

# BeeKit Wireless Connectivity Toolkit

## User's Guide

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## About This Book

This guide describes how to use the Freescale BeeKit Wireless Connectivity Toolkit. The BeeKit Wireless Connectivity Toolkit allows users to create, modify, and update various Freescale wireless networking implementations including Simple Media Access Controller (SMAC), 802.15.4 MAC, SynkroRF, Freescale BeeStack (ZigBee) and Freescale BeeStack Consumer (RF4CE) applications.

For more information on using other Freescale ZigBee software and hardware refer to the Freescale ZigBee web site at:

[www.freescale.com/zigbee](http://www.freescale.com/zigbee)

## Audience

This document is intended for ZigBee, 802.15.4 and custom software and application developers.

## Organization

This document is organized into the following chapters:

- Chapter 1                **Introduction** — This chapter provides an introduction to BeeKit features and guides users through creating a Solution and a adding a Project.
- Chapter 2                **File Menu** — This chapter describes how to create a new project, open, save, and close solutions, and select a Codebase.
- Chapter 3                **Solution Menu** — This chapter explains how to Export a Solution, import and export properties, validate and upgrade solutions, add and import projects and adjust properties.
- Chapter 4                **Project Menu** — This chapter details how to validate a project, add and remove software components and remove a project.

## Revision History

The following table summarizes revisions to this document since the previous release (Rev 2.0).

**Revision History**

Location	Revision
Entire document	Added CW 10 info and various SW updates.

## Conventions

This document uses the following notational conventions:

- `Courier monospaced type` indicate commands, command parameters, code examples, expressions, datatypes, and directives.
- *Italic type* indicates replaceable command parameters.
- All source code examples are in C.

## Definitions, Acronyms, and Abbreviations

The following list defines the abbreviations used in this document.

ASP	Application Support Package
CCA	Clear Channel Assessment
CRC	Cyclic Redundancy Check
FFD	Full Function Device
GPIO	General Purpose Input/Output
GTS	Guaranteed Time Slot
ISR	Interrupt Service Routine
IRQ	Interrupt Request
LNA	Low Noise Amplifier
MAC	Medium Access Control
MCPS	MAC Common Part Sublayer
MCU	Micro Control Unit
MLME	MAC sub Layer Management Entity
NWK	Network
PA	Power Amplifier
PAN	Personal Area Network
PHY	PHYSical Layer
PIB	PAN Information Base
RAM	Random Access Memory
RFD	Reduced Function Device
SAP	Service Access Point
SPI	Serial Peripheral Interface

## References

The following documents are referenced in this guide.

1. IEEE™ 802.15.4 Standard, The Institute of Electrical and Electronics Engineers, Inc.
2. *802.15.4 MAC/PHY Software Reference Manual* (802154MPSUM)
3. *802.15.4 MAC/PHY Software User's Guide* (802154MPSUG)
4. *Simple Media Access Controller (SMAC) User's Guide* (SMACRM)
5. Freescale BeeStack Documentation





# Chapter 1

## Introduction

The Freescale BeeKit Wireless Connectivity Toolkit is a comprehensive package of wireless networking libraries, application templates, and sample applications. The BeeKit Graphical User Interface (GUI), part of the BeeKit Wireless Connectivity Toolkit, allows users to create, modify, and update various wireless networking implementations. This guide details the BeeKit GUI. Codebases are embedded software and are not described in detail in this guide.

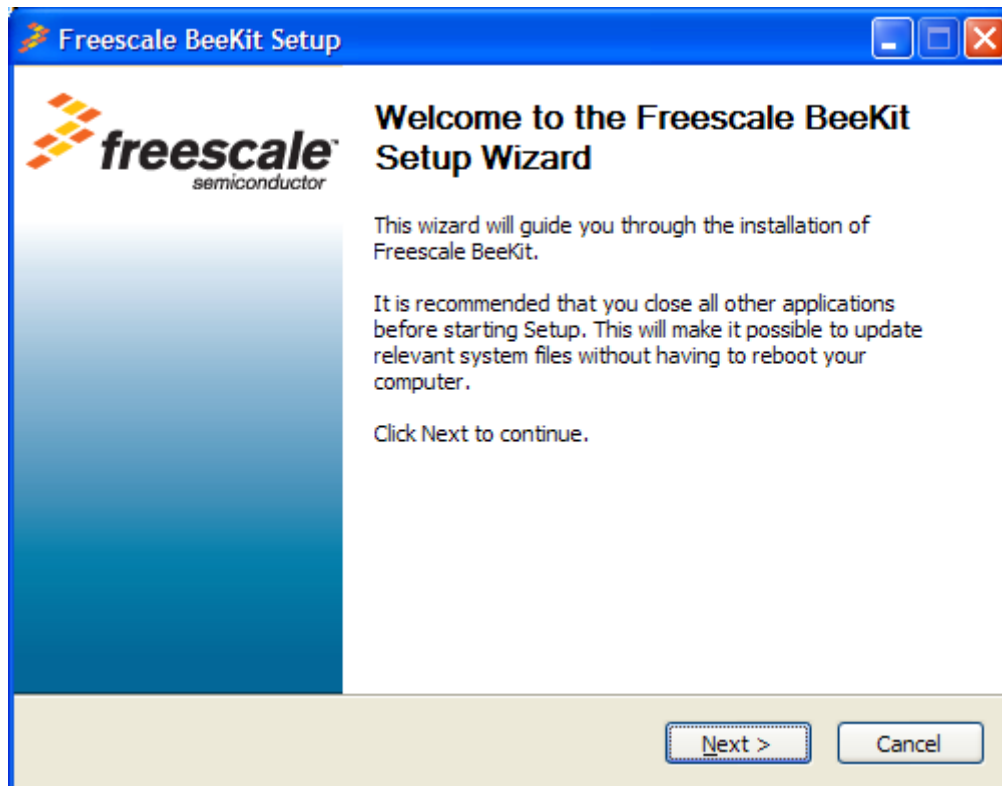
### 1.1 BeeKit Features

- Provides an extension to embedded application environments
- Automated validation of solution/project configuration parameters
- Generates workspace files that can be imported into an Integrated Development Environment (IDE) for continued development and debugging through Extensible Markup Language (XML)
- Scalable, supports new Codebases and functionality
- Provides an IDE where Freescale wireless link and protocol configurations are easily managed
- Complementary tool to traditional IDEs and not just a tool for static starter code generation
- Supports Simple Media Access Controller (SMAC), IEEE 802.15.4 MAC, Freescale BeeStack, BeeStack Consumer (RF4CE) and Freescale SynkroRF application development
- The BeeStack interface uses Freescale's 802.15.4 MAC messaging interface. Experience using one interface helps users become familiar with the other
- Applications are decoupled from the stack implementation to allow for easy code updates and code reuse
- Allows for simple integration of multiple Freescale architectures. HCS08 and ARM7 are currently supported
- Allows users to browse and search all currently available documentation

## 1.2 Installing and Running BeeKit

To install BeeKit:

1. Launch the BeeKit Wireless Connectivity Toolkit installer `BeeKitSetup.exe` downloaded from the Freescale web site or from the BeeKit CD-ROM and click on “Next” to begin the installation process.



**Figure 1-1. Main Installer Window**

2. Follow the instructions as they appear on the screen in order to complete the installation.
3. After installation is complete, from Windows, click on Start -> Programs -> Freescale BeeKit -> Freescale BeeKit. The BeeKit main window appears as shown in [Figure 1-2](#).

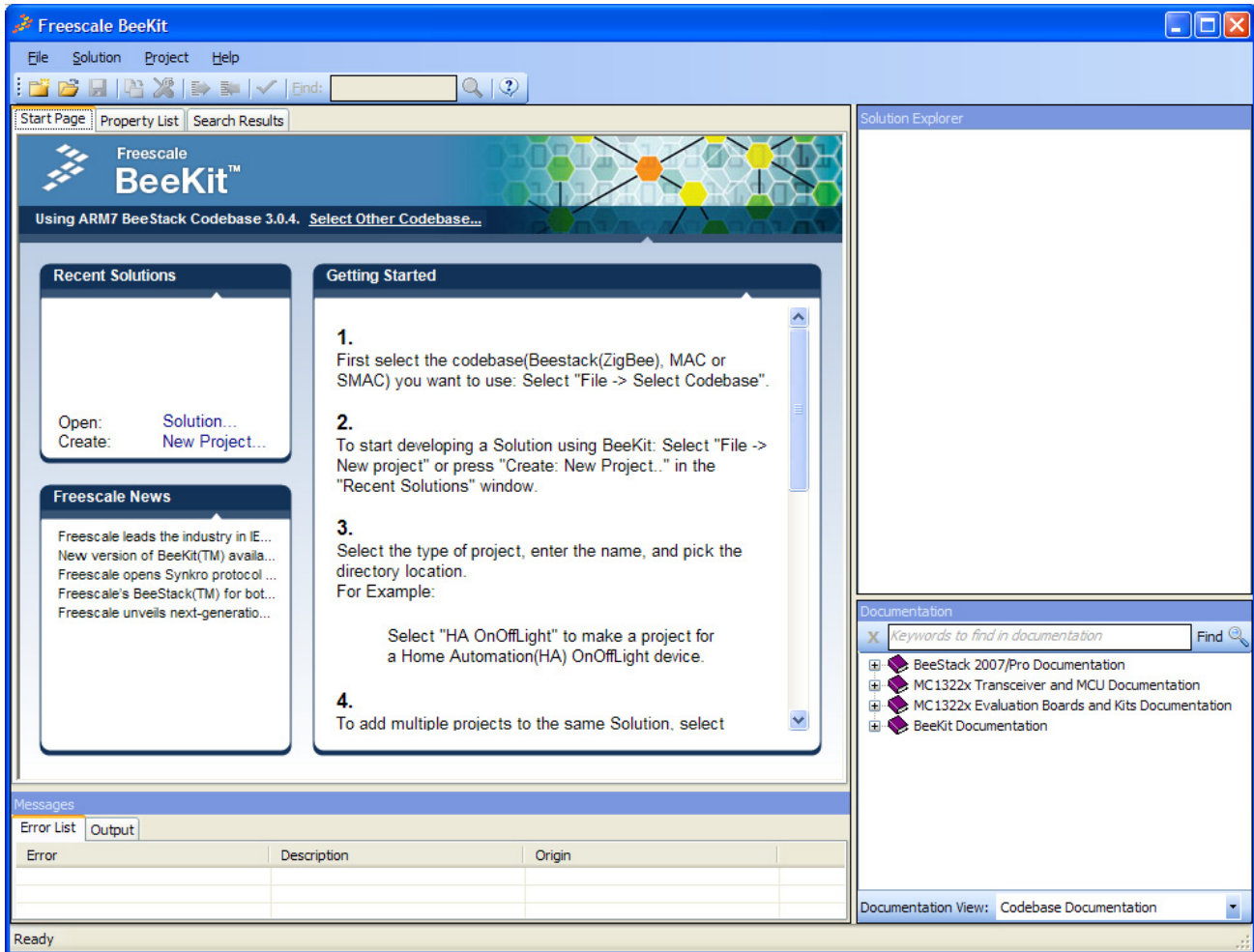


Figure 1-2. BeeKit Main Window

## 1.3 Considerations for First Time Installations

### 1.3.1 Compiler/Debugger IDE Considerations

Depending on the platform chosen for development, either Freescale CodeWarrior or IAR Embedded Workbench IDEs must be installed before running BeeKit for the first time. The IDEs come on separate media with a Freescale Evaluation Kit or can be downloaded or purchased online at <http://www.freescale.com/codewarrior> or <http://www.iar.com>.

### 1.3.2 Evaluation Boards Driver Considerations

BeeKit must be installed before plugging any development boards into the system. When users first plug a board into the system, they may be prompted to install drivers. If this occurs, do not allow Windows to automatically search for and install the drivers. Instead, select manual installation and steer Windows to the directory:

```
C:\Program Files\Freescale\Drivers
```

If installing the BeeKit software package to another drive or directory, indicate the Drivers directory created by the installer in the custom location where BeeKit was installed.

Follow the instructions as they appear on the screen to complete driver installation.

After BeeKit and the hardware drivers are installed, Windows can then be allowed to automatically search for and install drivers when other Freescale boards are connected to the system.

## 1.4 Components and Basic Functionality

As shown in [Figure 1-3](#), BeeKit contains Windows PC based software components and embedded software components also referred to as Codebases. These components are further broken down and described in [Section 1.5, “Windows Based Components”](#) and [Section 1.6, “Embedded Components \(Codebases\)”](#) respectively.

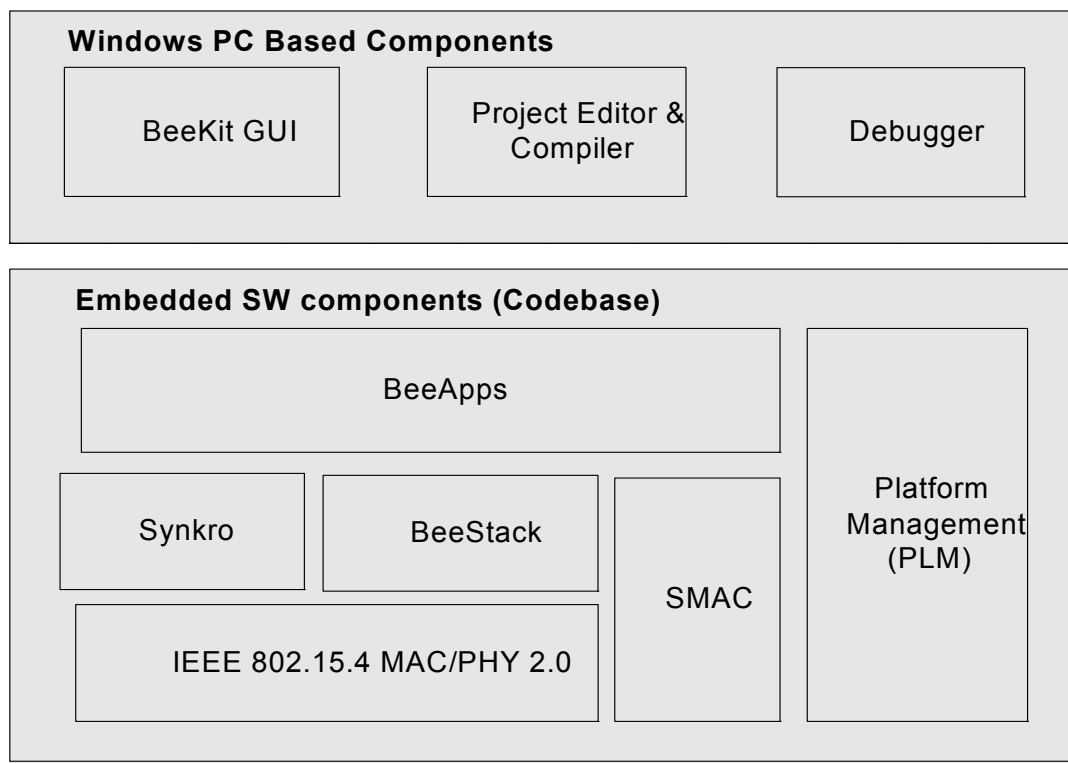


Figure 1-3. BeeKit Component Overview

## 1.5 Windows Based Components

This section describes the windows based components of BeeKit shown in [Figure 1-3](#).

### 1.5.1 BeeKit GUI

The BeeKit GUI allows users to create and manage a software workspace for application development. The user designs the workspace by selecting the target platform, type of device, an application framework, network configuration parameters, and other criteria as described later in this guide. The workspace is made up of all the files needed by CodeWarrior or Embedded Workbench to compile and where the user adds files to their application.

### 1.5.2 Project Editor and Compiler

The Project Editor tool allows users to edit source files and add extra files to the workspace. The Compiler generates the binary files for the target hardware.

### 1.5.3 Debugger

The Debugger allows users to debug the target hardware through a standard in-circuit hardware debug interface.

## 1.6 Embedded Components (Codebases)

This section summarizes the BeeKit Codebases shown in [Figure 1-3](#). The BeeKit GUI draws its information from the BeeKit Codebases. A Codebase contains the necessary information to build a device application including the following:

- Software components
- Source code
- Libraries
- Hardware platform definitions
- Compiler and linker directives

BeeKit Codebases can be updated from the Freescale web site at the following URL:

[www.freescale.com/zigbee](http://www.freescale.com/zigbee)

Refer to this web page often to obtain the latest BeeKit and Codebases releases.

### 1.6.1 Codebases Summary

A Codebase is a Freescale architecture specific database that contains comprehensive collections of wireless networking libraries, platform software, application templates, and sample applications based on either the SMAC, 802.15.4 MAC, Freescale BeeStack (ZigBee), or Freescale Entertainment Control Network. Codebases are embedded software and are not described in detail in this guide. Refer to the appropriate Freescale protocol implementation documentation for more information.

## 1.6.2 Using Codebases in BeeKit

BeeKit can use one Codebase at a time. The current Codebase is displayed under the BeeKit logo on the BeeKit Start Page tab as shown in [Figure 1-4](#). When a solution is opened, the current Codebase is also displayed next to the solution name in the Solution Explorer on the right side of the BeeKit window as shown in [Figure 1-5](#). The user can only create the type of solutions or use the components that are contained in the current Codebase. To create applications and solutions by selecting software components from another Codebase, users need to change the Codebase to the appropriate one using the BeeKit Codebase Selection window as detailed in [Section 2.1.1, “Choosing a Different Codebase”](#).

