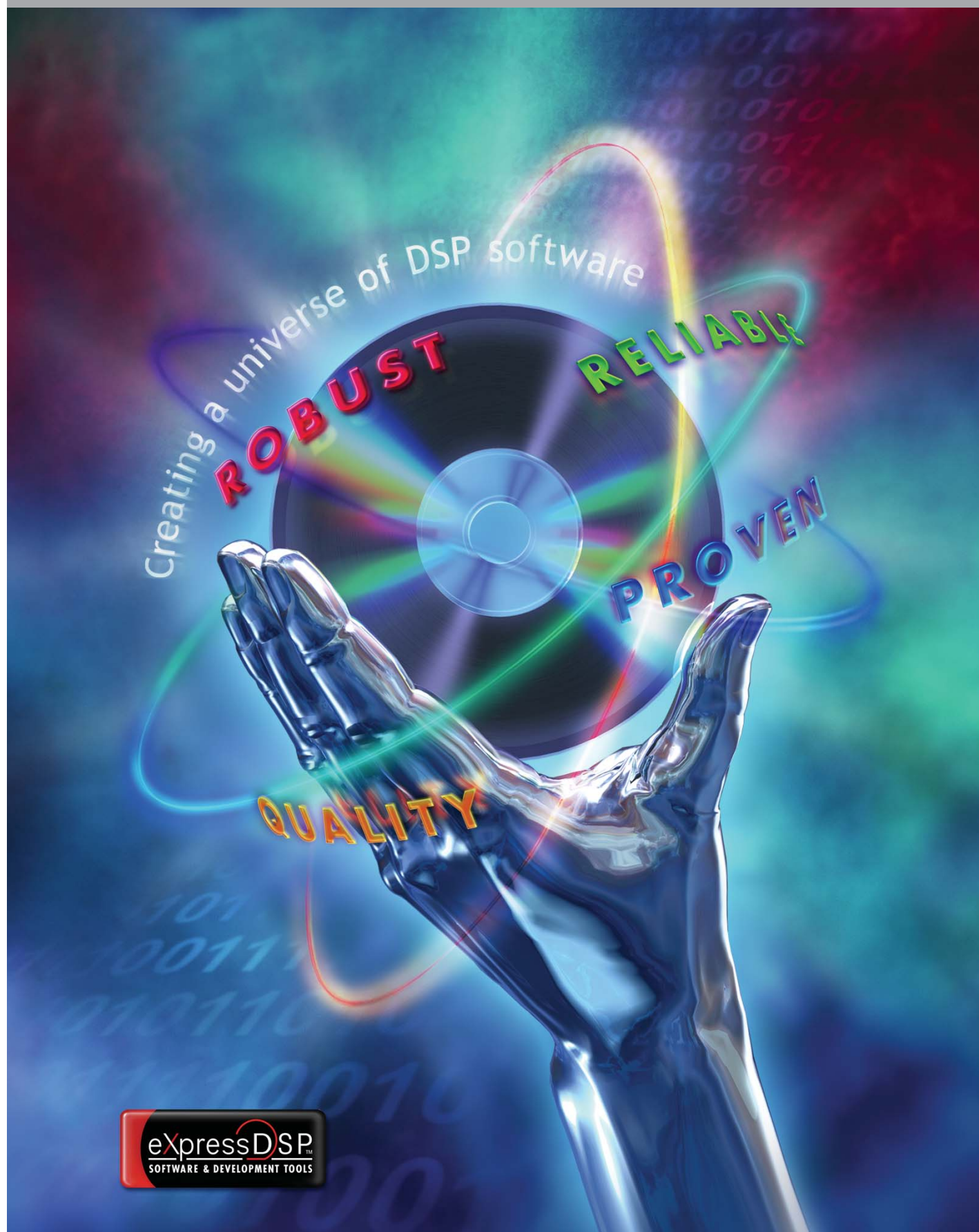


Code Composer Studio™ IDE

PLATINUM v3.3



eXpressDSP Host Tools Provide an Integrated Development Environment

- **Code Composer Studio™ IDE Development Tools** – a powerful set of integrated development tools that can be enhanced with TI and third-party plug-ins. With all these tools in one integrated environment, CCSstudio boosts your effectiveness and productivity.

Code Composer Studio (CCStudio) Platinum Edition series provides developers with a unified DSP platform development environment with a collection of integrated tools designed to boost productivity and reduce common debug frustrations. With powerful features for every stage of the development process, the CCSstudio Platinum enables developers to meet their application performance and schedule goals with easy-to-use, robust development tools and software.

eXpressDSP Real-Time Target-Side Software Saves Valuable Time

- **DSP/BIOS™ Kernel** – a proven, scalable, real-time software kernel including chip support libraries that create the foundation for software development work, eliminating many low-level coding tasks and greatly simplifying real-time task scheduling.
- **TMS320™ DSP Algorithm Standard** – an interoperability coding standard that facilitates the reuse of software components from your previous projects, other developers and outside sources.
- **eXpressDSP Reference Frameworks** – a set of open source, C-based starterware templates optimized for multiple application parameters. Production-ready code, which is simple to modify, enables you to be up and running very quickly.

