# DK-TM4C129X\_OS2

Download Link Micrium-DK-TM4C129X-OS2.zip



### **DK-TM4C129X Example Project**

MCU			
Manufacturer	Family	Part Name	Architecture
TI	TM4C129x	TM4C129XNCZAD	ARM_Cortex_M4

# **PROJECT INSTRUCTIONS**

#### PRODUCTS AND VERSION REFERENCE

TOOLCHAIN IDEs				
IDE N	Version			
IAR EW	6.70.2			
Keil MDK-ARM		5.1.0.0		
MICRIUM				
Micrium Product	Version			
uC/CPU	1.30.00			
uC/LIB	1.37.02			
uCOS-II	2.92	2.10		

#### LOADING & RUNNING THE PROJECT ON THE BOARD



[WARNING]: Make sure to open the project using the mentioned IDE(s) version or later.

## IAR Embedded Workbench™

- 1. Click on FileOpenWorkspace...
- Navigate to the directory where the workspace is located: \$\mathre{Micrium\Software\EvalBoards\TI\DK-TM4C129X\OS2\AR\OS2.eww}
- 3 Click Open
- 4. For Safety, clean the project by clicking on ProjectClean. (If Available)
- 5. Compile the Project by clicking on ProjectMake.
- 6. Have the board connected via JTAG into the board input (J1) before downloading the project to the board.
  - a. Make sure that pin J11 is selecting the external 5V DC as the power source
  - b. 5V DC
- 7. Download the project to the board by clicking on ProjectDownload and Debug.
- 8. Run the project by clicking DebugGo. To stop the project from running click DebugStop Debugging.

# Keil μVisio**5**™

- Click on ProjectOpen Project...
   Navigate to the directory where the workspace is located: \$Micrium\Software\EvalBoards\TI\DK-TM4C129X\OS2\KeilMDK\OS2.uvproj
- 4. For Safety, clean the project by clicking on ProjectClean Target. (If Available)
- 5. Compile the Project by clicking on ProjectBuild Target.
- 6. Have the board connected via JTAG into the board input (J1) **before** downloading the project to the board.

  a. Make sure that pin J11 is selecting the external 5V DC as the power source

  - b. 5V DC
- 7. Download the project to the board by clicking on DebugStart/Stop Debug Session.
- 8. Run the project by clicking DebugRun. To stop the project from running click DebugStart/Stop Debug Session again.