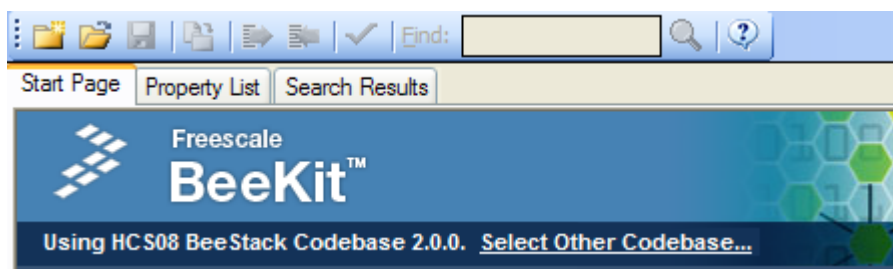


Figure 1-4. Current Codebase Shown on the BeeKit Start Page Tab

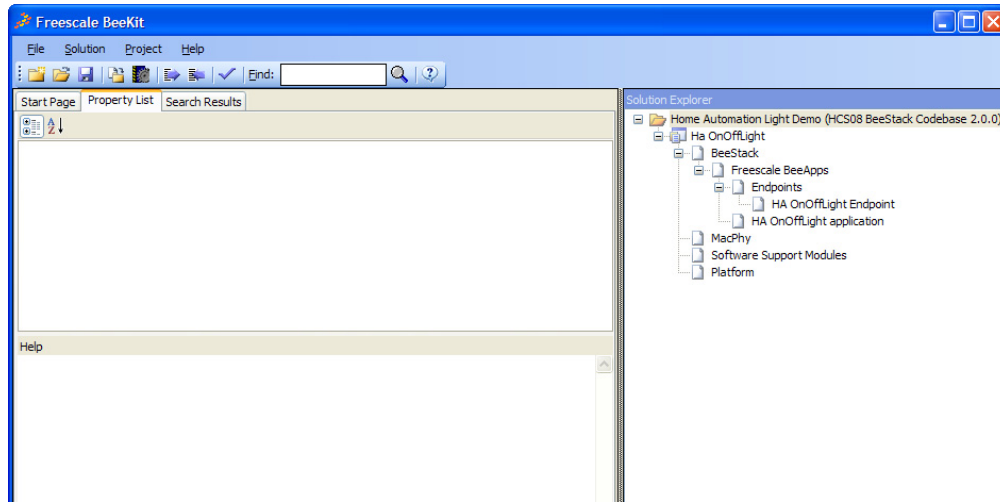
## 1.7 Solution, Project, and Workspace Hierarchy

This section provides an overview of the BeeKit hierarchy:

- Solutions — A Solution is a project container and consists of a grouping of related projects or applications. When using BeeKit, users are working with Solutions, even if the solution contains a single Project. It is possible to save Solutions in a solution file having the extension \*.bksln and work on them later
- Projects — A Project consists of assembled Codebase components which are compiled into a single application
- Workspaces — A Workspace consists of all the files needed by CodeWarrior or IAR Embedded Workbench to compile the application. The Workspace is also where users add their own files

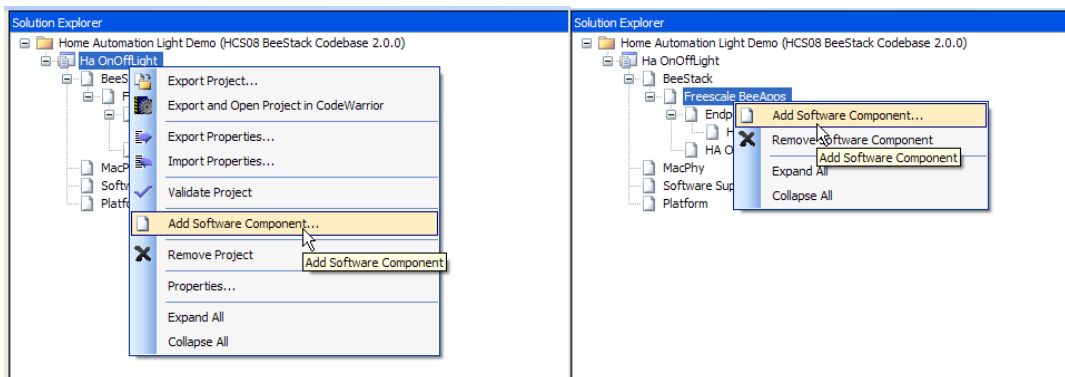
## 1.7.1 Introducing the Solution Explorer

The Solution Explorer is the right hand area of the BeeKit main window as shown in [Figure 1-5](#). It contains the grouping of all related Projects and allows users to navigate their active solution.



**Figure 1-5. Solution Root Level Management Sub-Menu**

Right-clicking on the subsequent levels in the Solution area allows users to perform management tasks such as adding or deleting software components, adding projects, or changing the project properties, etc. Each level displays a different sub-menu as shown in [Figure 1-6](#).



**Figure 1-6. Solution Project Level and Software Component Management Sub-Menus**

### 1.7.1.1 Hierarchical Display

A single solution and its projects appear in a hierarchical display that provides updated information about the status of solutions, projects, and items. This allows users to work on several projects at the same time.

### 1.7.1.2 Items and Containers

The management of items displayed in Solution Explorer is based on an item’s relationship with the project and solution containers. Items can be related in the following ways:

- As a Solution item, which appears in the root folder of the Solution Explorer
- As Project items, which appear under the solution item in Solution Explorer
- As Software Components, which appear under project items. Whenever a Software Component is selected in the Solution Explorer, the Property List pane is updated with properties associated with the selected Software Component

Figure 1-7 shows the BeeKit main window and displays the Solution Explorer levels for two projects: the Star Network Demo (Coordinator) and Star Network Demo (End Device). Figure 1-7 also shows solutions previously created in the Recent Solutions section and lists help directions in the Getting Started section of the Start pane. More details about these options are provided later in this guide.

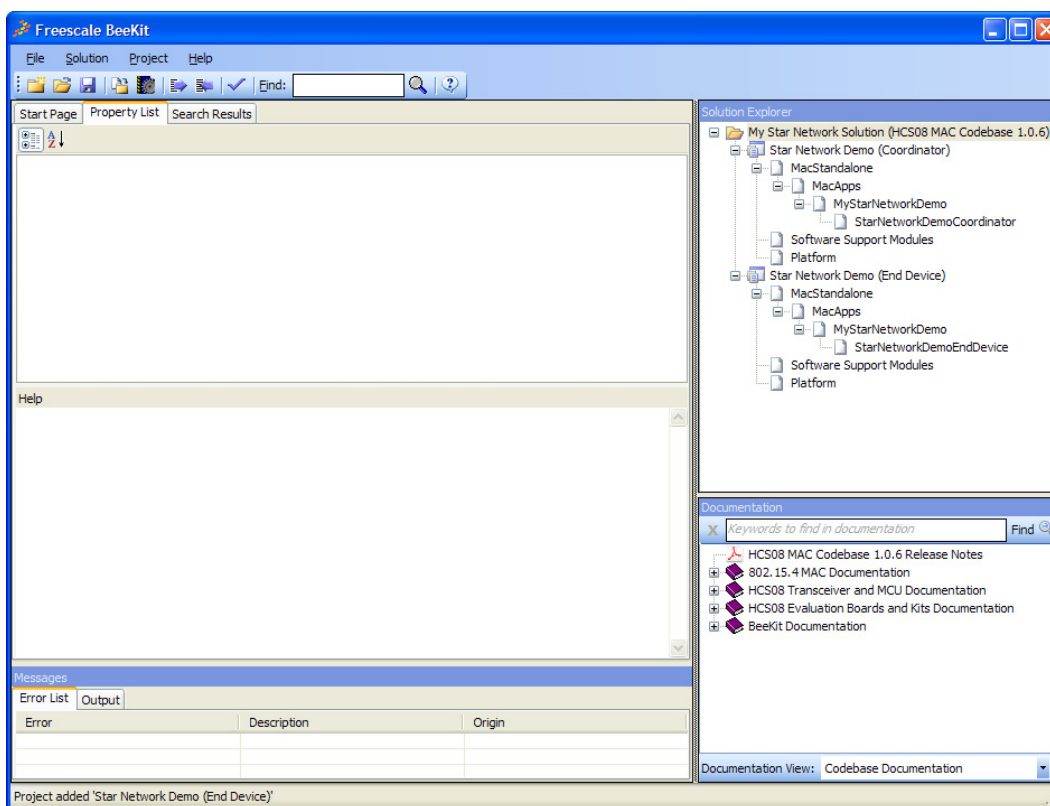


Figure 1-7. BeeKit Main Window Showing Solution in Solution Explorer

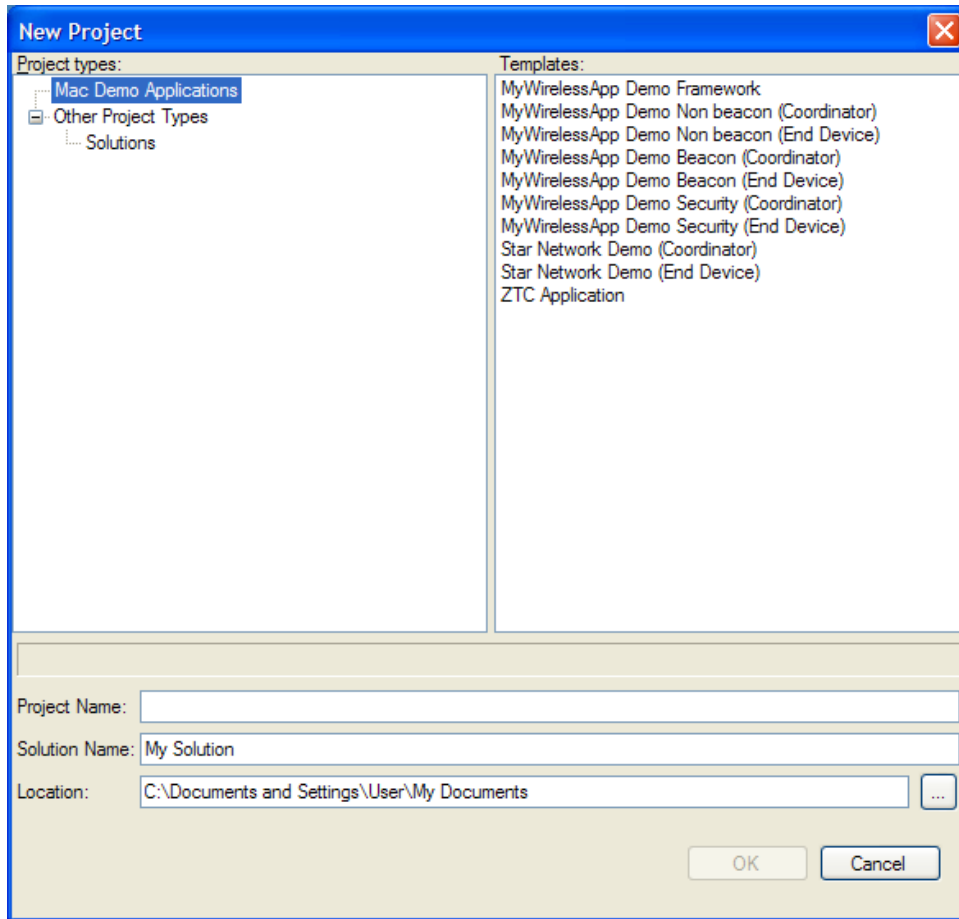


## 1.8 Creating a Project

This section briefly describes how to create a project. Detailed information about BeeKit is covered later in this guide. Before performing the steps in this section, user must ensure that the 802.15.4 MAC Codebase is selected as the current Codebase. If another Codebase is selected, see [Section 2.1.1, “Choosing a Different Codebase”](#) for more details on how to select another Codebase.

To create the new project perform the following steps:

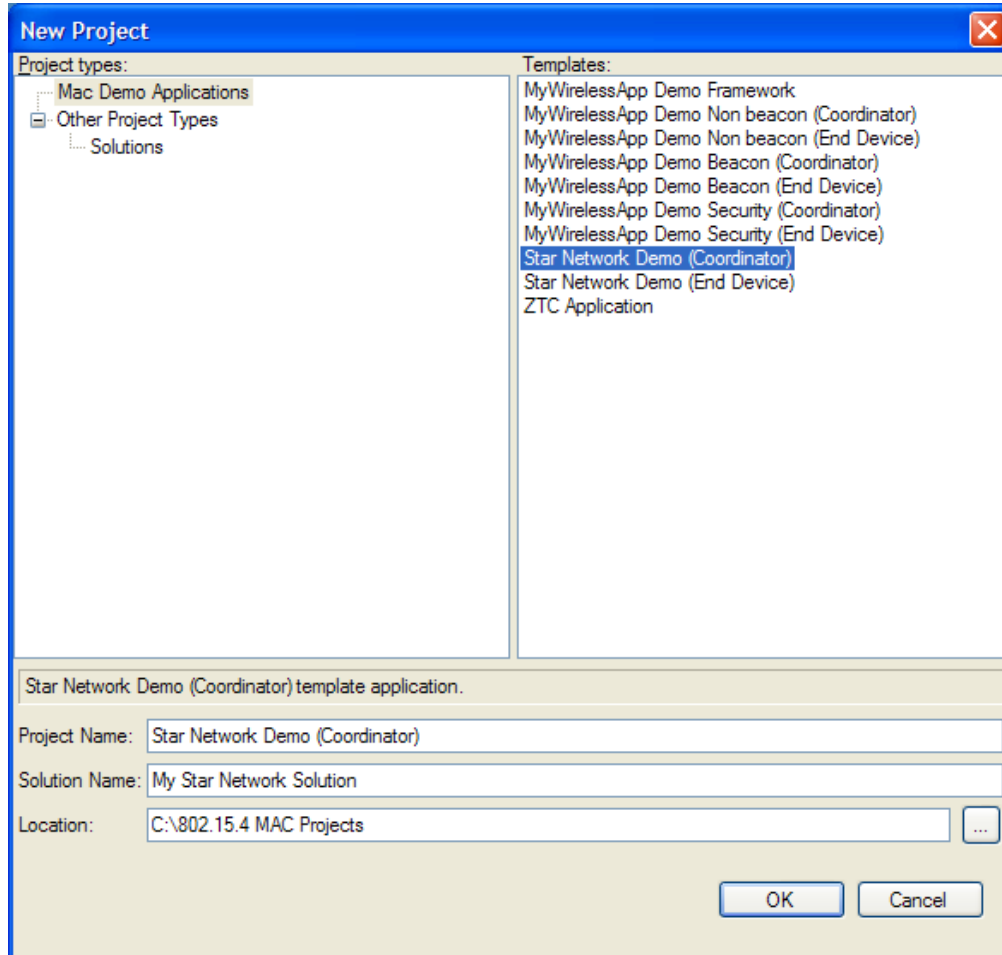
1. From the BeeKit main window ([Figure 1-2](#)), click on the New Project menu bar button or from the menu bar, click on File -> New Project, and the New Project window appears as shown in [Figure 1-8](#). A new project can also be created by selecting the New Project... link in the Start Page pane of the BeeKit main window.



**Figure 1-8. New Project Window**

2. For this example, the MAC Demo Applications are highlighted in the Project Types area of the New Project Window.

3. Select Star Network Demo (Coordinator) from the Templates area of the New Project window. This creates a project for implementing the coordinator side of a star network as shown in [Figure 1-9](#).

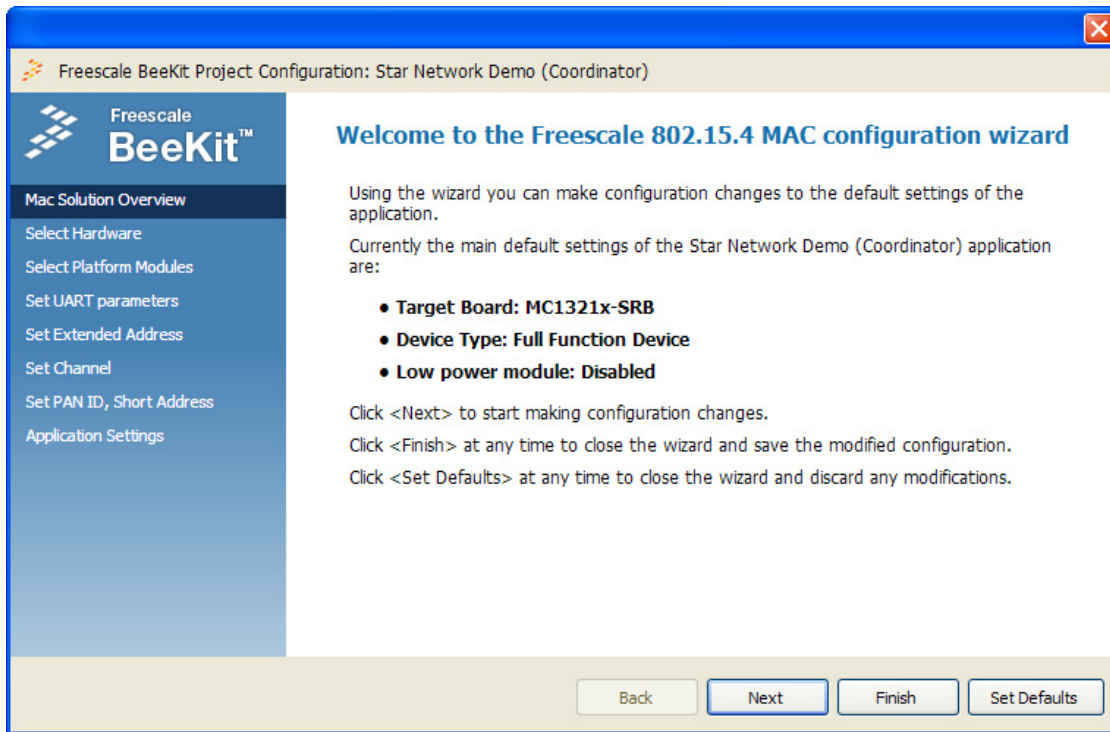


**Figure 1-9. Directory Location and Project Names**

The Project Name field is automatically filled in when users select a project from the Templates area of this window. However, the names for the Project and Solution Name fields can be changed to more closely match application functionality.