World's Largest DSP Third Party Network

- **The TI DSP Third Party Network** provides a rich library of TMS320 DSP-based software modules and host tool plug-ins that are easily integrated to fit the needs of your application. This network also provides hardware platforms, emulators and consultant services.

CCStudio Platinum Highlights

End Debug Frustration and Stress

- **Connect/Disconnect** makes it easier to connect and disconnect with the target dynamically. This new functionality provides robust and resilient connection to the target board and even allows you to restore the previous debug state when connecting again.
- **Rewind Debugging** saves developers from repeating tedious reload and rerun sequences with a single keystroke backstep option to quickly jump to the previous instruction in the source code.
- **Unified Breakpoint Manager** quickly organizes and manages both software and hardware breakpoints from an easy-to-use interface.

Shorten Learning Curve and Simple Configuration Control

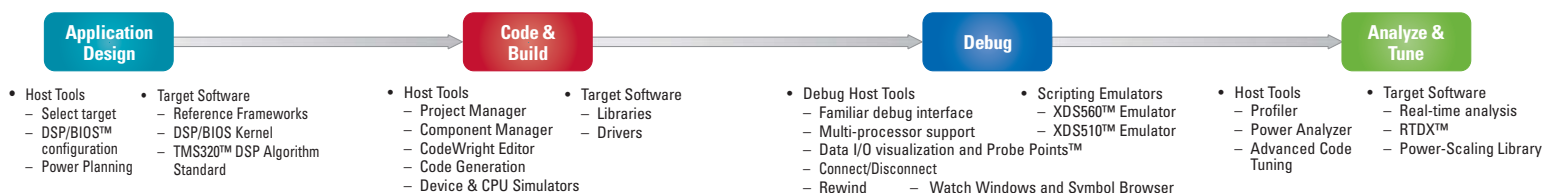
- **CodeWright:** Industry's most familiar and popular editor now integrated with CCSstudio shortens learning curve and offers rich editing capabilities.
- **Component manager:** Simple configuration control of CCSstudio components allows developers to freeze or evaluate new versions of compilers and DSP/BIOS kernel releases.
- **CCStudio IDE:** One look and feel for three DSP platforms eliminates learning curve for evolving/expanding cross-platform DSP development.

Achieve Programming Goals in Less Time with Maximum Results

- **Application Code Tuning** takes weeks out of the optimization process with a collection of integrated tuning tools. CCSstudio enables developers to build applications faster and easier than ever before, utilizing a "tuning approach" that allows full optimization of both the code and the silicon.
- **Tuning Dashboard** provides the user with a single interface for managing the optimization process. A user-defined Goals window allows the user to setup optimization targets and track progress towards the desired goals. The dashboard also contains a proactive Advice Window that provides specific optimization suggestions and advice on which tuning tools to use to achieve development goals. A Profile Setup and Viewer feature manages and displays the data collected during development.
- **Compiler Consultant** analyzes your application and makes recommendations for efficient coding. Each time the application is compiled, Compiler Consultant will examine the code and create suggestions for different optimization techniques to improve code efficiency.
- **CacheTune** makes it easier to identify non-optimal cache usage by graphically representing cache memory accesses. This visual/temporal view of cache accesses enables quick identification of problem areas (such as areas related to conflict, capacity, or compulsory misses) to help you greatly improve an application's overall cache efficiency.

* All CCSstudio features described may not be available for every supported TI processor. Please check the Features by Platform support matrix for support details.

TI's Development Tools and Software Available Throughout Design Cycle



The tight integration of Code Composer Studio™ (CCStudio) software with eXpressDSP™ software and the TMS320 DSP, DaVinci™ and OMAP™ processors speed your design through each stage of the design cycle. Take advantage of the many features of eXpressDSP products to become more productive and accelerate time-to-market.

TI's Third Parties are a valuable resource: In addition to eXpressDSP-compliant algorithms, the TI DSP Third Party Network provides target boards, application starter kits, consultant services, as well as software tools, Code Composer Studio IDE plug-ins and additional hardware tools to help you through each stage of the design flow.

Application Design Host Tools

Quickly setup and configure your application with CCStudio setup. The drag-and-drop configuration utility enables you to quickly select and setup hardware systems and initialize the CCStudio environment. Even a system with multiple boards and CPUs can be configured in a few seconds.

Configure DSP/BIOS resources during application design with the DSP/BIOS configuration tool. Create and configure DSP/BIOS objects used by your program and eliminate resource contention at this early stage.

Estimate and plan power consumption early with device-specific planning tools.

Target Software

Get started faster and eliminate many low-level coding tasks up front by using ready-to-go eXpressDSP Software.

Jump start development with eXpressDSP Reference Frameworks. Choose the framework which best fits your application: RF1 "Compact," RF3 "Flexible" or RF5 "Extensive." Built on the foundation of DSP/BIOS™ Kernel and the TMS320™ DSP Algorithm Standard, this solid production-quality base code can get your applications off the ground quickly.

