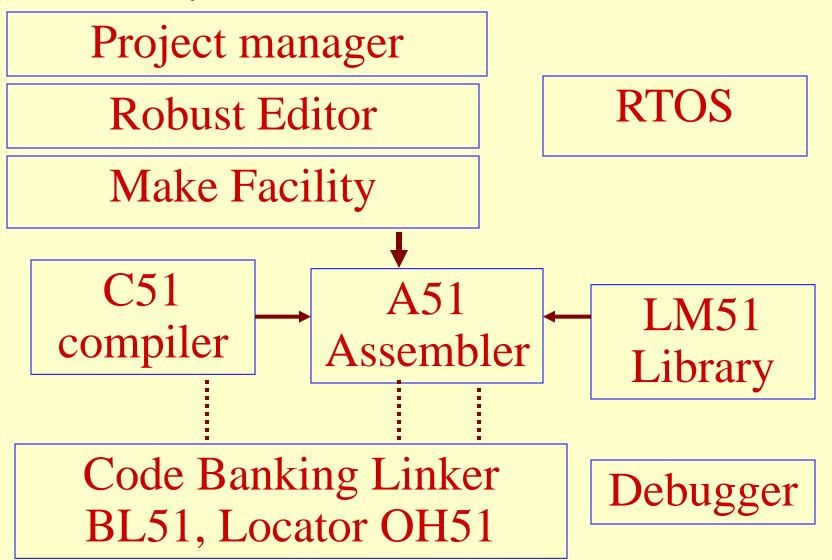
#### Chapter 12

# Development Tools for Microcontroller Applications

#### Lesson 04

### Keil µVision 2 IDE- Facilities, Build Mode and Project Manager

#### μVision 2 IDE Facilities



#### μVision 2 IDE Modes

**Build Mode** 

Project manager

Robust Editor-Interactive error correction μVision 2
Debugger
Mode

Make Facility

#### **Project Manager**

menu bar for command entry of menus - file, edit, project, debug, tools and SVCS, help

> Device Databases

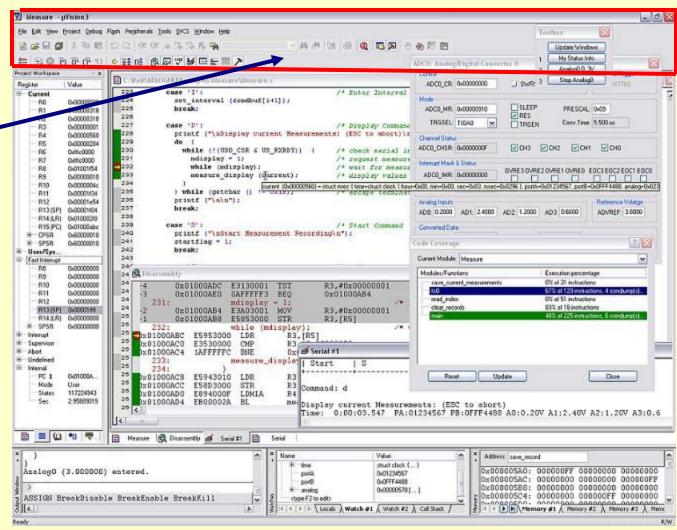
Spaces for project, work,code coverage, performance analysis, Serial ports, Symbols and memory