4. In the Solution Name field, enter an appropriate name for this solution. The default name is ‘My Solution’. In this case, the Solution Name field was changed to ‘My Star Network Solution’.
5. In the Location field, enter an appropriate directory location for this project. The default location is `is drive letter:\...\...\My Documents`. In this case, the location was changed to the `C:\802.15.4 MAC Projects` directory.

- Clicking the OK button creates the solution and the BeeKit Project Configuration Wizard window appears as shown in [Figure 1-10](#).



**Figure 1-10. BeeKit Project Configuration Wizard Window**

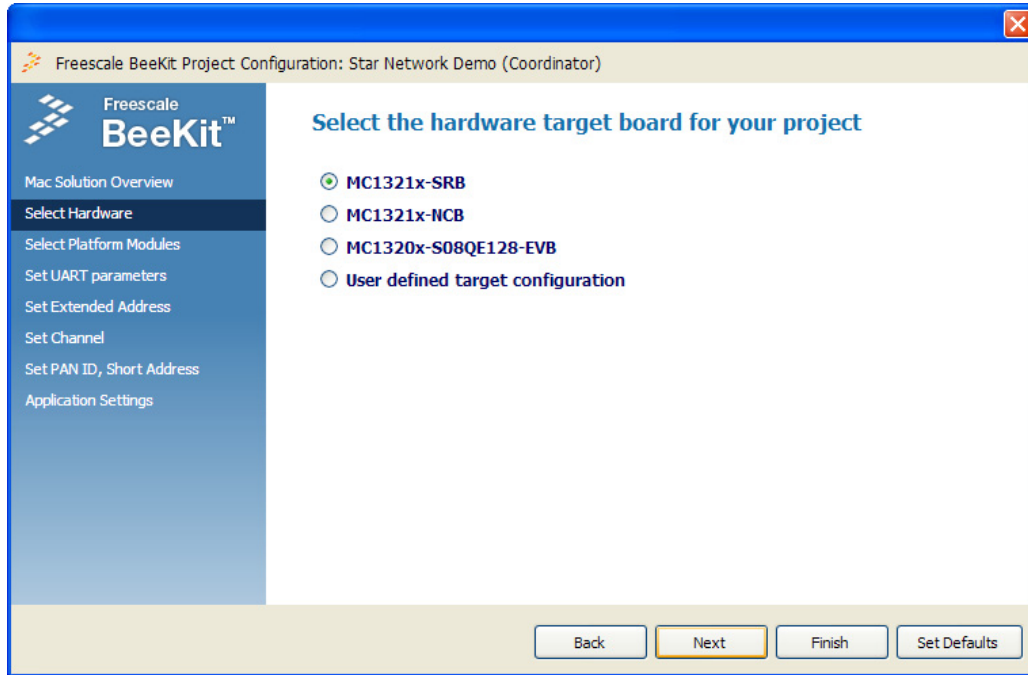
The BeeKit Project Configuration Wizard window displays options located on the left side of the pane. The SMAC, 802.15.4 MAC, SynkroRF, Freescale BeeStack, and Freescale BeeStack Consumer have independent BeeKit Project Wizard window display options since these are protocol specific options.

The Overview option shows a summary of the users platform settings. For example, [Figure 1-10](#) shows the following project setting for Star Network Demo (Coordinator):

- MC13121x-SRB platform interface
- Full Function Device (FFD) device type support
- Low Power module disabled

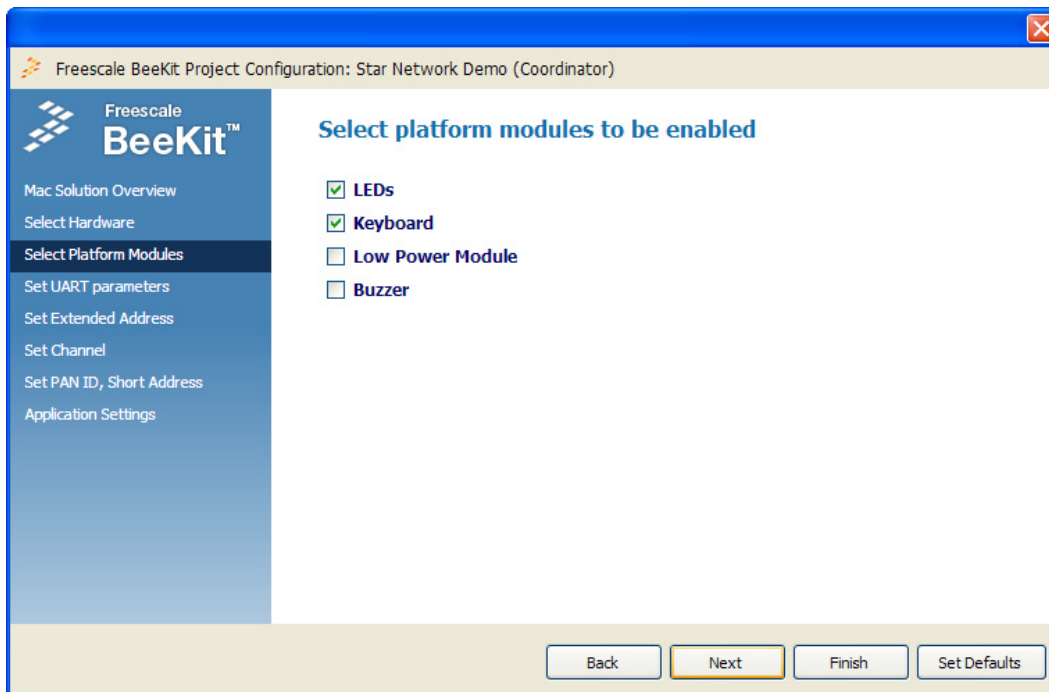
Starting at this window, users can select the Hardware and Platform settings, Basic configurations and Application specific parameters, etc. depending on the SMAC, 802.15.4 MAC, SynkroRF, Freescale BeeStack and Freescale BeeStack Consumer protocol used.

7. Click on the Select Hardware option (or the Next button) and the board selection page appears as shown in [Figure 1-11](#).



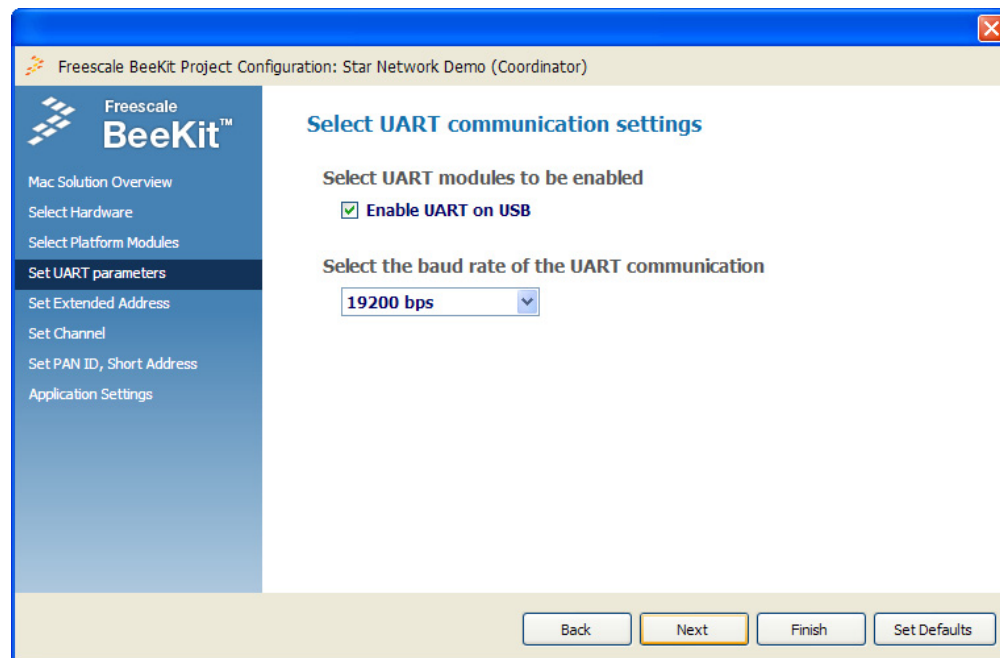
**Figure 1-11. Hardware Board Selection Page**

9. Select the type of board to use and click the Next button.
10. The Platform Modules selection page appears as shown in [Figure 1-12](#).



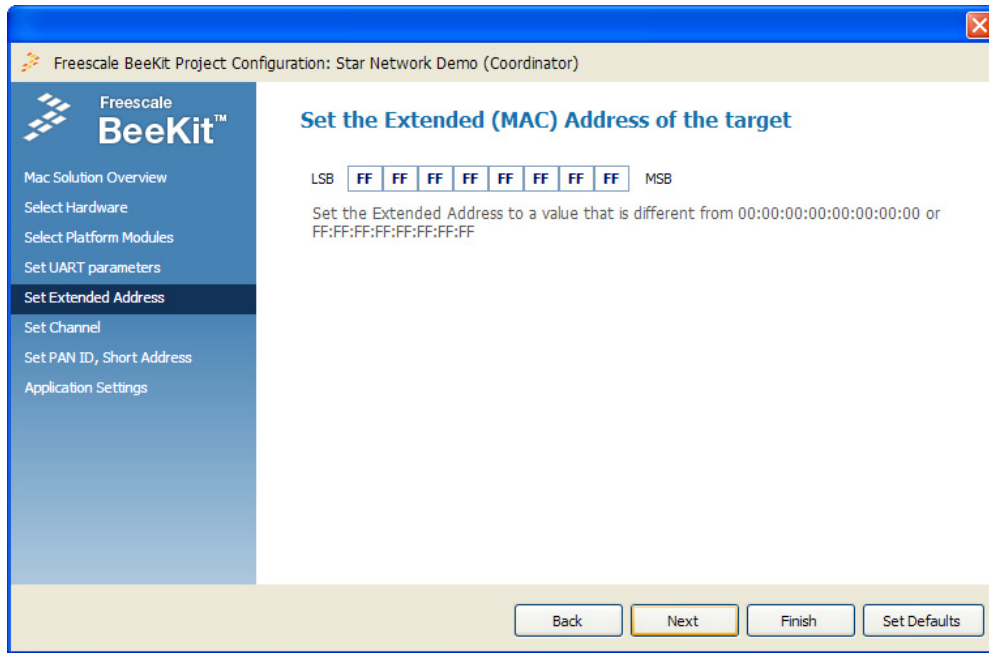
**Figure 1-12. Platform Modules Selection Page**

12. Keep the default modules selection configuration and click the Next button.
13. The UART parameters page appears as shown in [Figure 1-13](#).



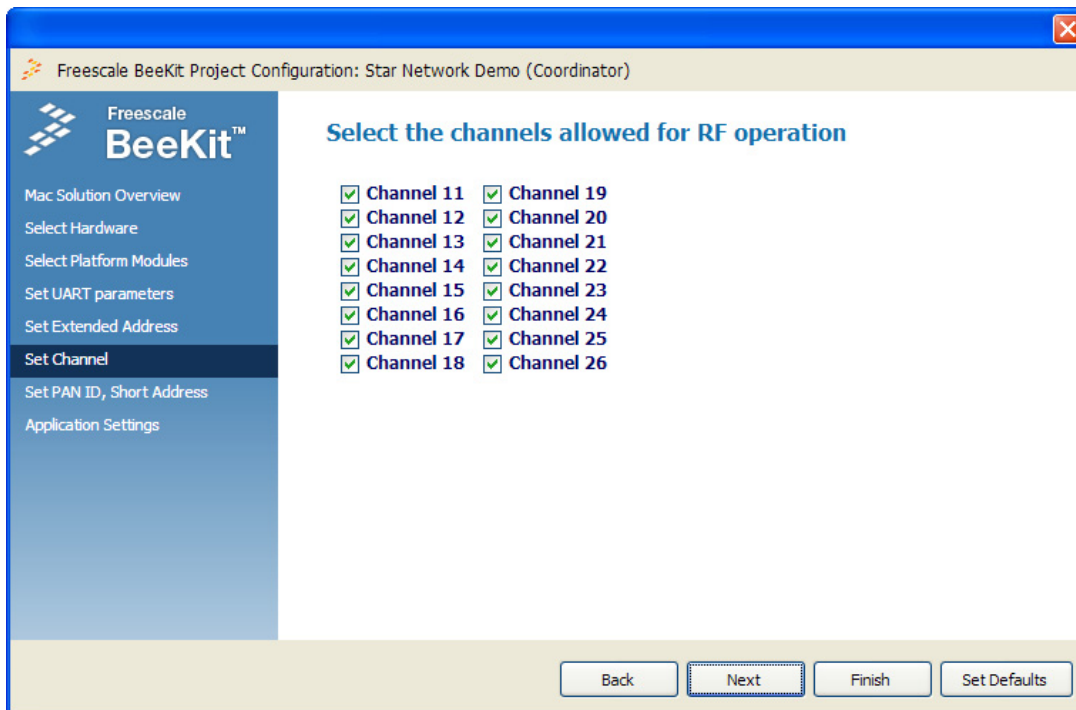
**Figure 1-13. UART Parameters Page**

15. Keep the default settings selected and click the Next button. The Extended Address page appears as shown in [Figure 1-14](#).  
This will be the MAC address of the board. Each board that communicates with the others needs to have a different Extended Address.
16. Fill in a different address for each board in the wizard input fields on this page. The original MAC address of the board which can be found on a label on the backside of the device may be used. After filling in the address, click the Next button.



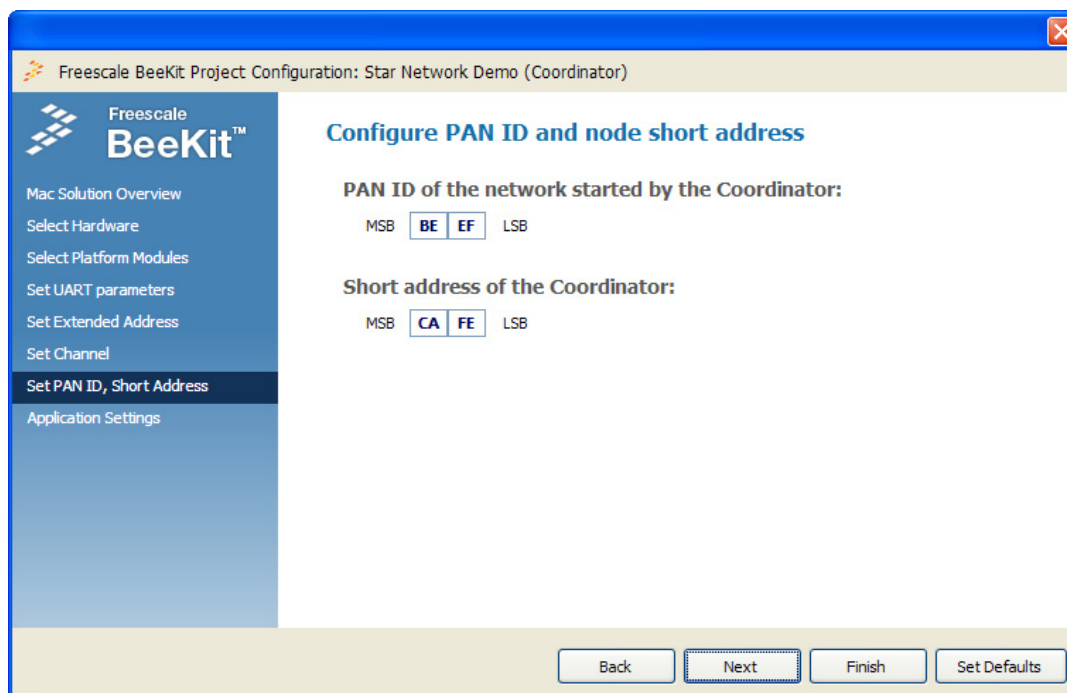
**Figure 1-14. Extended Address Page**

18. The RF channel selection page appears as shown in [Figure 1-15](#). Keep the default setting - all channels can be used for communication. Click the Next button.