Get productive faster and eliminate the need to design and validate your own scheduler. Take advantage of the industry-proven scalable DSP/BIOS real-time kernel to perform time scheduling and synchronization. Use the built-in host-to-target communications and real-time instrumentation for real-time analysis in later stages of development. The kernel includes pre-emptive multi-threading, hardware abstraction, real-time analysis, configuration tools and chip support libraries so you can spend time on more innovative and productive activities.

Make, buy or reuse software.

Utilize the TMS320 DSP Algorithm Standard to make your code reusable and to take advantage of the rich offering of eXpressDSP-compliant algorithms ready to drop into your application.

Code & Build Host Tools

Manage your project effectively using the visual Project Manager. It provides fast access and manipulation of single or multiple project files with drag-and-drop as well as double-click edit capabilities. The Project Manager also can integrate with a number of industry-standard source control systems, giving development teams better control of their project.

Lock down compiler and/or DSP/BIOS versions for the life of the project. The component manager lets developers freeze critical components by project and continue to upgrade the IDE. The flexibility of the component manager allows developers to easily evaluate new versions before committing to them in their design.

Improve Code Integrity.

Integrated CodeWright editor includes powerful editing features like CodeSense to ensure code syntax and parameters are written correctly. This familiar and easy-to-use editor includes many text processing capabilities such as: file diffing and merging, custom code templates, block indenting, case conversion and comment insertion.

Generate efficient DSP code.

CCStudio supports C/C++ and Assembly language coding. TI's compile tools are co-developed with the DSP architecture, offering you best-in-class performance with industry-leading global view analysis and architecture-specific optimizations that include interactive profiling, tuning and feedback.

Start software development earlier using TI's fast simulators to do more coding and validation. Start before your hardware system is ready. A wide array of simulators provide options to determine how much of the device to simulate: CPU only, CPU and memory or full device simulators.

Target Software

Chip support libraries and drivers **reduce the need to open a data book** to correctly configure TMS320 DSP device peripherals.

Debug Host Tools

Get productive immediately with CCStudio's integrated debugger. This familiar easy-to-use interface has many features you would expect in a traditional debugger as well as many DSP-specific and multi-processor design capabilities.

Control execution of your code with software breakpoints or with hardware and conditional breakpoints which can evaluate a C expression, a local variable or a CPU register location. Use global breakpoints to synchronize the debug of multiple processors on a multi-processor system.

Input and output data on your target with Probe Points™ data breakpoints to control when data displays are updated. Use graph options to display data in useful formats such as FFTs, eye diagrams, constellation plots and images.

Dynamic Host-to-target connection enables developers to isolate hardware/software real time issues. Connect/Disconnect eliminates the need for frequent reset and restart sequences.

Step or run backwards to a previous point in execution. Rewind restores the state of resources to help developers quickly narrow down code problems in a single keystroke.

Examine your data and program during run-time with the watch window or simply roll your cursor over a variable in the editor to use the ToolTip feature to see its value.

Navigate your code with CCStudio's symbol browser, which has detailed knowledge of your application and displays all associated files, functions, global variables, types and labels of a loaded COFF output file (*.out).

Automate repetitive tasks using CCStudio Scripting and CCStudio GEL language. Use familiar languages such as Perl or Visual Basic to automate debug, testing and validation of applications with CCStudio software.

Emulators

CCStudio supports XDS510 and XDS560 class emulators. The XDS560 Emulator reaches real-time data rates of over 2 MB/second on enabled high-speed RTDX processors to provide an unparalleled level of real-time debug. The XDS560 Emulator is fully upward compatible with TI's XDS510 Emulator.

Analyze & Tune Host Tools and Target Software

Get insight into your running application and determine how to maximize performance, minimize footprint, manage power consumption and/or make your code more robust.

Examine operation of your system in real time and find glitches and bottlenecks that may only show up in real-time operation. This is made possible by the advanced RTDX and DSP/BIOS technologies integrated with CCStudio which allow you to get data from your application while it runs in real time.

Continuous visibility and communication with your target application without halting the processor using RTDX data transfers between host and target. With real-time data rates of over 2 MB/second, some processors can transfer large data files such as video images in real time.

Analyze task interaction with DSP/BIOS run-time services on your running application to determine if tasks are well integrated and if your application is best utilizing resources.

Optimize power consumption for power-sensitive applications. CCStudio's power analyzer and power-scaling library allow developers to visualize power consumption across the DSP, I/O or system. Use the power-scaling library to automatically scale the frequency and voltage of power-hungry functions, resulting in lower power consumption for the full application.

Extract maximum performance and full feature utilization from your DSP system with a comprehensive tool chain designed specifically to optimize (or tune) your DSP system.

Tuning tools are used to improve execution time, utilize cache more efficiently and decrease memory usage. These tools are wrapped with an interactive advisor that walks the user through the optimization process specific to the goals set by the developer.