Option
Setting,
configuration
of tool
settings

Online help

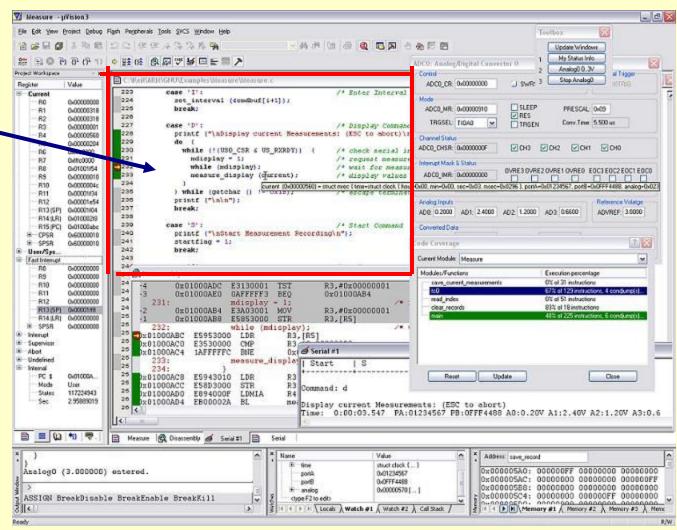
#### Menu and Tool Bars

Menu and tool bars



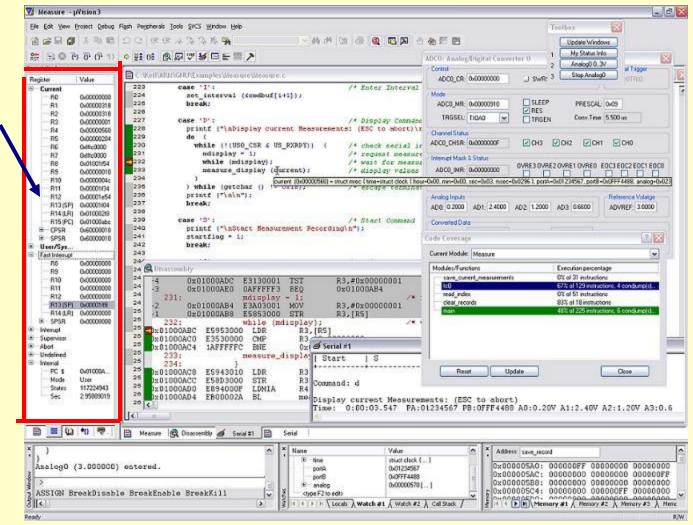
#### **Work space - Codes**

Codes entere d and edited here



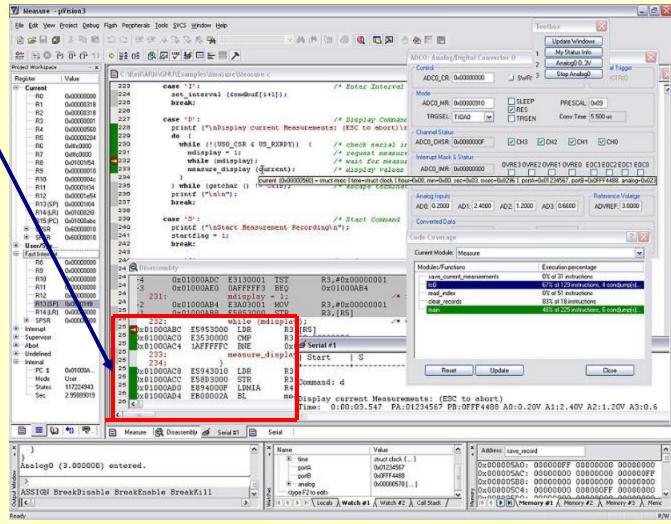
## Project space for Registers and Memory Areas

#### Project Space



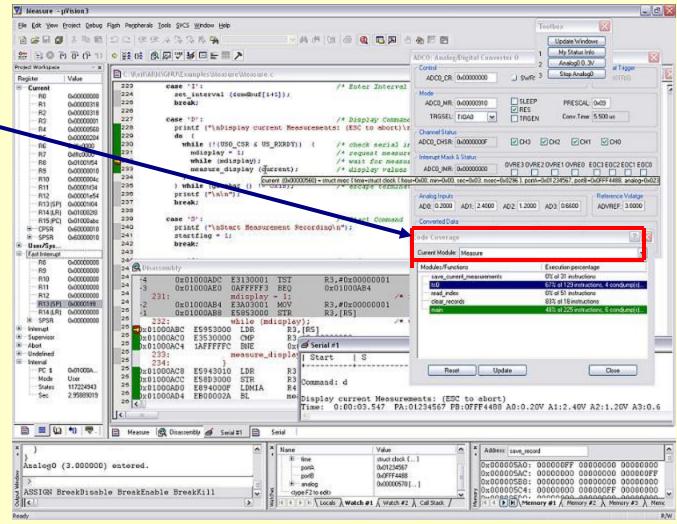
## Codes at previous, current and next addresses