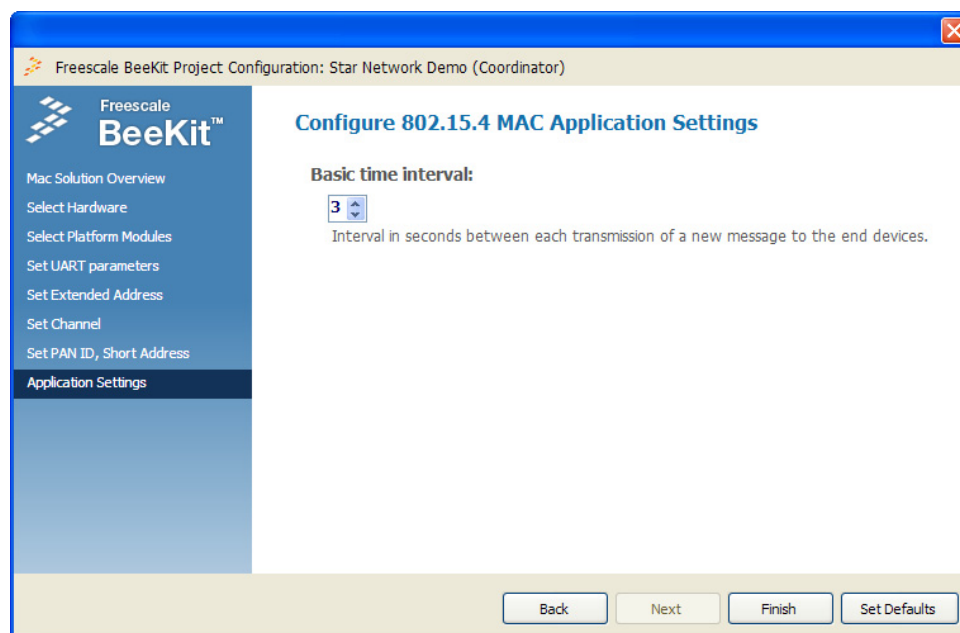
**Figure 1-15. RF Channel Selection Page**

- The PAN ID and Short Address page appears as shown in [Figure 1-16](#). The PAN ID must be the same for all devices that need to communicate with each other. Customize the settings as appropriate and click the Next button.



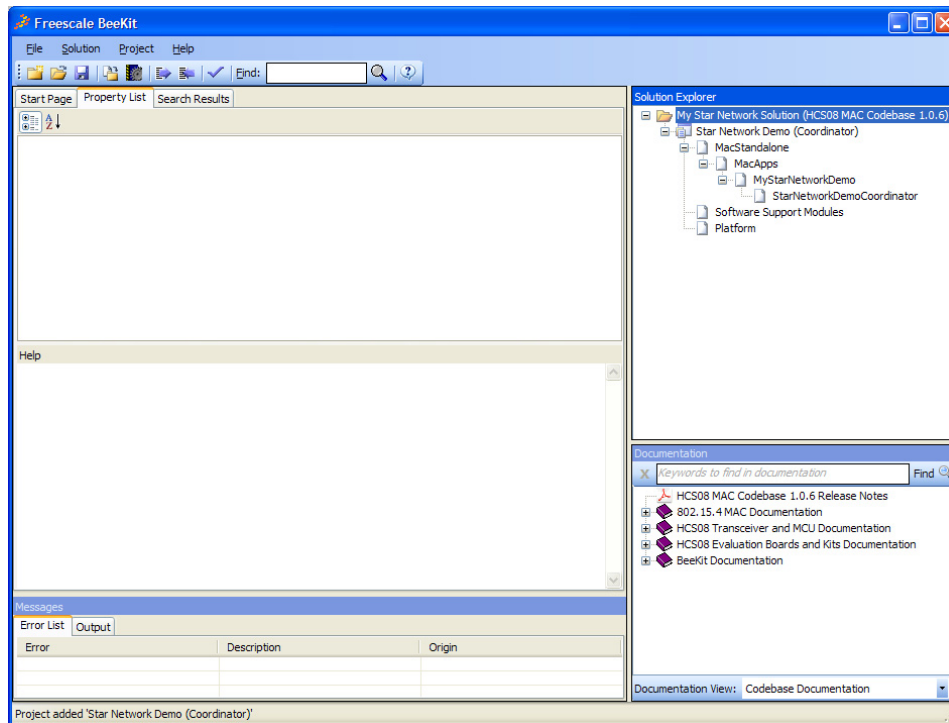
**Figure 1-16. PAN ID and Short Address Page**

- The Application Settings page appears as shown in [Figure 1-17](#). This page will be different for the various application templates in the 802.15.4 MAC Codebase. Customize the settings as appropriate and click the Next button.



**Figure 1-17. Application Settings Page**

22. The BeeKit main window appears as shown in [Figure 1-18](#). The Solution Explorer area displays the Star Network Solution containing the Star Network Demo (Coordinator) Project and its software components.



**Figure 1-18. BeeKit Main Window with Project Built**

### 1.8.1 Adding Additional Projects

Users can add multiple projects to the same Solution by selecting Add Project from the BeeKit main window Solution menu or by right clicking on the Solution name in the Solution explorer area of the main window and selecting Add Project in the drop down menu.

More details are covered in [Section 3.7, “Adding a Project to a Solution”](#).

#### NOTE

When creating several common applications/projects, users can benefit from adding multiple projects to the same solution thereby allowing all access to project properties from one location.

See the remaining chapters in this guide for more BeeKit GUI details.



## 1.9 BeeKit Documentation Overview

The BeeKit Wireless Connectivity ToolKit includes a comprehensive documentation library including the following documentation categories:

- Integrated Circuit (IC) (Freescale MCUs and wireless transceivers)
- Development kits (Freescale development boards and evaluation kits)
- Freescale IEEE 802.15.4 MAC implementation
- SMAC
- BeeStack (ZigBee) 2006
- BeeStack (ZigBee) 2007/Pro
- SynkroRF
- BeeStack Consumer (RF4CE)
- Test Tool
- BeeKit GUI
- Codebase and product versions release notes

Most of the documents are available as PDF files in several documentation category folders. By default, the documentation is installed in the following directory:

```
C:\Program Files\Freescale\Documentation
```

### 1.9.1 BeeKit Documentation Window

The BeeKit Documentation window is located in the lower right corner of the BeeKit main window and appears by default when BeeKit is launched.

The BeeKit Documentation window allows users to access and search the documentation library. For example, [Figure 1-19](#) shows the HCS08 BeeStack Consumer Codebase specific documents.

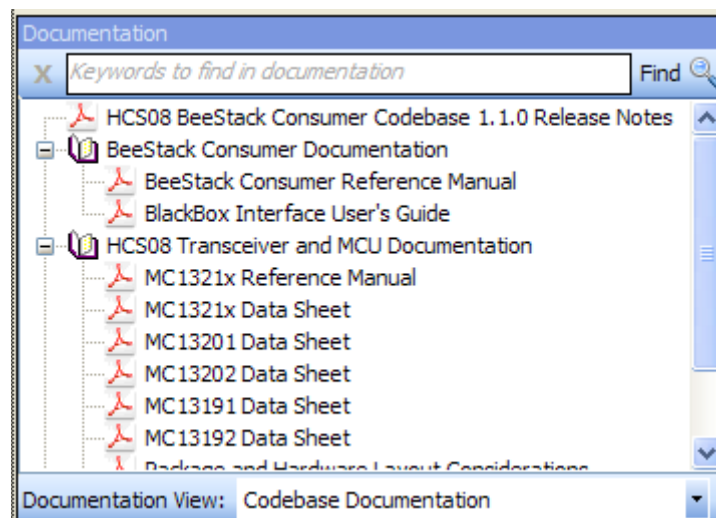
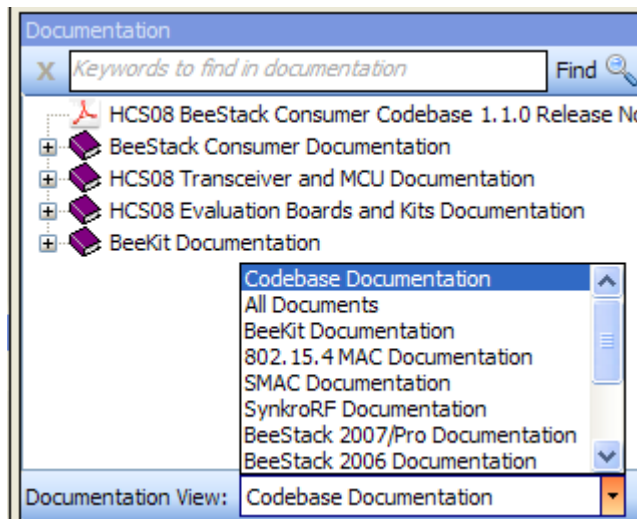


Figure 1-19. Documentation Window

Each time a codebase for a different product and/or architecture is selected, the Documentation window updates to show release notes, document categories and the documents that pertain to the active codebase. Expanding the document categories shows the individual document files. Double-clicking a document file launches the document in the default system PDF reader.

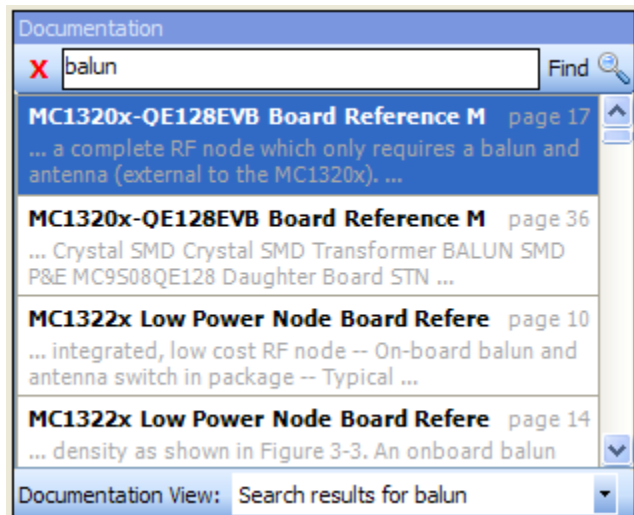
To show a specific documentation category, use the “Documentation View” drop-down selection list at the bottom of the documentation window as shown in [Figure 1-20](#). To show all documentation categories, select “All Documents” from the drop-down list. To go back to showing only codebase specific documentation, select “Codebase Documentation” from the drop-down list.



**Figure 1-20. Changing the Documentation View Option**

To search for a keyword in all documentation, click the box at the top of the panel which by default displays the text “Keywords to find in documentation”. Type in the keyword and press Enter or click “Find”.

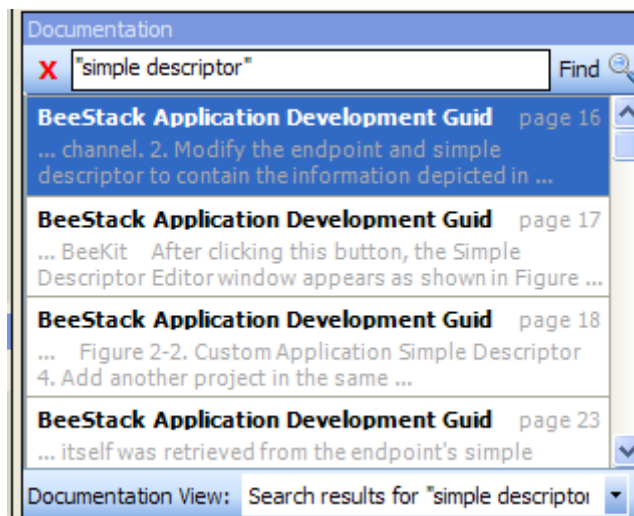
BeeKit searches for the keyword and displays all pages in the documents where the keyword was found as shown in [Figure 1-21](#). Double click a search result to launch the document file and go to the specified page. Press the X sign on the left of the search box to return to the documentation categories and files list



**Figure 1-21. Searching for a Keyword in the Documentation**

The documentation search also supports advanced options.

- Searching for multiple keywords separated by spaces. Using this option searches for all pages that contain all the search terms
- Searching for an exact phrase. Placing double quotes around a set of words as shown in [Figure 1-22](#) searches for the exact phrase contained in the quotes



**Figure 1-22. Searching for a Phrase in the Documentation**

- Using a minus sign (-) before a search term excludes that term from the search



## Chapter 2 File Menu

This chapter describes how to select a Codebase and how to create a new project, open, save, and close solutions.

### 2.1 BeeKit Codebase Selection

As specified in [Section 1.6, “Embedded Components \(Codebases\)”](#), a Codebase is a collection of embedded software used to build different types of solutions in BeeKit. Freescale delivers various Codebases for its different wireless connectivity products and platforms: SMAC, 802.15.4 MAC, Freescale BeeStack, Freescale BeeStack Consumer and Freescale SynkroRF as well as for the supported hardware architectures: HCS08 or ARM7.

For example, the BeeKit HCS08 MAC Codebase allows users to create BeeKit solutions based on the 802.15.4 MAC Freescale implementation on HCS08 MCU based platforms. Freescale Codebases install by default in the following folder:

```
C:\Program Files\Freescale\Codebases\...
```

However, users can change the default installation location when installing the Codebases and BeeKit software.

#### 2.1.1 Choosing a Different Codebase

By default, the current Codebase selected in BeeKit is the latest installed on the PC. Users can choose to employ a different Codebase if needed. To select another Codebase, the current solution must first be closed. For example, to select the HCS08 802.15.4 MAC Codebase, perform the following steps:

1. Choose File->Select Codebase... from the BeeKit menu bar, or click on the “Select Other Codebase...” link on the BeeKit Start Page. The Select Codebase window appears as shown in [Figure 2-1](#).

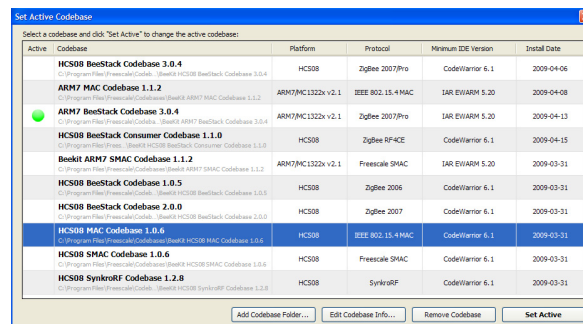


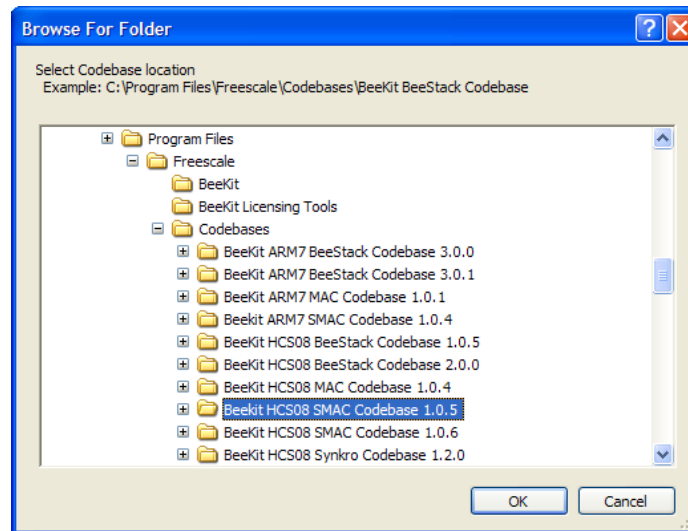
Figure 2-1. Codebase Selection Dialog

2. Highlight the MAC Codebase in the BeeKit Codebase List and click “Set Active” or alternatively, double-click the Codebase in the list.

### 2.1.2 Adding a New Codebase

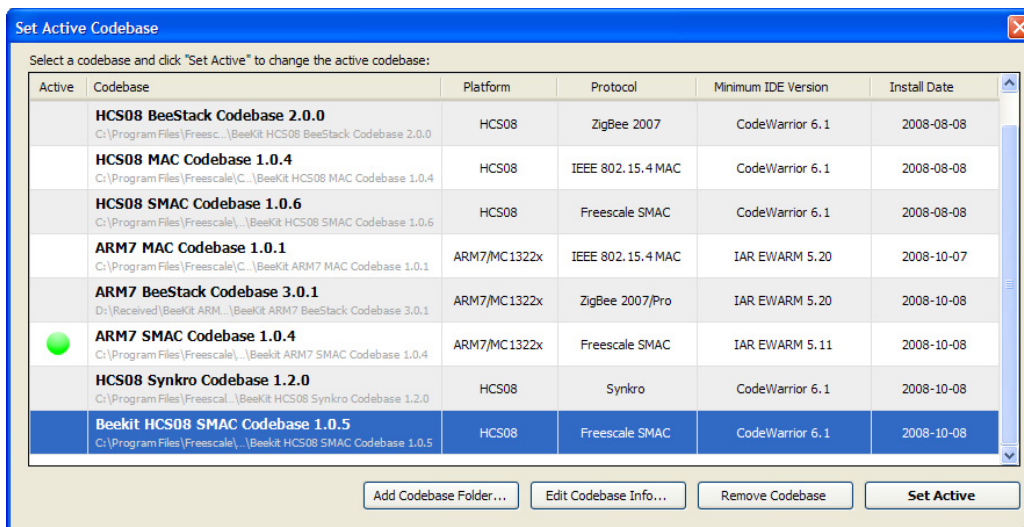
To add a new Codebase to the BeeKit Codebase List perform the following steps:

1. Click the “Add Codebase Folder...” button on the BeeKit Codebase selection window shown in [Figure 2-1](#). A folder selection window appears as shown in [Figure 2-2](#).