Code Composer Studio™ Features and Benefits

Feature	Code Composer Studio IDE Platinum															C2000™ Controllers			
	C6000™ DSP			DaVinci™ Processor		C5000™ DSP		OMAP™ Processors			C2000™ Controllers								
	C62x™	C64x™	C64x+™	C67x™	DM644x	DM64x™	C54x™	C55x™	C54x	ARM7	ARM9	C24x™	C28x™						
Application Design																			
DSP/BIOS™ Kernel	X	X	X	X	X	X	X	X	X			X	X						
TMS320™ DSP Algorithm Std.	X	X	X	X	X	X	X	X	X			X	X						
Reference Frameworks ¹	X	X	X	X			X	X	X										
Chip Support Library	X	X	X	X	X		X	X	X										
Data Converter Selector Plugin ¹	X	X	X	X	X	X	X	X	X			X	X						
Driver Development Kit ¹	X	X	X	X	X	X	X	X	X			X	X						
Update Advisor	X	X	X	X	X	X	X	X	X	X	X	X	X						
Code & Build																			
CCStudio Point and Click IDE	X	X	X	X	X	X	X	X	X	X	X	X	X						
C/C++ and Assembly Language Tools	X	X	X	X	X	X	X	X	X	X	X	X ²	X						
CodeWright Integrated Editor	X	X	X	X	X	X	X	X	X	X	X	X	X						
On-Line Help	X	X	X	X	X	X	X	X	X	X	X	X	X						
Project Manager	X	X	X	X	X	X	X	X	X	X	X	X	X						
Debug																			
RTDX™	X	X ³	X	X	X ³	X	X	X	X				X						
Fast Simulation	X	X	X	X	X	X	X	X	X										
Simulators	X	X	X	X	X	X	X	X	X	X	X		X						
Watch Windows	X	X	X	X	X	X	X	X	X	X	X	X	X						
GEL Scripting (internal)	X	X	X	X	X	X	X	X	X	X	X	X	X						
Per/VBA Scripting ¹ (external)	X	X	X	X	X	X	X	X	X	X	X	X	X						
Parallel Debug Manager	X	X	X	X	X	X	X	X	X	X	X	X ⁴	X ⁴						
Connect/Disconnect	X	X	X	X	X	X	X	X	X	X	X		X						
Flashburn Utility ¹	X	X	X	X	X	X	X	X	X	X	X		X						
Unified Breakpoint Manager	X	X	X	X	X	X	X	X	X	X	X	X	X						
Advance Event Triggering		X	X		X	X	X	X											
Code Coverage/Multi-Event Profiler	X	X	X	X	X	X	X	X											
Interrupt Latency Checker	X	X	X	X															
Simulation Watch Points		X																	
Analyze & Tune																			
Pipeline Analysis								X	X				X						
Rewind	X	X		X	X			X	X										
Tuning Dashboard and Profiler	X	X	X	X		X	X	X ⁵	X	X	X	X	X						
Compiler Consultant	X	X	X	X	X														
Cache Tune	X	X	X	X	X			X	X										
¹ Available through Update Advisor for users with active CCStudio IDE subscription															³ HSRTDX available				
² C and ASM support only															⁵ Includes power management advice				
⁴ Supports only homogeneous multi-processing																			

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⁵ Includes power management advice

⁴ Supports only homogeneous multi-processing

For more information, visit www.ti.com

Code Composer Studio™ Features and Benefits

Code Composer Studio IDE

Key Benefits

- Quick start with familiar tools and interfaces
- Easily manage large multi-user, multi-site and multi-processor projects
- Utilize fast code creation, optimization and debugging tools
- Maximize reuse and portability for faster code development
- Perform real-time analysis enabled by RTDX and DSP/BIOS technologies

Update Advisor

All CCStudio registered users with a current subscription have access to CCStudio's live update capability. The Update Advisor is a web-based application designed to allow you to keep your system efficient and up-to-date. The Update Advisor is aware of every CCStudio component installed on your system, and it is able to compare this information with the available CCStudio updates. It then compiles a custom list of available, easy-to-install system updates. This allows you to keep your system up-to-date with the latest software from TI and also gives you access to valuable resources on the web to cut your development time.

Resources for eXpressDSP™ Software and Development Tools

Learn more about CCStudio and the eXpressDSP Software capability with the online tutorial, multimedia demos and built-in context-sensitive help. Go to CCStudio's Help Menu to access these resources. In addition, there are a number of other web-based resources available.

- **DSP Information:** www.ti.com/dsp
- **eStore:** www.ti.com/dspestore
- **Technical Documentation:** www.ti.com/dsp
- **Knowledge Base:** www.ti.com/dspkbase
- **Online Training:** www.ti.com/dsptraining
- **One-Day Workshops:** www.ti.com/1dayworkshops
- **Multi-Day Workshops:** www.ti.com/multidayworkshops
- **Third Party Catalog:** www.ti.com/thirdpartycatalog

Code Composer Studio™ IDE – Quick Start Reference Guide

Code Composer Studio IDE is accompanied by a complete documentation set that includes online help, tutorials, reference guides, user's guides, and application reports.