Codes at previous, current and next addresses



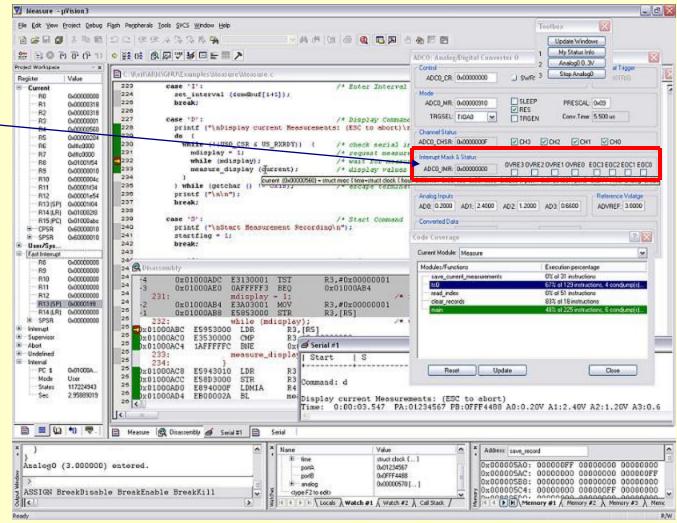
#### Performance and Code coverage

Performance



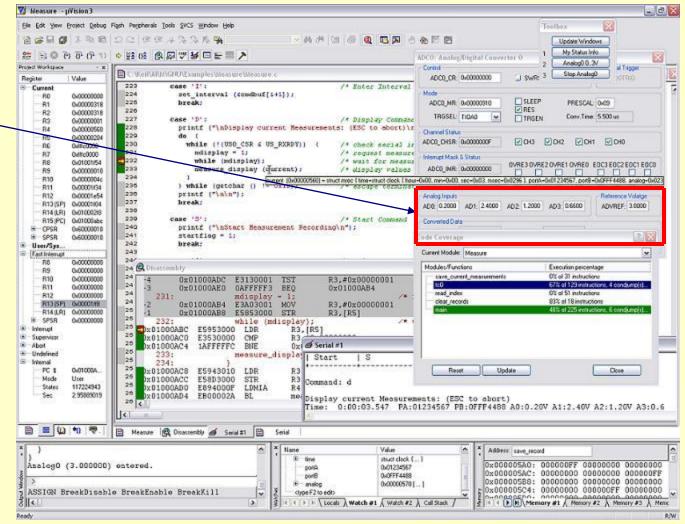
#### **Interrupt Masks and Statuses**

interruptmasks
and
statuses

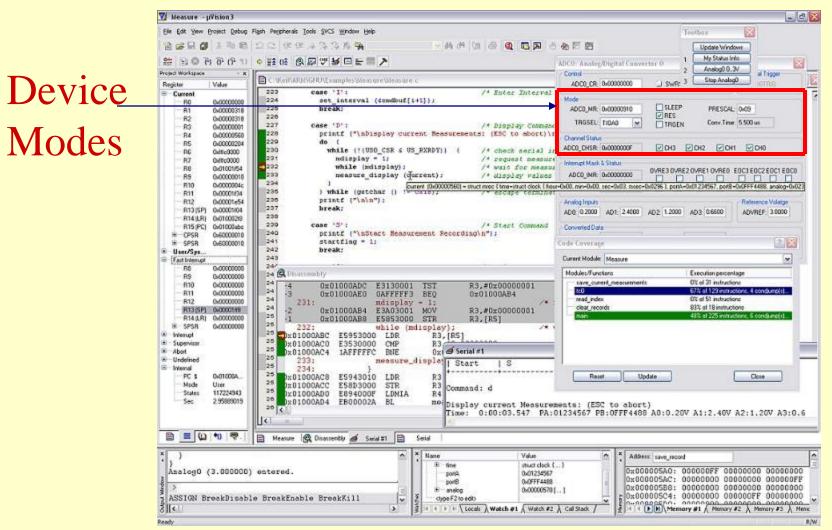


#### **Device Inputs**

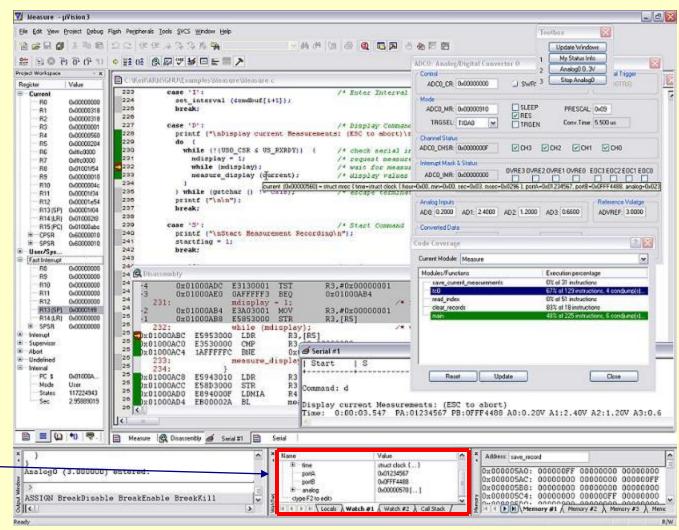
Device inputs



#### **Device Modes**



#### **Device Outputs**



Device outputs

#### File menu commands

New

Open

Save

Save As

Device database

**Print** 

Print setup

1-9 open

Kamal

#### View menu commands

Status bar

Tool bar

File Toolbar

Build

Debug

**Project** 

Output

Source Browser

Microcontrollers-... 2nd Ed. Raj K

Pearson Education

Dissembly

Watch and call stack

Memory

Code-coverage

Performance

Symbol

Serial

Toolbox

**Options** 

#### Windows menu commands

cascade

Tile vertically

Arrange Icon

1-9 Active

To arrange and show over lapping windows

### Summary

#### We learnt

#### **IDE Vision 2 IDE**

- Two modes- build mode and debug mode
- Project Manager
- Menus, bars, commands, Work space
- Windows

#### End of Lesson 04

# Keil µVision 2 IDE- Facilities, Build Mode and Project Manager