**Figure 2-2. Selecting a New Codebase Folder**

2. Navigate to the folder containing the new Codebase, highlight it, then click the “OK” button.
3. The new Codebase appears in the BeeKit Codebase List as shown in [Figure 2-3](#).



**Figure 2-3. New Codebase Added to the Codebase List**

### 2.1.3 Editing Codebase Name and Description

When a new Codebase is added to the BeeKit Codebase List it will have a name based on the name of its folder. To edit the Codebase name under which it appears in the BeeKit GUI as well as the Codebase Description, perform the following:

1. Highlight the Codebase to be edited on the BeeKit Codebase selection window shown in [Figure 2-1](#).
2. Click the “Edit Codebase Info...” button. An Edit Codebase Information window appears as shown in [Figure 2-4](#).

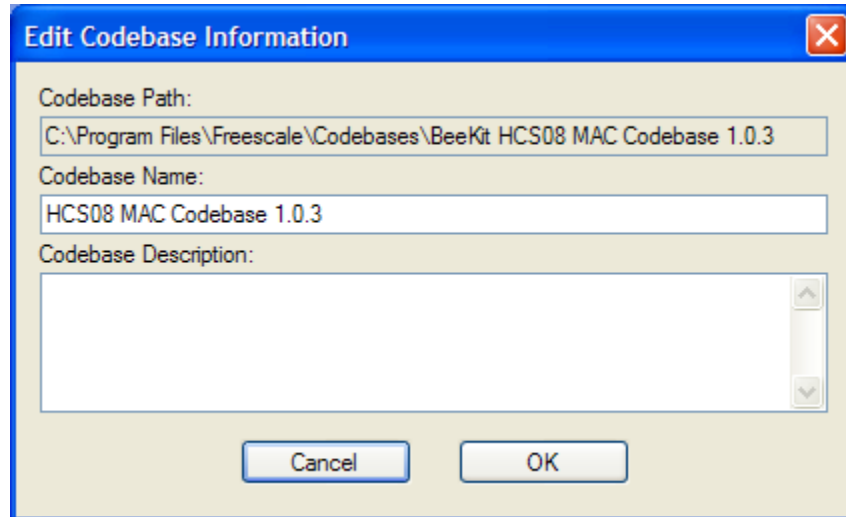


Figure 2-4. Codebase Information Dialog

3. Edit the Codebase name and description as needed.
4. Click the “OK” button.

### 2.1.4 Removing a Codebase

To remove a Codebase from the BeeKit Codebase List:

1. Highlight the Codebase to be removed on the BeeKit Codebase selection window shown in [Figure 2-1](#).

1. Click the “Remove Codebase” button.

The Codebase folder remains on the disk and can be added again to the Codebase List as shown in [Section 2.1.2, “Adding a New Codebase”](#).

## 2.2 Understanding New Projects

For the examples given in the following sections, it is assumed that the 802.15.4 MAC Codebase is selected as the current BeeKit Codebase using the procedure shown in [Section 2.1.1, “Choosing a Different Codebase”](#).

In BeeKit, a solution is the highest level of organization, followed by a project. A solution can contain one or more projects. A project, in turn, contains software components. This hierarchy is shown in [Figure 2-5](#). This figure shows that the My Star Network Solution is the highest level of organization and consists of two projects, the Star Network Demo (Coordinator) and the Star Network Demo (End Device) with all of their respective software components.

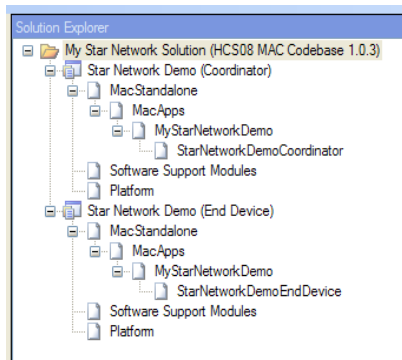


Figure 2-5. Solution Hierarchy View

## 2.3 Creating Solutions

To create a new template based project and a solution to contain it, perform the following steps.

1. From the BeeKit main window menu bar click on File -> New Project. The New Project window appears as shown in [Figure 2-6](#).

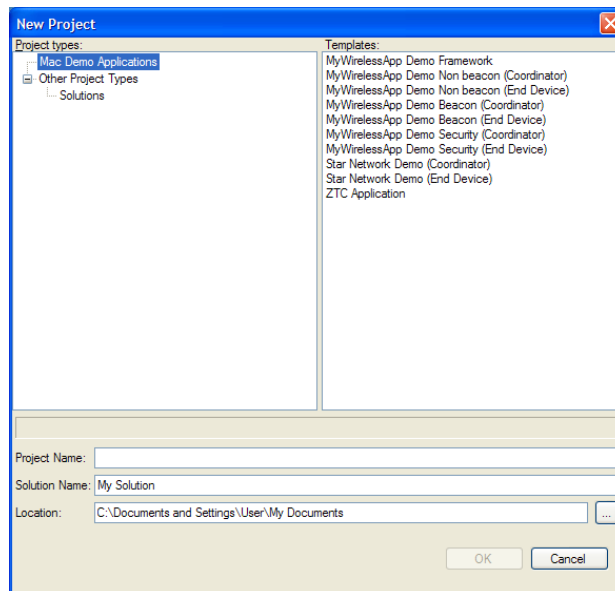


Figure 2-6. New Project Selection



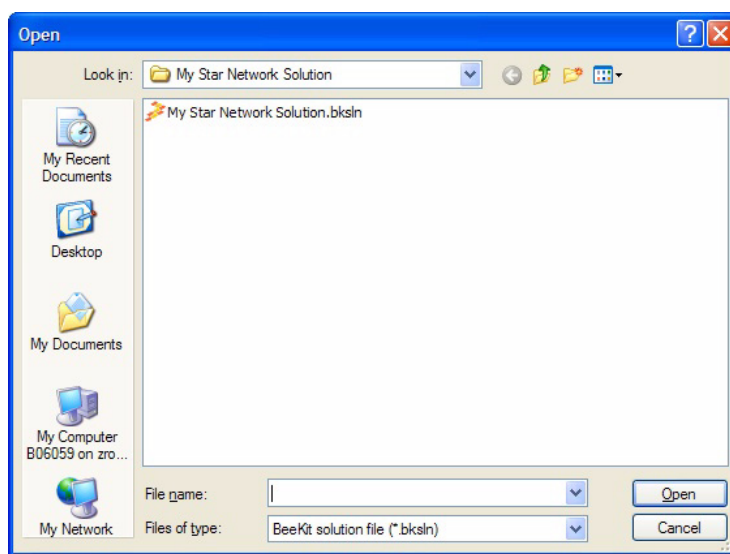
2. In the New Project window, select one of the project templates as shown in the Templates pane.
3. In the Project Name field, type in an appropriate name for the new project.
4. In the Solution Name field, type in an appropriate name for the solution. (Different than the project name.)
5. In the Location field, enter an appropriate directory and folder location.
6. Click the OK button.

## 2.4 Opening an Existing Solution

Users can have only one solution open at a time in Solution Explorer. Use this window to open an existing solution. Existing solutions have the `.bksln` file extension.

When users open a solution file, all projects and files associated with that solution also open.

1. From the menu bar in the BeeKit main window, click on File -> Open -> Open Project/Solution. The Open window appears as shown in [Figure 2-7](#).



**Figure 2-7. Open Existing Project Window**

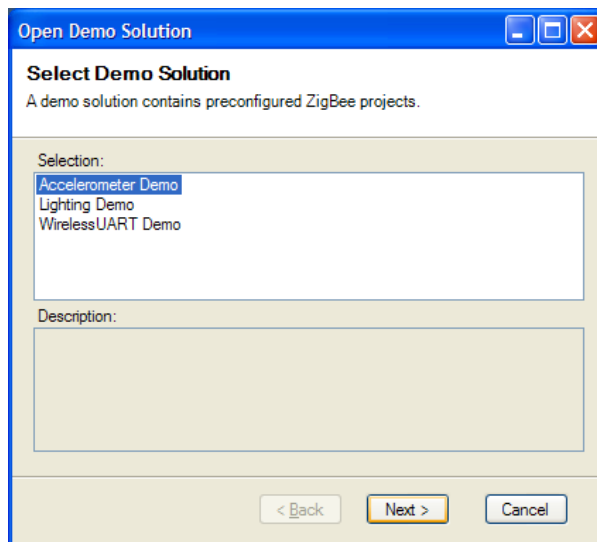
2. Navigate to the solution. Remember, solutions have the `.bksln` file extension.
3. Highlight the solution and click the Open button.

## 2.5 Opening a Demonstration Solution

A Codebase can ship with demonstration applications allowing users to open, build, and export a solution ready to be compiled in CodeWarrior.

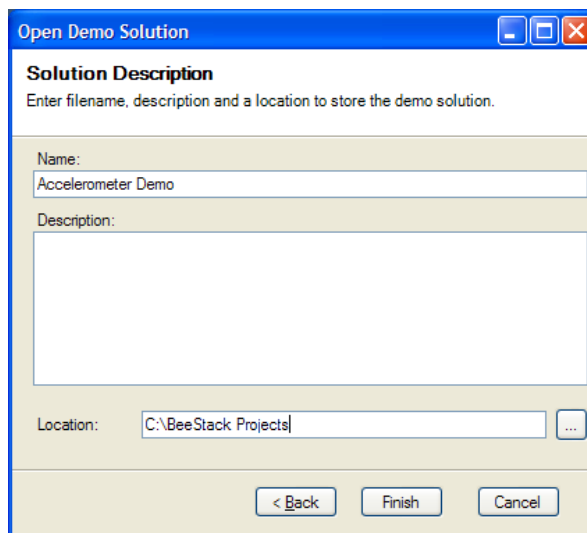
The BeeStack Codebase contains several preconfigured demonstration applications that can be deployed to various demonstration boards. User must select the BeeStack Codebase before selecting a demonstration solution.

1. From the menu bar of the BeeKit main window, click on File -> Open -> Demo Project/Solution. The Open Demo Solution/Select Demo Solution window appears as shown in [Figure 2-8](#).



**Figure 2-8. Open Demo Solution Window**

2. Highlight a demonstration application and click on the Next button. The Open Demo Solution/Solution Description window appears as shown in [Figure 2-9](#).



**Figure 2-9. Open Demo Solution/Solution Description Window**

3. Enter a name, a description, and choose an appropriate file location.
4. Click on the Finish button. The demo appears in the Solution Explorer pane of the BeeKit Main window.

## 2.6 Exporting the Solution

Once a solution is created, related projects are added to the solution and software components are defined in the projects. Users must export the solution for deployment in Freescale CodeWarrior or IAR Embedded Workbench to directly generate an embedded firmware image file. To export the solution, perform the following tasks:

1. From the menu bar of the BeeKit main window, click on Solution -> Export Solution. The Export Solution window appears as shown in [Figure 2-10](#).

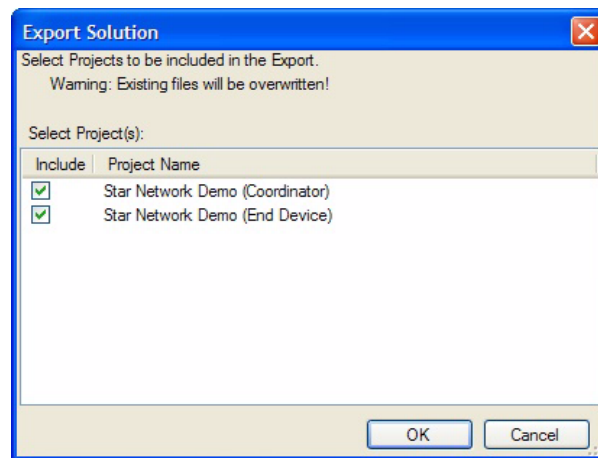


Figure 2-10. Export Solution Window

2. Highlight the Project to be exported and click on the OK button. In this case, two projects have been selected to be exported. Messages appear in the message display area of the BeeKit main window as the solution is exported.

### 2.6.1 Exporting Multiple Projects

A Solution can contain more than one project. The Star Network Demo Solution containing two projects, Star Network Demo (Coordinator) and Star Network Demo (End Device), as its projects is exported as a single Solution of a collection of projects.

When one or more projects are exported, one or more project folders containing each of these project configurations will be created in the directory location originally specified. When importing projects manually, each project must be imported separately into the CodeWarrior IDE. Importing projects into CodeWarrior is described in [Section 2.7, “Importing and Compiling Projects”](#).

## 2.7 Importing and Compiling Projects

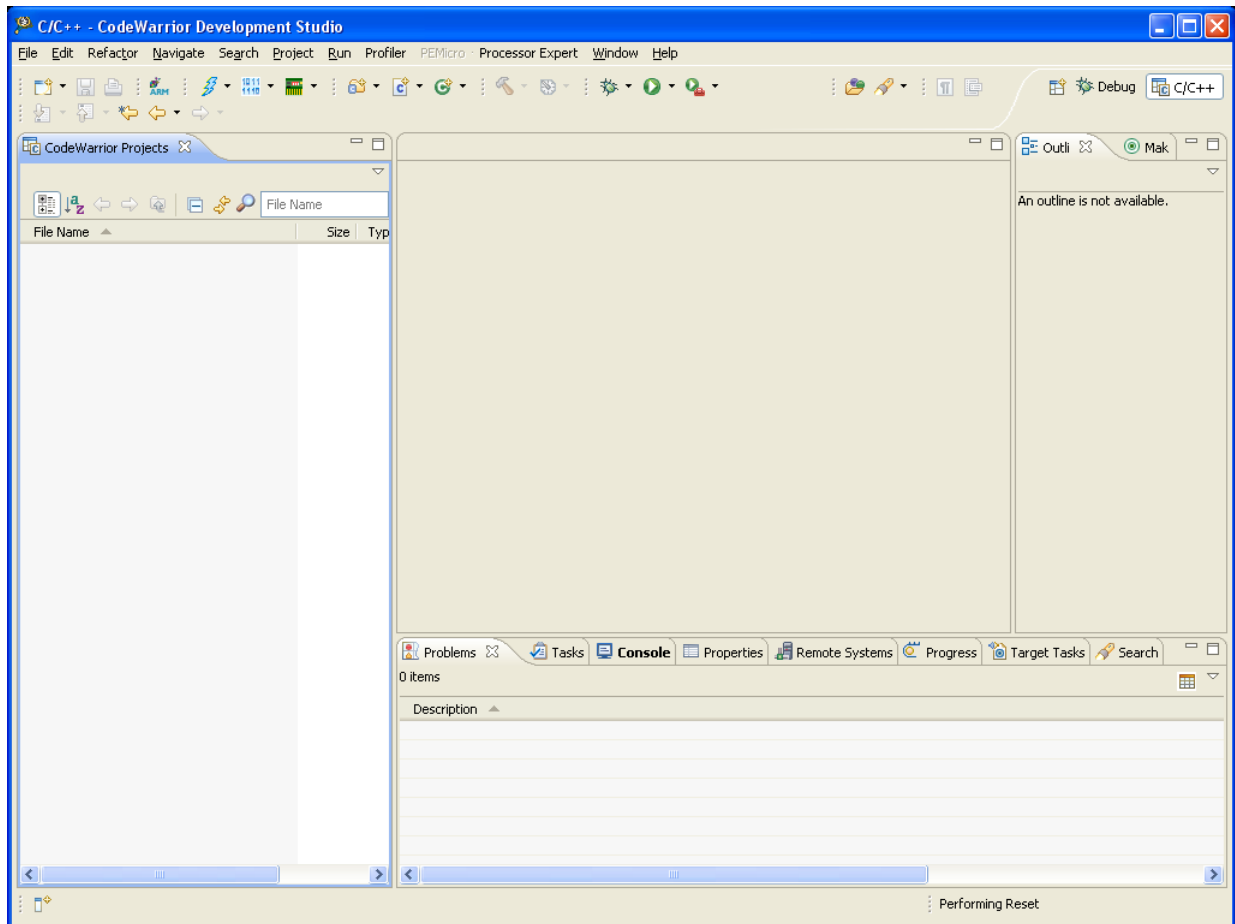
Once a solution has been successfully created and exported from BeeKit, the projects can be utilized in different ways after importing and opening them in the IDE that corresponds to the platform. Use Freescale

CodeWarrior for the HCS08 based platforms and IAR Embedded Workbench for ARM7 based platforms. One way is to simply use the project as defined in Beekit, compile and download to the user selected platform. Another way is to use the BeeKit imported project in the IDE as a template for more complex software development specific to user requirements.