From the Code Composer Studio Help Menu...

From the Menu Bar, choose **Help → ... Contents**. The following dialog box appears and provides access, through links, to the complete set of online help topics and documentation:

Note: Viewing the Code Composer Studio IDE online manuals and application notes requires Adobe Acrobat Reader. Adobe Acrobat Reader 7.0 is provided on the installation CD.

From the Start Menu...

You can also access the online help without opening Code Composer Studio IDE by choosing

Start → All Programs → Texas Instruments → Code Composer Studio → Documentation → [Platform] Help.

Welcome to Code Composer Studio™ IDE

[Welcome to Code Composer Studio™ Version 3.3](#)

[What's New](#)

Read a brief summary (PDF) of new and different features in Code Composer Studio IDE 3.3.

[User Manuals](#)

View a list of all available user guides, reference manuals and application reports available for your target device (PDF format, installed locally).

[Tutorial](#)

Learn how to begin developing DSP applications with Code Composer Studio™ IDE:

[DSP Knowledgebase](#)

Search the latest FAQs, updates, bugs and troubleshooting online:

[Multimedia Demos for Code Composer Studio IDE](#)

Animated demo of how to perform basic IDE operations:

[Release Notes](#)

Read essential information about bug fixes and known problems associated with this release.

[Product Registration, Technical Support Phone Numbers](#) and [TI Support Web Sites](#)

Read about the range of services and support available to you as a TI customer.

[TMS320™ DSP Algorithm Standard](#)

Learn about a set of coding conventions and standards for developing third-party algorithms and incorporating other algorithms into your own product:

[Where and How to Look for Information](#)

A short guide about how to find the information you need in online help.

Places to Start:

[Setting Default IDE Behaviors & Paths at Startup](#)

[Using the CodeWright Text Editor](#)

[Working with Projects](#)

[Debugger Basics](#)

References

[GEL Functions: Alphabetical List](#)

[Keyboard Shortcuts](#)

Quick Start Guide

Code Composer Studio™ IDE – Quick Start Reference Guide

Installation Requirements

These operating platform requirements are necessary to install the Code Composer Studio Integrated Development Environment (IDE):

Minimum

- 1-GHz CPU
- 512 MB of RAM
- 600 MB of free hard disk space
- 1024×768 display
- Internet Explorer™ 5.0 or later
- Local CD-ROM drive

Recommended

- 2-GHz CPU
- 2 GB of RAM
- 16-bit color

Supported Operating Systems

- Windows® 2000 Service Pack 4
- Windows XP Pro Service Pack 1 & 2
- Windows XP Home Service Pack 1 & 2

Installing Code Composer Studio IDE

Note: Before starting the Code Composer Studio IDE installation, be sure that any antivirus software is disabled. You must install and run Code Composer Studio IDE using administrator privileges. If installing hardware, follow the instructions provided with the hardware.

- 1 Insert the installation CD into the CD-ROM drive.

An install screen should appear after a few seconds; if not, go to Windows Explorer and run [setup.exe](#) from your CD-ROM.

- 2 Respond to the dialog boxes as the installation program runs. You can customize the components that are installed.

Setting Up your Device Configuration

The first step in using Code Composer Studio IDE is to configure the target board or simulator that you want to use.

To load a standard configuration file:

Invoke the setup application by double clicking on the [Setup CCStudio](#) icon that appears on your desktop. The list of standard configurations is listed in the center pane of the setup program.

- 1 Click on the [Factory Boards](#) tab located at the bottom of the center pane.
This will display a list of standard configurations provided by Texas Instruments or installed third-party packages.
- 2 Select the appropriate board or simulator configuration. Use [Filters](#) to help narrow the available choices, and either double click on the item, drag the selected configuration to the left pane or click on the configuration and hit the add button to add it to your system.

- 3 Repeat the step above for each board or simulator you wish to add to your system. Your configuration may contain more than one target board.

Within the setup interface, the configuration you selected is graphically displayed under [My System](#) in the left pane.

If you select more than one target configuration in the setup, the [Parallel Debug Manager](#) (PDM) will be launched when you start Code Composer Studio IDE. The PDM lets you control multiple debug sessions.

- 4 Click the button labeled [Save and Quit](#). The configuration is saved in the System Registry.
- 5 Click [Yes](#) to the question, “Start Code Composer Studio on Exit?” The Setup utility is closed and Code Composer Studio IDE is started.

To set up a new system configuration:

If you have a custom board or you cannot find your board under the [Factory Boards](#) you can create your own configuration.

- 1 Select the [Create Board](#) tab located at the bottom of the center pane.
- 2 Select the appropriate connection type (emulator or simulator). Double click on it or hit [Add](#) to bring up the [Connection Properties](#) Connection Properties dialog.
- 3 Fill in the properties for the connection and click [Finish](#).
- 4 You will then be presented with a list of the supported processor types in the center pane. Double click on the desired processor to bring up the [Device Properties](#) dialog.
- 5 Fill in the properties for the device and click [Finish](#). Repeat as necessary.
- 6 Click the button labeled [Save and Quit](#). The configuration is saved in the System Registry.
- 7 Click [Yes](#) to the question, “Start Code Composer Studio on Exit?” The Setup utility is closed and Code Composer Studio IDE is started.

