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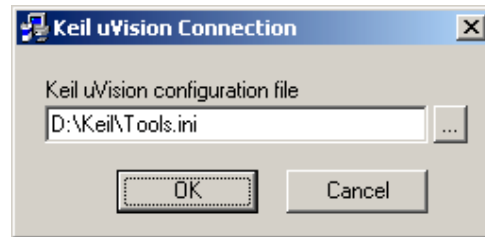
## TECHNICAL DOCUMENT

# Keil $\mu$ Vision2 Plug-In

This document describes steps required to allow operation of iSYSTEM emulators under *Keil  $\mu$ Vision2* development environment.

### Installation

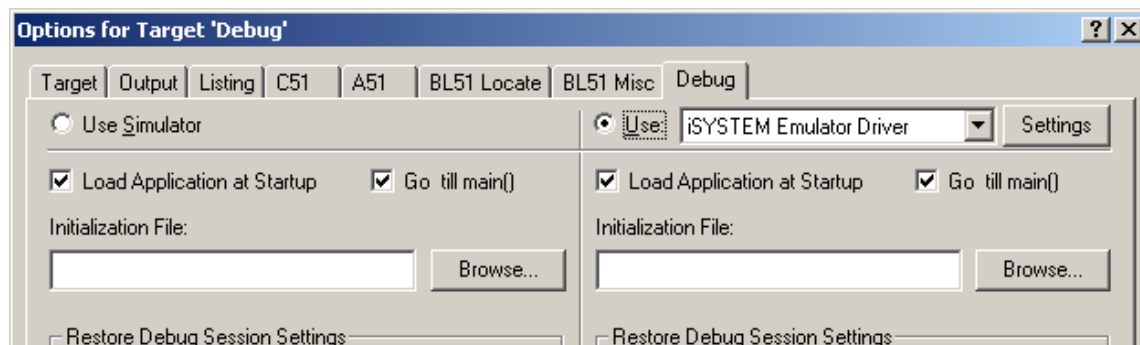
- If winIDEA is being installed on a PC where Keil tools are already installed, then select the option to install the *Keil  $\mu$ Vision2* plug-in during installation.
- If winIDEA is already installed, start **KeilUVInstall.exe** from the winIDEA directory.



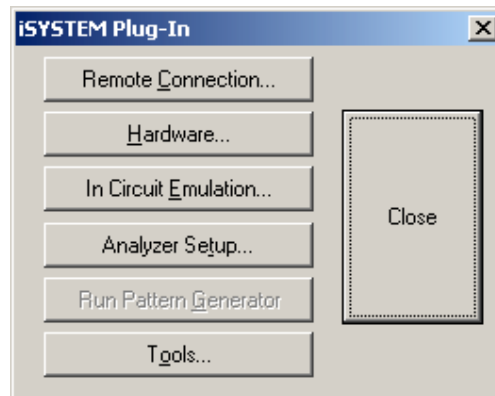
Specify the path to the **Tools.ini** file in the Keil toolset installation directory. The setup program will modify the file to include a link to the iSYSTEM emulator driver.

### Configuring $\mu$ Vision2

- Run  *$\mu$ Vision2* and open you project using *Project/Open Project*.
- Select *Projects/Options for Target/Debug*.
- Select the *Use* radio button and *iSYSTEM Emulator Driver*. The dialog should look like this:



- Click settings to configure the emulator driver. Refer to *iSYSTEM Hardware manual* for more information on emulator configuration.



- Close the *iSYSTEM Plug-In* dialog when finished.
- Close the *Options for Target* dialog.

## **Operation**

After your target executable has been successfully built

- Select *Debug/Start Debug Session*. This will start the  $\mu$ Vision2 debugger and initialize the emulator.
- Use  $\mu$ Vision2 debug commands to debug the target application
- Select *Debug/Stop Debug Session*. This will terminate the  $\mu$ Vision2 debugger and disconnect from the emulator.