## 2.7.1 Importing and Compiling Projects in CodeWarrior IDE

Every project included with the exported solution must be compiled and deployed separately so it can be used with the CodeWarrior IDE. To compile and deploy the project in the CodeWarrior IDE, perform the following steps:

1. Start the CodeWarrior IDE (Version 10.1). The CodeWarrior main window appears as shown in [Figure 2-11](#).



**Figure 2-11. CodeWarrior Main Window**

2. From the menu bar, click on File -> Import... and select the Existing Projects into Workspace option as shown in [Figure 2-12](#).
3. In the Select root directory from the Import Project window, enter or browse to the directory location entered during [Step 5 of Section 2.3, “Creating Solutions”](#), and click finish.

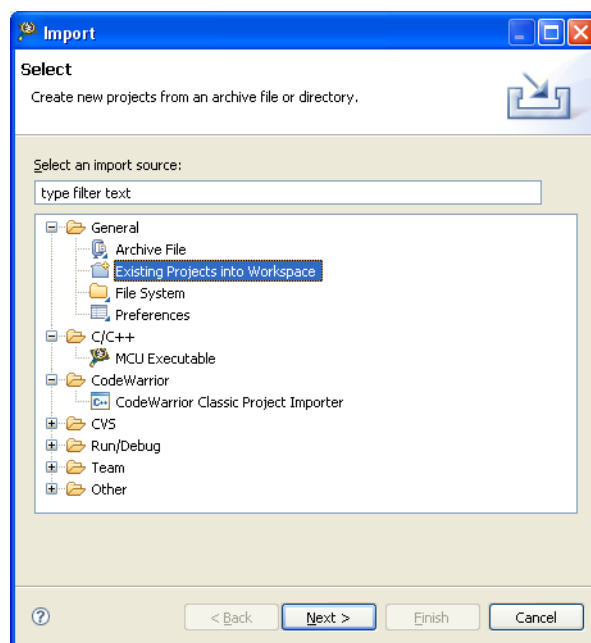


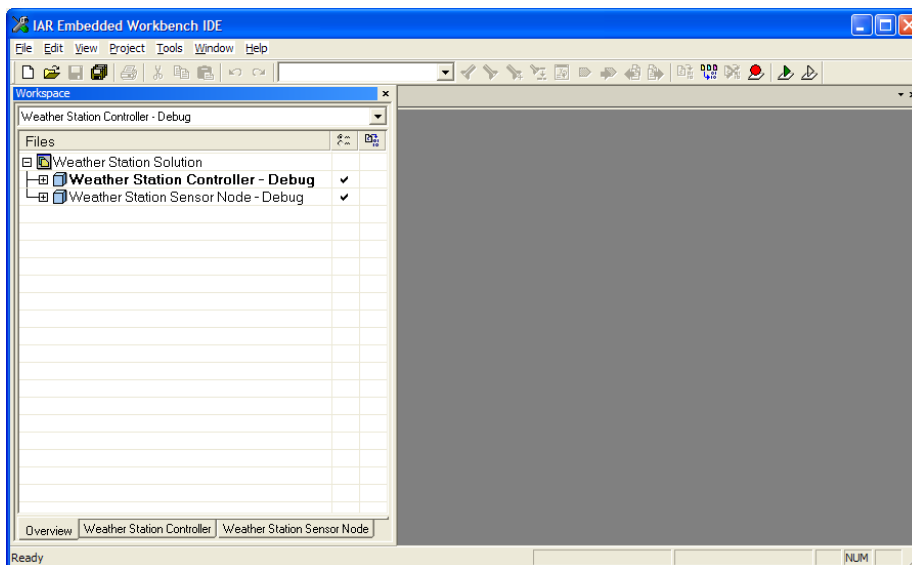
Figure 2-12. Importing Project into CodeWarrior

4. Compile and deploy the project.

## 2.7.2 Opening and Compiling a Solution in IAR Embedded Workbench IDE

To use an exported solution in IAR Embedded Workbench, users must open the workspace file (\*.eww) generated once the solution is exported from BeeKit. To open, compile and deploy the solution in Embedded Workbench, perform the following steps:

1. In Windows Explorer, navigate to the directory location entered when creating the solution in BeeKit.
2. Double-click the \*.eww Embedded Workbench workspace file having the same name as the solution.
3. The Embedded Workbench IDE launches and the projects in the exported solution are visible in the Workspace section as shown in [Figure 2-13](#).



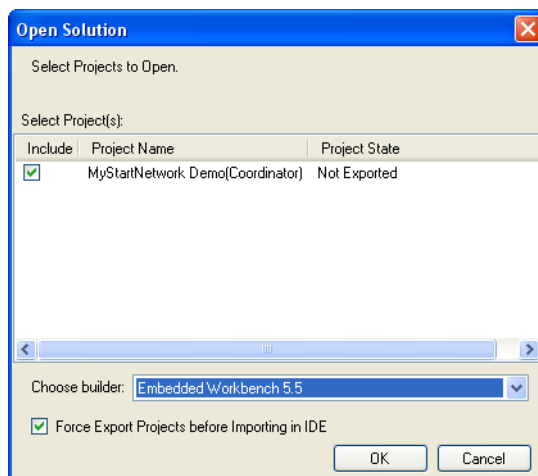
**Figure 2-13. IAR Embedded Workbench Main Window**

4. Choose Make or Debug from the Project menu or menu bar to compile and debug the projects on the evaluation boards.

## 2.8 Automatic IDE Importing

BeeKit 1.8.0 and later can automatically export a solution and import the project files in either CodeWarrior or IAR Embedded Workbench automatically in one step. To perform this action:

1. From the menu bar of the BeeKit main window, click on Solution -> Export and Open Solution in.... The Open Solution window appears as shown in Figure 2-14.



**Figure 2-14. Open Solution Window**

2. Highlight the Project to be exported and then imported automatically in the IDE and click on the OK button. Messages appear in the message display area of the BeeKit main window as the solution is exported. After the export is complete, CodeWarrior or Embedded Workbench will launch and the projects will be imported and opened automatically.

## 2.9 Automatic Binary Firmware File Generation

BeeKit 1.9.10 and later supports a project type that can generate an embedded binary image file directly from BeeKit without opening and compiling the project in CodeWarrior or IAR Embedded Workbench. When exporting projects of this type, BeeKit generates an S19 file (for HCS08 platforms) or a BIN file (for the ARM7 platform) to the folder chosen by users during project creation. If the “Export and Open Solution” option is selected, BeeKit automatically opens the folder and shows the location of the firmware file when the project exporting is complete.

The advantage of using a binary firmware file project is users are no longer required to open and compile the project in an IDE after configuring the project in BeeKit. However, these projects usually contain fewer configurable BeeKit properties compared to a non-binary project and users cannot modify or debug the source code. These characteristics make the binary projects suitable for a simplified, ready-to-go solution with only a few configuration options used mainly for deployment directly to hardware.

The binary firmware file can be programmed to the FLASH of a Freescale development board MCU using Test Tool (included in the BeeKit package - for the HCS08 or ARM7/MC1322x platforms).

For an example of how to use a BeeStack BlackBox binary project type, see the *Freescale ZigBee Application User's Guide for ZigBee 2007*, (ZAUGZB2007).

## 2.10 Closing a Solution

Close a solution and remove it from Solution Explorer by performing the following step:

1. From the BeeKit main window, click on File -> Close Solution.

If the solution has not incurred changes, then the solution will simply close. If the solution has incurred changes, then closing the solution will prompt the user to save changes.

## 2.11 Saving Solutions

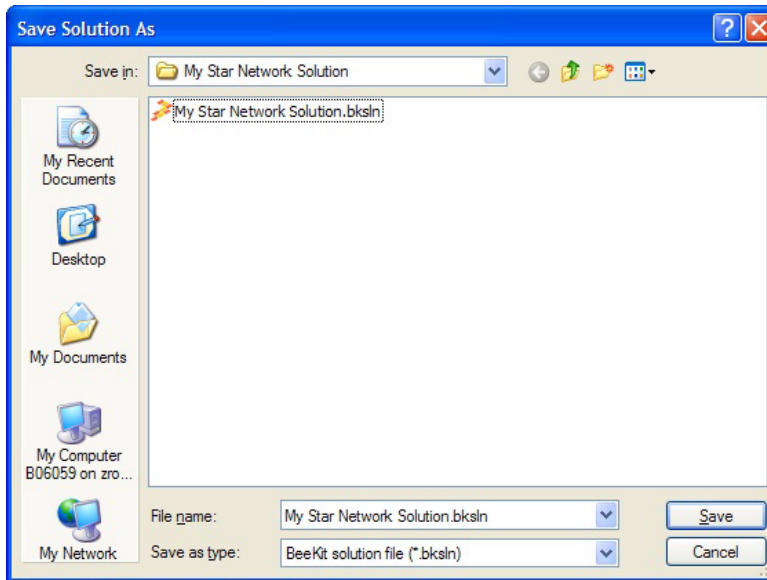
Users must save any changes in a solution because the solution is not automatically saved when changes are made. Use the Save As Solution command to create a copy of the solution.

To Save a solution, perform the following steps:

1. From the menu bar of the BeeKit main window, click on File -> Save.

To use the Save Solution As option, perform the following steps:

1. From the menu bar of the BeeKit main window, click on File -> Save As. The Save Solution As window appears as shown in [Figure 2-15](#).



**Figure 2-15. Save Solution As Window**

2. Enter an appropriate name for the solution. Users can change the location of the solution directory by browsing to and specifying a new location.
3. Click the OK button.

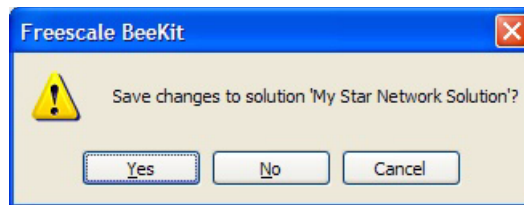
**NOTE**

The solution (.bksln file) contains all the information about the solution, the project in the solution, and the components in the project as well as the properties for each of the components.

## 2.12 Exiting BeeKit

When users exit BeeKit, the current solution is checked for changes. To exit BeeKit, complete the following:

1. From the menu bar in the BeeKit main window click on File -> Exit. If the current solution was modified, users are prompted to save or not save the changes as shown in [Figure 2-16](#).



**Figure 2-16. Exiting BeeKit**

2. Choose the appropriate option.



## Chapter 3 Solution Menu

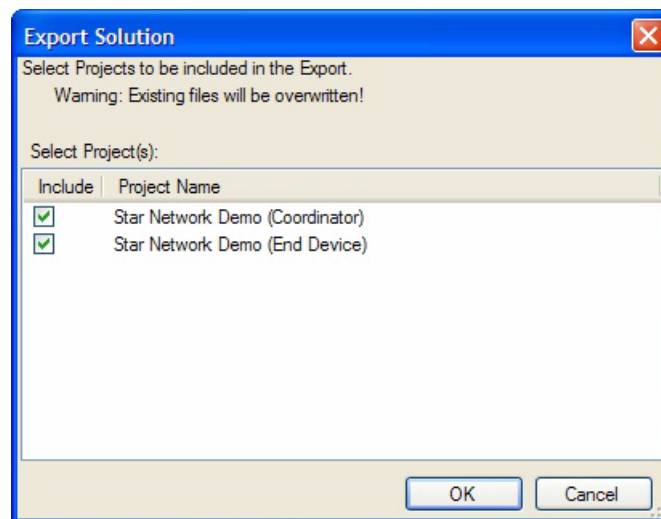
This chapter explains how to export a solution, import and export properties, validate solutions, add and import projects, and adjust properties.

### 3.1 Exporting a Solution

When the solution is complete and the projects in the solution are ready for download to the target, users must export the solution so it can be compiled in the corresponding IDE. When running the Export Solution command, all source files (the \*.c, \*.h, \*.lib, \*.a files) from the Codebase are copied to user defined solution folder, and the IDE project settings are created in an XML file.

To export the solution from BeeKit, perform the following tasks:

1. From the menu bar in the BeeKit main window click on Solution -> Export Solution. The Export Solution window appears as shown in [Figure 3-1](#).



**Figure 3-1. Export Solution Window**

2. Choose the project to export and click the OK button.  
To open the exported project file, import the project files into the corresponding IDE as described in [Section 2.7, “Importing and Compiling Projects”](#).

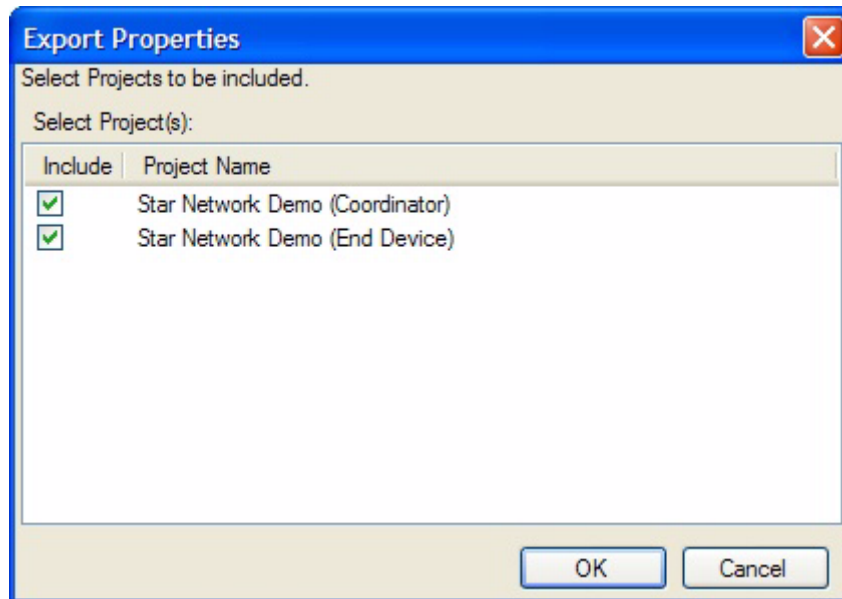
## 3.2 Exporting Properties

The Export Properties function allows users to update an already exported project with the latest property settings. This enables users to utilize BeeKit as the preferred editor for minor property changes and use the IDE for more complex software development tasks.

There are differences between the Export Solution and the Export Properties commands. The Export Properties command does not effect the source code changes performed by an external editor. The Export Solution command overwrites source files with the original Codebase version.

To Export properties, perform the following tasks:

1. From the menu bar of the BeeKit main window click on Solution -> Export Properties. The Export Properties window appears as shown in [Figure 3-2](#).



**Figure 3-2. Export Properties Window**

2. Choose the project(s) to update and click the OK button.

### NOTE

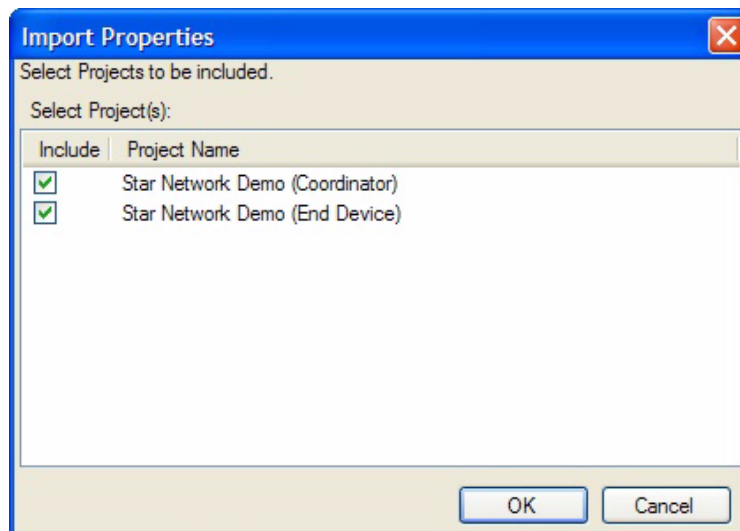
Changing the properties while using BeeKit will not automatically change the properties in the exported source files in the IDE. Users must exercise the Export Properties command to update the IDE project files.

### 3.3 Importing Properties

The Import Properties function allows users to edit properties in the IDE and import these property changes back into BeeKit. To synchronize properties changed outside of BeeKit with the current BeeKit solution, the Import Properties command is used.

To import properties, perform the following tasks:

1. From the menu bar of the BeeKit main window click on Solution -> Import Properties. The Import Properties window appears as shown in [Figure 3-3](#).



**Figure 3-3. Import Properties Window**

2. Choose the project(s) to update and click the OK button.

#### NOTE

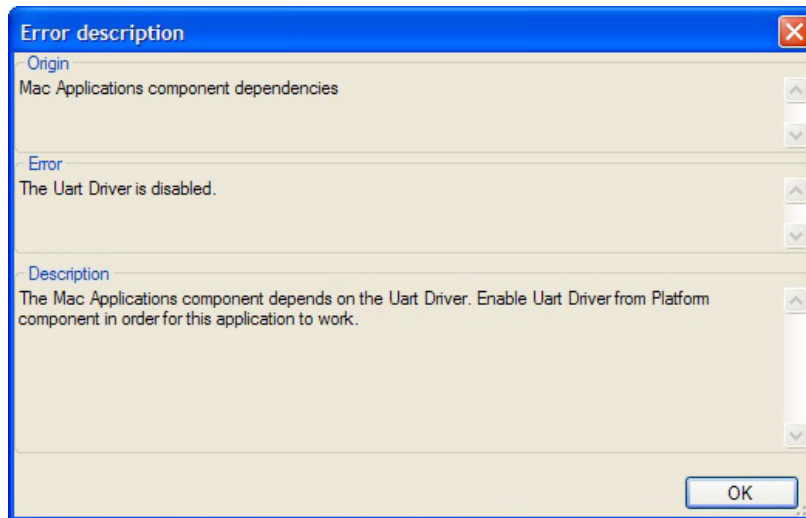
When opening a BeeKit solution, BeeKit scans the exported source files for altered properties. If there are any altered properties, users are notified and offered the opportunity to import the properties from the source files.