For more information on setting up a new system configuration, see the Code Composer Studio IDE Setup online help.

Code Composer Studio™ IDE – Quick Start Reference Guide

Running the Code Composer Studio IDE Tutorial

The interactive Code Composer Studio IDE tutorial as well as the Code Composer Studio IDE Getting Started Guide, provides an effective method to learn about the new and existing features of this tool.

- 1 Code Composer Studio IDE should now be running. If it is not already running, double-click on the **CCStudio** icon on your desktop.
- 2 From the Code Composer Studio IDE Help menu, select **Tutorial**.

Using Code Composer Studio IDE to Build a Program

To create a new project:

- 1 Select **Project → New** from the menu. This opens the **Project Creation** dialog box. In the **Project Name** field, type the new project name.
- 2 In the **Location** field you can either type the name of the correct project directory where you want the project to reside or you can browse to it by clicking the **...** button.
- 3 In the **Project Type** field, select library or executable, depending on the type of output you are creating.
- 4 In the **Target** field, select the target you have configured for Code Composer Studio IDE and click **Finish**.

To open an existing project:

- 1 Select **Project → Open** from the menu. The **Project Open** dialog box appears. Navigate to the correct project directory. Highlight the project you want to use and choose **Open**.

Existing projects created under previous versions of Code Composer Studio IDE will automatically be migrated to the latest format when they are opened.

To add files to a project:

- 1 Select **Project → Add Files to Project**. In the **Add Files to Project** dialog box, navigate to the appropriate location, select the file, and click **Open**.

Note: Code Generation Tools include runtime library files (e.g., *rts6400.lib*). The runtime libraries contain the Standard C Library of functions. If you are going to be using Standard C Library functions, you must add the target-specific runtime libraries to your project.

Do not try to specify include or header files directly. These files are automatically added to the project by scanning the source files for dependencies.

Building and running the program:

- **Setting Build Options:** Select **Project → Build Options** from the menu. You can change options for the compiler and linker.
- **Building the program:** Choose **Project → Rebuild All** to re-compile, re-assemble, and re-link all the files in the project. Messages about this process are shown in a frame at the bottom of the window.
- **Loading the program:** Select **File → Load Program** to load the executable file (*.out). Select the program you just rebuilt and click **Open**.
- **Running the program:** Select **Debug → Run**.

Code Composer Studio™ IDE – Quick Start Reference Guide

What is DSP/BIOS Kernel?

DSP/BIOS is a scalable, real-time kernel that is designed for applications that require real-time scheduling and synchronization, host-to-target communication, or real-time instrumentation.

The DSP/BIOS kernel is packaged as a set of modules that can be linked into an application. It is integrated with Code Composer Studio™ Integrated Development Environment (IDE), requires no runtime license fees, and is fully supported by Texas Instruments. The kernel is also a key component of TI's eXpressDSP™ technology.

DSP/BIOS kernel enables you to develop and deploy sophisticated applications and eliminates the need to develop and maintain custom operating systems or control loops. Because multi-threading enables real-time applications to be cleanly partitioned, applications using DSP/BIOS kernel are easier to maintain and new functions can be added without disrupting real-time response. DSP/BIOS kernel provides standardized APIs across TMS320C2000™, TMS320C5000™ and TMS320C6000™ DSP platforms to support rapid application migration. Additionally, it includes configuration support for EVMs, DSKs, simulators, and some third-party boards. Existing configuration templates are easily adaptable to provide support for custom boards and other third-party boards.

DSP/BIOS kernel is integrated into the Code Composer Studio IDE. Code Composer Studio's kernel object viewer and real-time analysis provide a powerful set of integrated tools specifically focused on debugging and tuning multitasking applications.

DSP/BIOS Kernel Components

The DSP/BIOS kernel includes the following components:

- **DSP/BIOS Configuration Tool.** This tool allows you to create and configure the DSP/BIOS kernel objects used by your program. You can use this tool to configure memory, thread priorities, and interrupt handlers settings.
To open the DSP/BIOS Configuration Tool, choose [File → New → DSP/BIOS Configuration](#) within Code Composer Studio IDE. Select the template for your DSP target and click OK.
For help on the Configuration Tool, press F1 while the Configuration Tool window is active.
- **DSP/BIOS Real-Time Analysis Tools.** These tools allow you to view program activity in real time. For example, the Execution Graph shows a diagram of thread activity.
To open a DSP/BIOS kernel analysis tool, use the DSP/BIOS kernel menu or the Real-Time Analysis toolbar within Code Composer Studio IDE.
For help on a DSP/BIOS kernel analysis tool, press F1 while the tool window is active.
- **DSP/BIOS Kernel.** Your C, C++, and assembly language programs can call over 150 DSP/BIOS functions.
For reference information on DSP/BIOS kernel, choose [Help → Contents](#) and open the DSP/BIOS book in the Contents tab.

