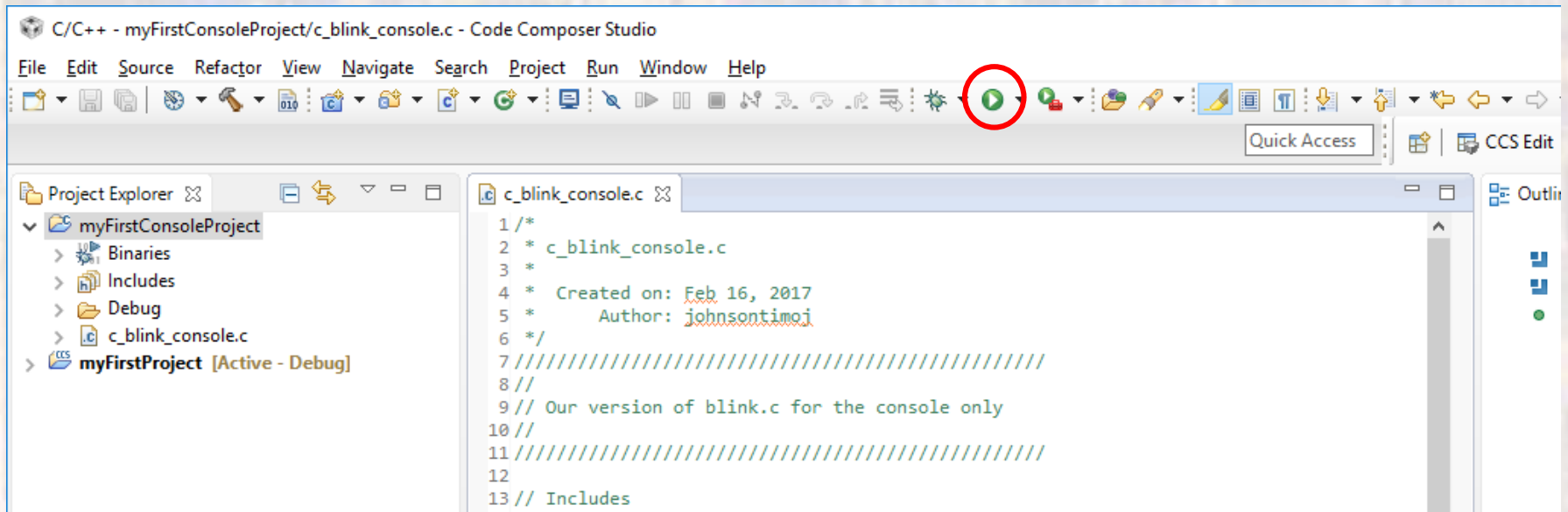
Check the console for errors





# CC Studio – Console Mode

- Click the green arrow to run the program



# CC Studio – Console Mode

- The program is displaying in the console

```
29 // Greeting code
30 printf(" !! Hello EE1910 !!\\n");
```

Problems Tasks Console Properties

myFirstConsoleProject.exe [C/C++ Application] D:\\GDrive\\MSOE\\EE1910\_S\_17\\Projects\\CCStudio\_workspace\\myFirstConsoleProject.exe

!! Hello EE1910 !!

ON

OFF

ON

Debug

myFirstConsoleProject.exe [C/C++ Application]

D:\\GDrive\\MSOE\\EE1910\_S\_17\\Projects\\CCStudio\_workspace\\myFirstConsoleProject\\Debug\\myFirstConsoleProject.exe

Writable Smart Insert 28:1

- The program is running in Windows with the process name “myFirstConsoleProject.exe”
- Open your windows task manager and look for the process

# CC Studio – Console Mode

- Stop the program (red square)