### 3.4 Validating a Solution

Using the validate solution command checks if the solution is created with cohesive software components and property settings. The validate solution command is automatically executed when exporting a solution.

To validate a solution, perform the following tasks:

1. From the menu bar of the BeeKit main window click on Solution -> Validate Solution.
2. In the Messages area of the BeeKit main window, click on the Error List tab.
3. If there are any errors, double click on the error in the Error List pane and the Error List description window appears as shown in [Figure 3-4](#).



**Figure 3-4. Error Description Window**

4. Read the error description to get an indication of where to solve the problem.

**NOTE**

It is possible to export a solution with errors.

## 3.5 Upgrading a BeeKit Solution File

BeeKit 1.6.0 and later allows users to upgrade a BeeKit solution file from an older Codebase version to a newer Codebase version. When users export the upgraded solution file, the new exported projects will have the same configuration as in the original solution, but all files and protocol libraries will be updated to the newer Codebase.

The following example shows how to upgrade a BeeKit solution file containing an Ha OnOffLight application from HCS08 BeeStack Codebase 1.0.5 (upgrade source Codebase) to HCS08 BeeStack Codebase 2.0.0 (upgrade destination Codebase).

### NOTE

Before performing the upgrade, users should backup their current BeeKit solution files and exported projects.

To perform the upgrade, both the source and destination Codebases must be installed and available in the BeeKit Codebase list as shown in [Figure 3-5](#). In this example, the older Codebase is shown in the first position in the list and the newer one is shown in the second position.

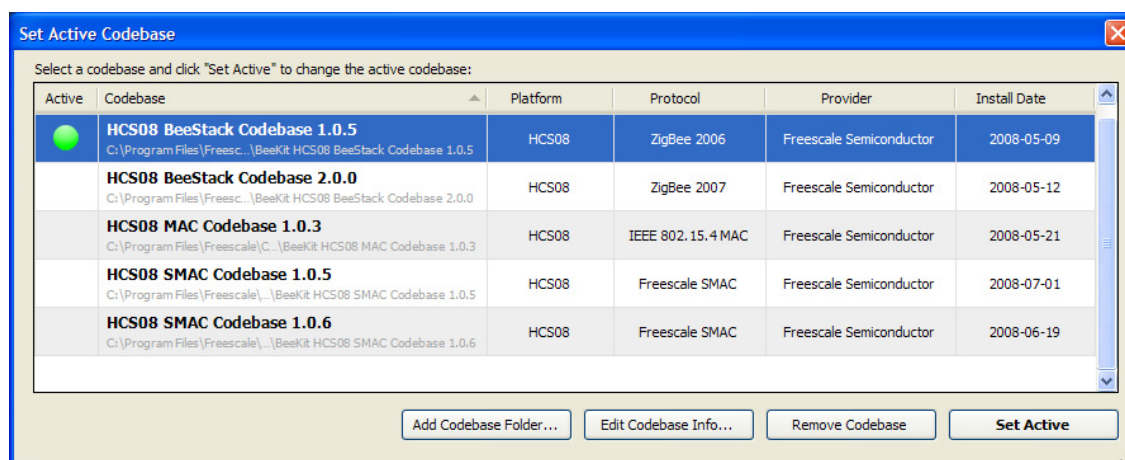


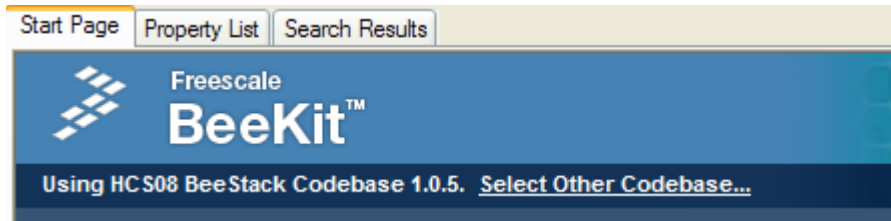
Figure 3-5. BeeKit Codebase List Showing Two Versions of the HCS08 BeeStack Codebase

### NOTE

This scenario also assumes that a Ha OnOffLight project was already created in a BeeKit solution file called `Ha OnOffLight Solution.bksln` using the HCS08 BeeStack Codebase 1.0.5.

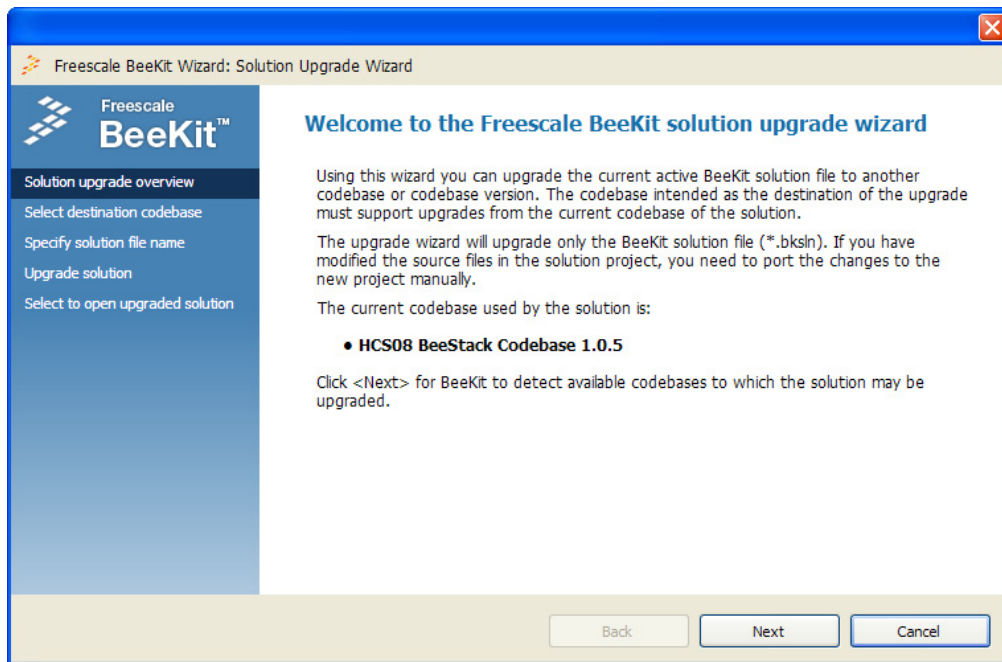
Perform the following steps to upgrade the solution file:

1. Select the original source Codebase of the solution (in this case HCS08 BeeStack Codebase 1.0.5) in BeeKit as indicated in [Section 2.1, “BeeKit Codebase Selection”](#). The BeeKit Start Page must show that it is using this Codebase as shown in [Figure 3-6](#).



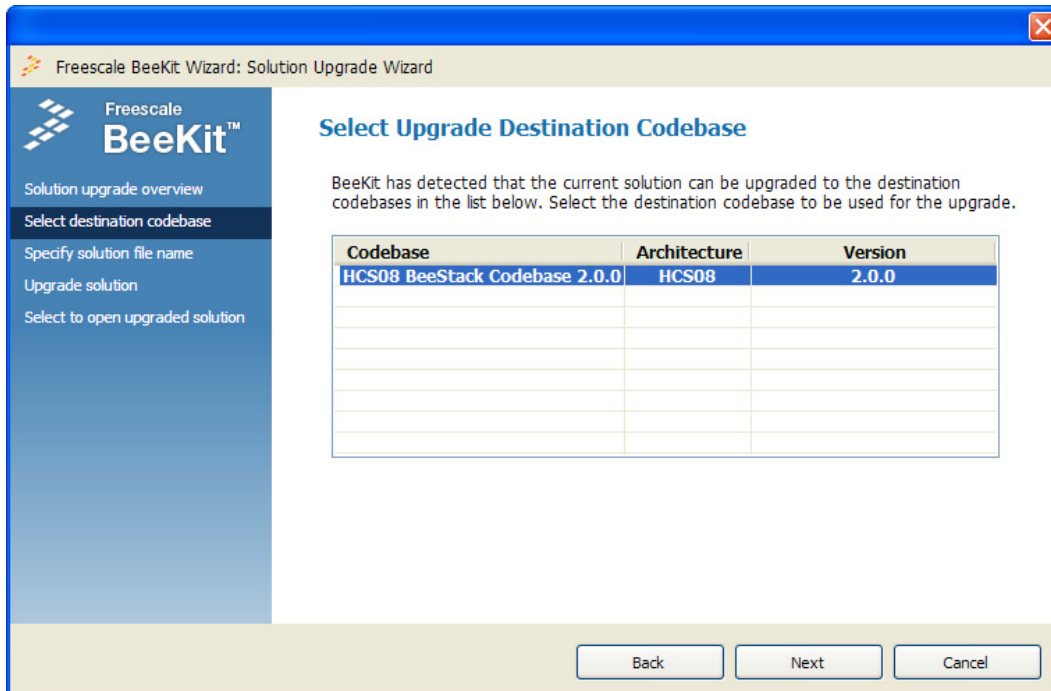
**Figure 3-6. BeeKit Start Page Showing the Active Codebase**

2. From the file menu select File -> Open -> Open Project/Solution...
3. Navigate to the folder containing the `Ha OnOffLight Solution.bksln` file and select the file to open it.
4. Once the solution is open in BeeKit, from the Solution menu select Solution -> Upgrade Solution... The BeeKit Upgrade Wizard appears as shown in [Figure 3-7](#).



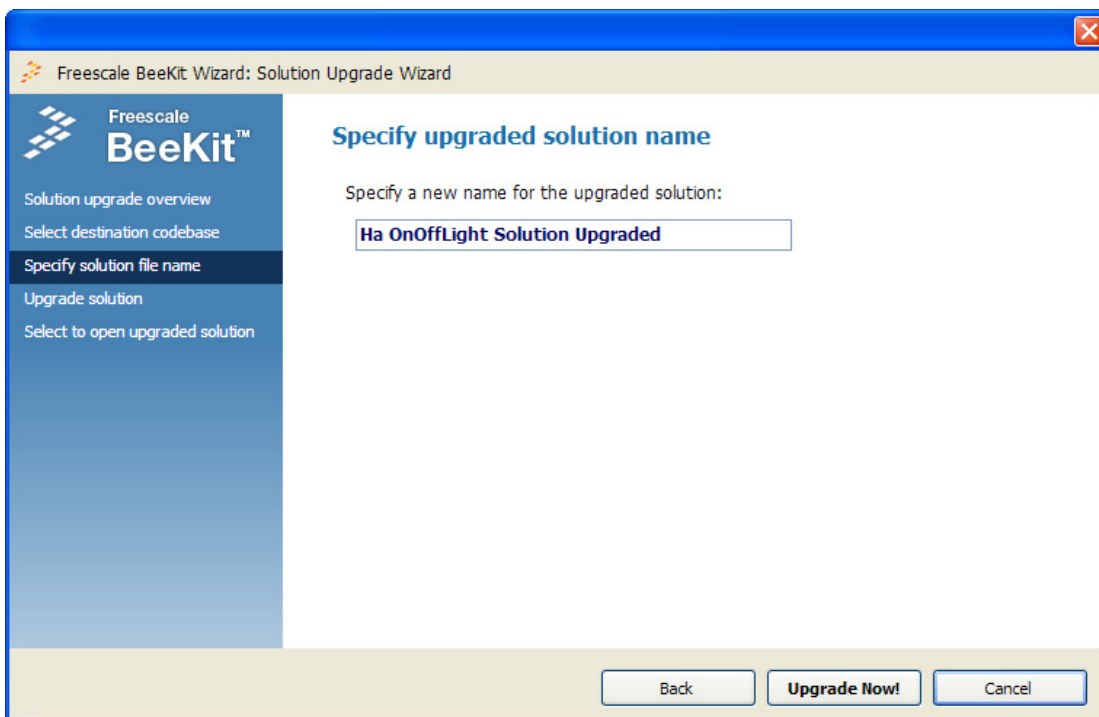
**Figure 3-7. Welcome Page of BeeKit Upgrade Wizard**

6. Click the Next button to allow BeeKit to try and detect if there are newer versions of the Codebase installed that support an upgrade from the current version. In [Figure 3-8](#), BeeKit shows that an upgrade to HCS08 BeeStack Codebase 2.0.0 is available.



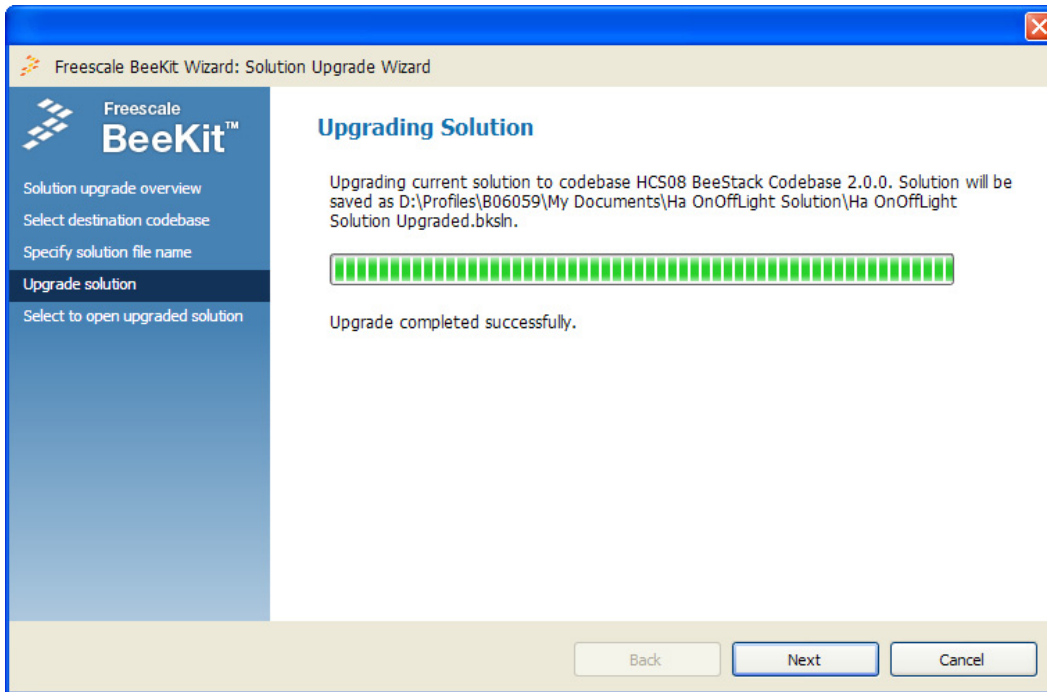
**Figure 3-8. BeeKit Upgrade Wizard Showing Available Upgrade Destination Codebases**

- From the list of available upgrades, choose the Codebase to upgrade and click the Next button. In the newly displayed page, users can choose a new name for the solution file as shown in [Figure 3-9](#).



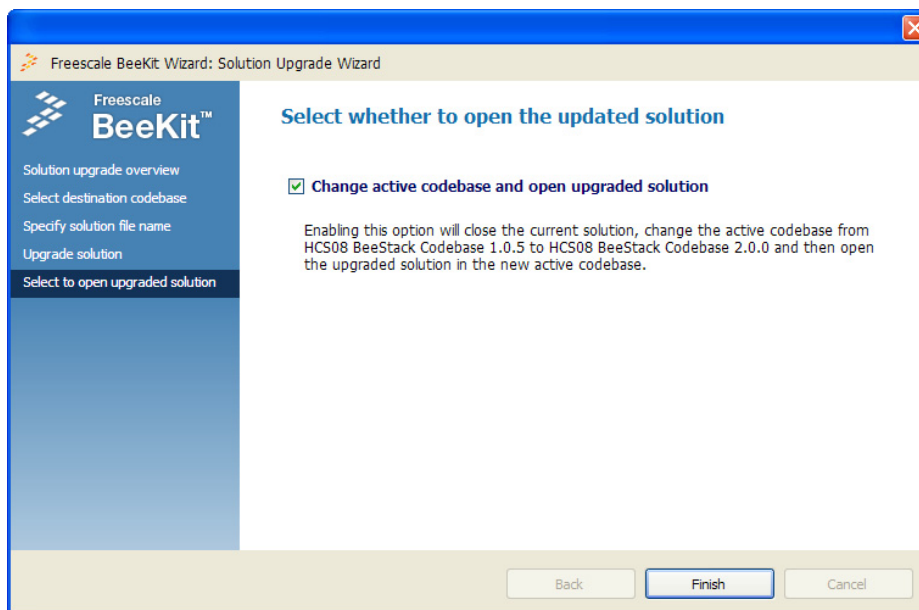
**Figure 3-9. BeeKit Upgrade Wizard New Solution Name**

- Click “Upgrade Now!” and BeeKit performs and reports on the upgrade process. If the upgrade is successful, the “Upgrade completed successfully.” message appears as shown in [Figure 3-10](#).