Learning about DSP/BIOS™ Kernel

See the following documents and online locations for information about DSP/BIOS kernel.

Use this document:	If you need this information:	How to open it:
DSP/BIOS Tutorial	How to get started with DSP/BIOS kernel and gain a hands-on introduction to various modules.	Online Help: Within Code Composer Studio™, choose Help → Tutorial . Go to the Using DSP/BIOS section.
DSP/BIOS User's Guide	How DSP/BIOS works. This manual includes an overview of DSP/BIOS and discusses the threading model, real-time analysis and instrumentation, memory management, and I/O.	Adobe Acrobat file: In Code Composer Studio, choose Help → User Manuals . In the web page that opens, follow the link to open the DSP/BIOS User's Guide.
DSP/BIOS API Reference	Reference information about DSP/BIOS modules, objects, API functions, device drivers, and utilities. This information is also provided in the DSP/BIOS online help.	Adobe Acrobat file: In Code Composer Studio, choose Help → User Manuals . Follow the link to the DSP/BIOS API Reference for your DSP platform.
DSP/BIOS Online Help	Answers to questions about how to use DSP/BIOS; reference information about DSP/BIOS modules, objects, API functions, device drivers, and utilities; troubleshooting information.	Online help: Within Code Composer Studio, choose Help → Contents and open the DSP/BIOS book in the Contents tab.
DSP/BIOS Website	The DSP/BIOS area of the TI website includes links to application notes, benchmarks, a discussion group, and training classes.	Website: On the Web go to www.ti.com/dsp and click on the DSP/BIOS link in the eXpressDSP™ box.

Code Composer Studio™ IDE – Quick Start Reference Guide

What is the TMS320 DSP Algorithm Standard?

The TMS320 DSP Algorithm Standard is a key ingredient of eXpressDSP™ Technology. It is a set of coding conventions for algorithm writers that ultimately eliminates much of the time-consuming re-engineering work required to integrate algorithms into a variety of applications. It achieves this by defining common programming rules, guidelines, and interfaces.

The TMS320 DSP Algorithm Standard enforces known behaviors, requires documentation of features relevant to integration, and defines interfaces for algorithms to use to request resources. As a result, the standard facilitates the integration and deployment of algorithms in a variety of systems. Rules and guidelines are provided for the following DSP generations:

- TMS320C62x™/C64x™/C67x™/ DM64x™/DM644x
- TMS320C54x™/C55x™
- TMS320C24x™/C28x™

Utilizing the TI provided test tool, QualiTI, users can test TMS320 algorithms for compliance with the TMS320 DSP Algorithm Standard. Passing algorithms are allowed to display and use the compliance logo shown here. By using such algorithms, system integrators can avoid bugs that result from unfounded assumptions by the algorithm about resource availability and calling context.



The TMS320 DSP Algorithm Standard documentation, header files and examples are included in Code Composer Studio. The full developers kit may be downloaded from TI's website.

To Create eXpressDSP-Compliant Algorithms

Download the TMS320 DSP Developer's Kit from www.ti.com/dsp. Select Software DSP Algorithm Standard. Start by using the Hyperception Component Wizard for step-by-step guidance to create a pre-built wrapper that prevents the user from using non-conforming entries.

While adding your own unique IP, leverage the various documents listed below to ensure compliance with the standard. Upon completion, verify compliance with the standard by using the automated test tool – QualiTI.

To Use eXpressDSP-Compliant Algorithms

To browse and purchase off-the-shelf, production-ready algorithms, visit TI's web site to view a list of companies that have produced eXpressDSP compliant algorithms. Go to the DSP Developers' Village and follow the links in the eXpressDSP Compliance Program box.

The following documentation, application notes and user's guides are available to learn more about the TMS320 DSP Algorithm Standard.

TMS320™ DSP Algorithm Standard

Code Composer Studio™ IDE – Quick Start Reference Guide

Use this document:	If you need information about:
Design and Implementation of an eXpressDSP™-Compliant DMA Manager for C6x1x (SPRA789)	Following an overview of DMA abstractions for eXpressDSP-compliant algorithms, this application describes a C6x1x-optimized (C6211, C6711) ACPY2 library implementation and DMA Resource Manager, which can also be run on C64x™ devices. An algorithm and example application is provided (including source code) to demonstrate enhancements to DMA access.
DMA Guide for eXpressDSP-Compliant Algorithm Producers and Consumers (SPRA445)	This application note provides an overview of the DMA architecture specified by the TMS320 DSP Algorithm Standard. It also describes two sets of APIs used for accessing DMA resources: the IDMA2 abstract interface and the ACPY2 library.
Making DSP Algorithms Compliant with the TMS320 DSP Algorithm Standard (SPRA579)	A tutorial on how to make an algorithm compliant to the standard.
The TMS320 DSP Algorithm Standard – a White Paper (SPRA581)	A high-level overview of the algorithm standard.
TMS320 DSP Algorithm Standard API Reference (SPRU360)	The formal API specification that algorithms must conform to in order to be compliant to the standard.
TMS320 DSP Algorithm Standard Developer's Guide (SPRU424)	Implementing the TMS320 DSP Algorithm Standard interface.
TMS320 DSP Algorithm Standard Rules and Guidelines (SPRU352)	The formal specification of the standard's rules and guidelines plus overall descriptions and explanations.
Using the TMS320 DSP Algorithm Standard in a Dynamic DSP System (SPRA580)	Using standard algorithms in a system in which data objects are created and destroyed over the life of the system.
Using the TMS320 DSP Algorithm Standard in a Static DSP System (SPRA577)	Using standard algorithms in a system in which data objects are created at design time.
Techniques for Implementing Shared Relocatable Buffers Using the TMS320 DSP Algorithm Standard (SPRA790)	This application note presents several mechanisms supported by the TMS320 DSP Algorithm Standard which can be employed by algorithm writers to assist application developers in optimizing their system's performance and sharing of memory resources.

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One-Day Workshops

One-day workshops are designed to offer product or technology knowledge and more advanced information about a particular category of devices. These workshops include a significant “hands-on” section and are ideal introductions to get started with DSP. A list of available courses and schedule information can be found at www.ti.com/1dayworkshops

Multi-Day Workshops

Multi-day workshops are for engineers who need to sharpen their design and development skills. These workshops include significant “hands-on” labs emphasizing the demonstration and application of techniques and skills. TI workshops are highly beneficial in helping developers implement their DSP designs quickly. A list of available courses and the schedule can be found at www.ti.com/multidayworkshops

TI DSP Webcast Library

TI conducts free DSP webcasts to address topics most critical to designers. A typical webcast includes a presentation followed by a question & answer session with the technical engineering presenter specializing in the topic. After the live event, DSP webcasts are available via the archive library. To access the library, visit www.ti.com/webcasts

DSP Third Party Network Overview

The TI DSP Third Party Network is a worldwide community of respected companies offering products and services that support TI DSPs. Products and services include a broad range of end-equipment solutions, embedded software, engineering services and development tools that help customers accelerate development efforts and cut time-to-market. For more information on the DSP Third Party Network, please visit www.ti.com/3p



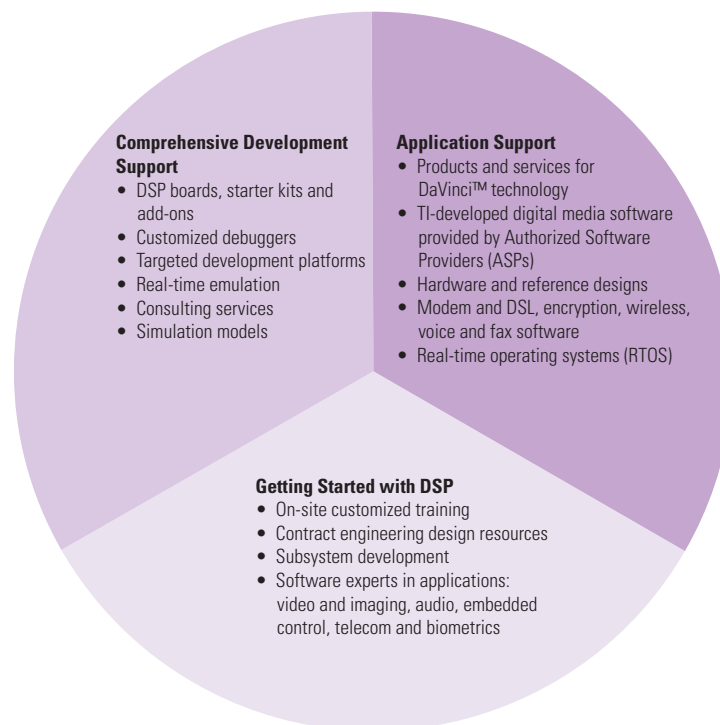
Embedded software – eXpressDSP™ compliant algorithms and libraries for a variety of applications such as voice, audio, video, imaging, telecommunications, speech, biometrics, encryption, motor control, as well as others.

Development Tools – Hardware and software tools including emulators, device programmers, development boards, simulators, debuggers and eXpressDSP-compliant plug-ins for Code Composer Studio integrated development environment

End-Equipment Solutions – Third party developed designs for a variety of end equipment solutions. These designs allow you to get a jump start on your design while leveraging TI's depth and breadth of products.

Engineering Services – Engineering services include turnkey designs, hardware and software integration, training, research and development

TI DSP Third Party Support



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Sweden (English) +46 (0) 8587 555 22
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Fax +(49) (0) 8161 80 2045
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Japan

Fax International +81-3-3344-5317
Domestic 0120-81-0036
Internet/Email International support.ti.com/sc/pic/japan.htm
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Asia

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Mailing Address: Texas Instruments
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