**Figure 3-10. BeeKit Upgrade Wizard Performing Upgrade**

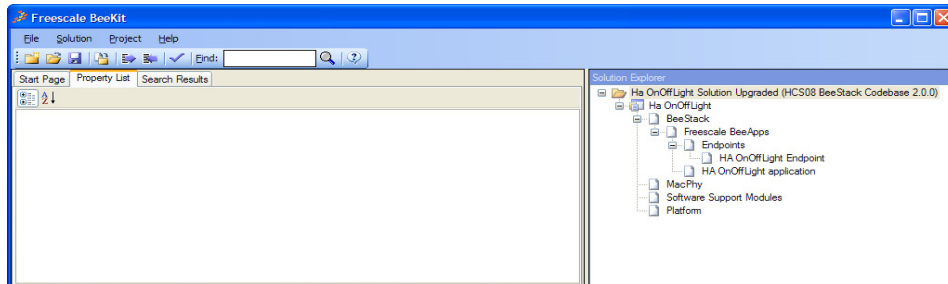
- Click the Next button to go to the last page of the wizard as shown in [Figure 3-11](#). Having the “Change active Codebase and open upgraded solution” option checked closes the current solution, switches the active Codebase to the destination one (HCS08 BeeStack Codebase 2.0.0) and opens the new upgraded solution file.



**Figure 3-11. BeeKit Upgrade Wizard Completing Upgrade**



- Click the Finish button to change the Codebase and open the upgraded solution as shown in Figure 3-12.



**Figure 3-12. Upgraded Solution Using the Newer Codebase Version**

- Users can now export the solution using the new Codebase files.

**WARNING**

When exporting an upgraded solution, previously exported projects may be overwritten. Users are strongly recommended to backup their files before performing an upgrade.

**NOTE**

Freescale can not guarantee that upgraded projects will compile without issues in all cases. It is possible that in certain configurations, the upgrade process will not be able to complete properly. In this case, users must recreate the projects for the new Codebase using the Create New Project option and make the necessary changes to the default solution properties to be similar to the older solution configuration.

## 3.6 Upgrading Exported BeeKit Project Files

Some BeeKit codebases (such as SynkroRF codebases) have an option to update exported projects from solution files of a previous version of the same codebase type. To update an existing exported project:

1. Set the new version of the codebase as active.
2. If upgrading an already exported solution is available for the codebase, the menu option “Upgrade Exported Solution...” will be available in the “Solution” BeeKit menu. Select this option to launch the Upgrade Exported Solution Dialog.
3. Click Browse to select the folder of the \*.xml project file of the previously exported solution.
4. If the exported project is successfully detected, the original codebase name will be shown and the Start Upgrade button will become available.
5. Press Start Upgrade to begin upgrading project files.

### WARNING

Users are strongly recommended to backup their files before performing an upgrade of an exported solution.

## 3.7 Adding a Project to a Solution

If users need to create or add a project to their solution, they can either add one of the predefined templates or import an existing project from another solution file.

To add a new project from one of the templates, perform the following tasks:

1. From the Solution Explorer area of the BeeKit main window, highlight the solution to which the project will be added. (Figure 3-13)

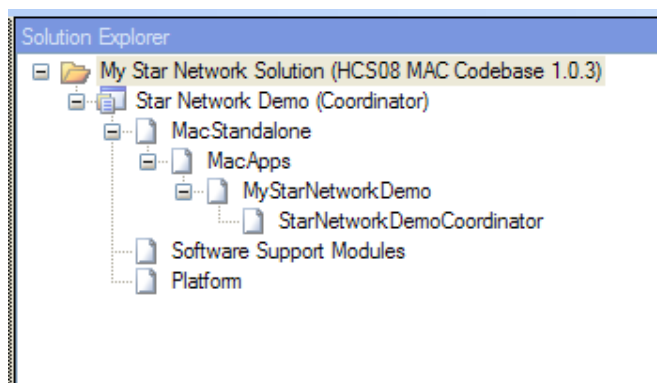
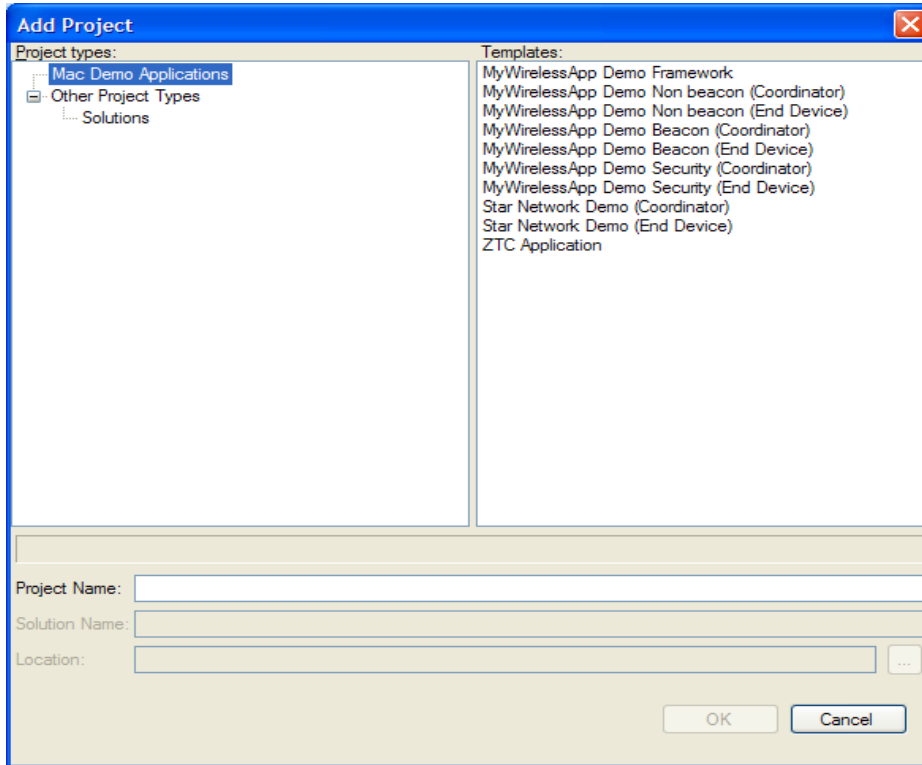


Figure 3-13. Highlight a Solution

- From the menu bar of the BeeKit main window click on Solution -> Add Project... The Add Project window appears as shown in [Figure 3-14](#).



**Figure 3-14. Add Project Window**

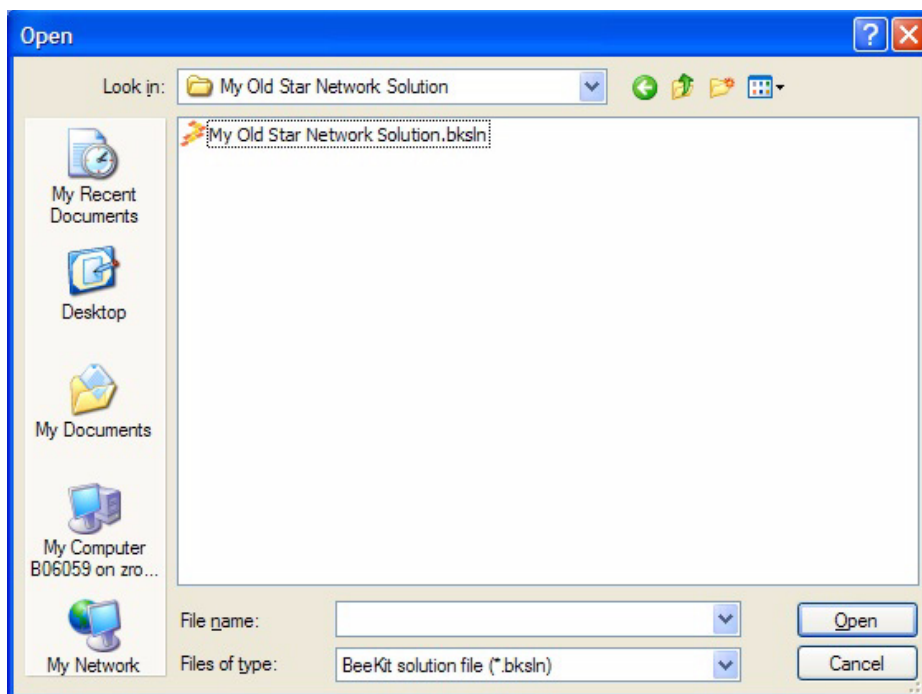
- Highlight one of the project types from Project Types area of the Add Project window.
- Highlight one of the project templates from Templates area of the Add Project window.
- In the Project Name field, enter an appropriate Project Name.
- Click on the OK button to add the project to the solution.

### 3.8 Importing a Project to a Solution

Users can import an existing project from a previously built solution file.

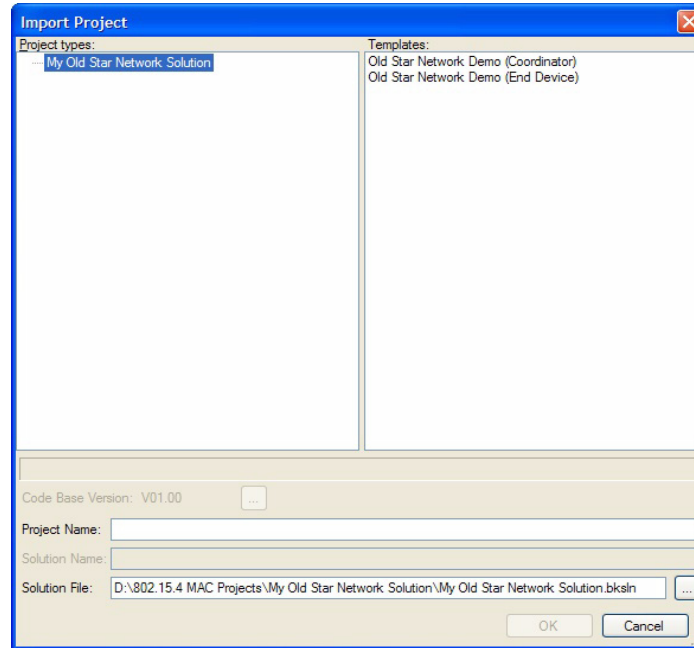
To import an existing project from a solution file, perform the following tasks:

1. From the Solution Explorer area of the BeeKit main window, highlight the solution to which the project will be imported. (Figure 3-13)
2. From the menu bar of the BeeKit main window, click on Solution -> Import Project...
3. Navigate the file system solution directory to the \*.bksln solution file desired and select Open (Figure 3-16). The Import Project window appears with the imported projects listed in its display area.



**Figure 3-15. Navigate to and Open the Solution**

4. Highlight the Solution in the Project Type area of the Import Project window. A template project appears in the Templates area of this window as shown in [Figure 3-16](#).



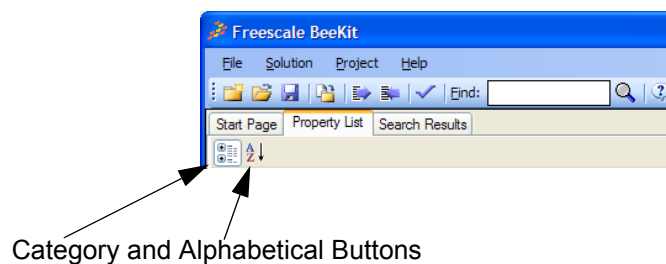
**Figure 3-16. Import Project Window**

5. Select one of the Projects from the Templates area of the Import Project window.
6. In the Project Name field, enter an appropriate project name if desired (name change is not necessary).
7. Click the OK button to add the project to the solution.  
The BeeKit Project Wizard is now initiated.

### 3.9 Using the Properties List

Use the Property List tab of the BeeKit main window to view and change properties of items selected in the Solution Explorer. The Property List tab displays various types of editing fields, depending on the needs of a particular property. These editing fields include direct entry boxes, drop-down lists, and links to specialized editing windows. Properties displayed in gray are read-only and can not be edited.

Properties can be sorted alphabetically by name or by category using the Category or Alphabetical buttons located in the upper left area of the BeeKit main window as shown in [Figure 3-17](#).



**Figure 3-17. Category Buttons**

### 3.9.1 Viewing Properties by Category

Click on the Category button to order the properties according to the source file in which the properties are contained. Users can collapse a property and reduce the number of visible options for that property or they can expand the property to see all the options for that property.

When users expand or collapse a property, a plus sign (+) or a minus sign (-) is visible to the left of the property name.

Figure 3-18 shows all the properties of a component collapsed.

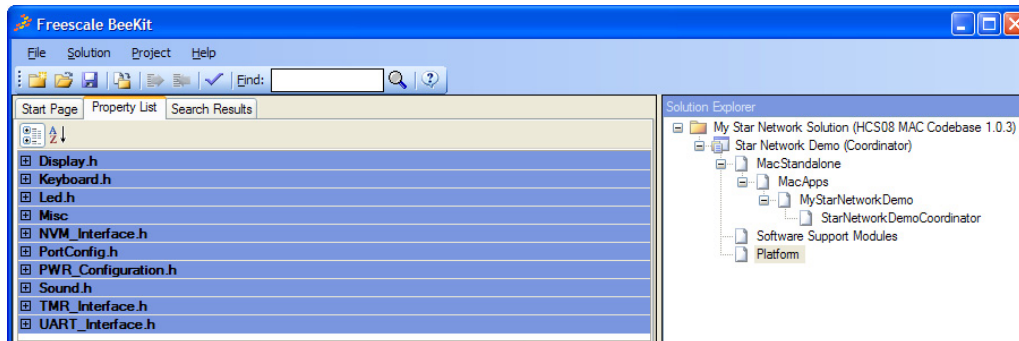


Figure 3-18. Collapsed Properties

Figure 3-19 shows the properties of a component expanded and sorted by category.

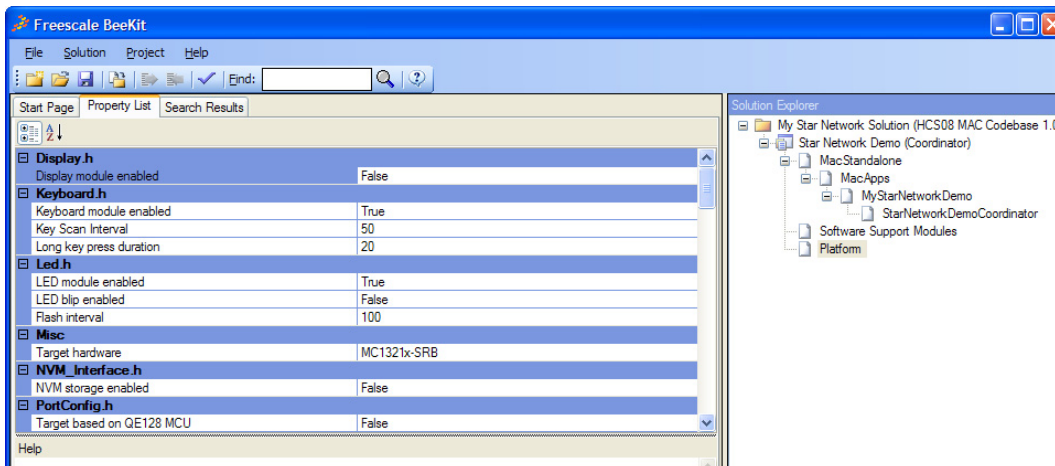


Figure 3-19. Properties Sorted by Category

### 3.9.2 Viewing Properties Alphabetically

Clicking on the Alphabetical button sorts properties alphabetically by name as shown in Figure 3-20.

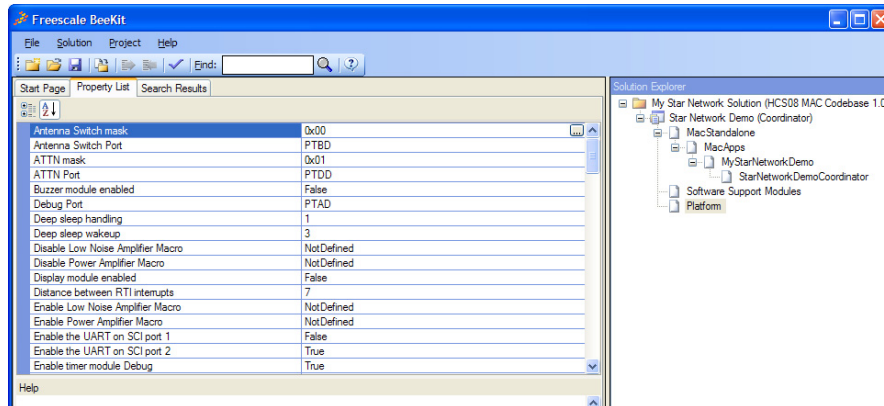


Figure 3-20. Properties Sorted Alphabetically

### 3.9.3 Searching for Properties

BeeKit GUI version 1.7.0 and later allows users to search for properties in a solution, a specific project or a specific software component. In order to find properties, users need to perform the following steps:

1. Choose the scope of the search by highlighting either the solution name, a project name or a component name in the Solution Explorer as shown in Figure 3-21. This enables searching for all properties in the solution, all properties in the highlighted project, or just the properties of the highlighted component respectively.

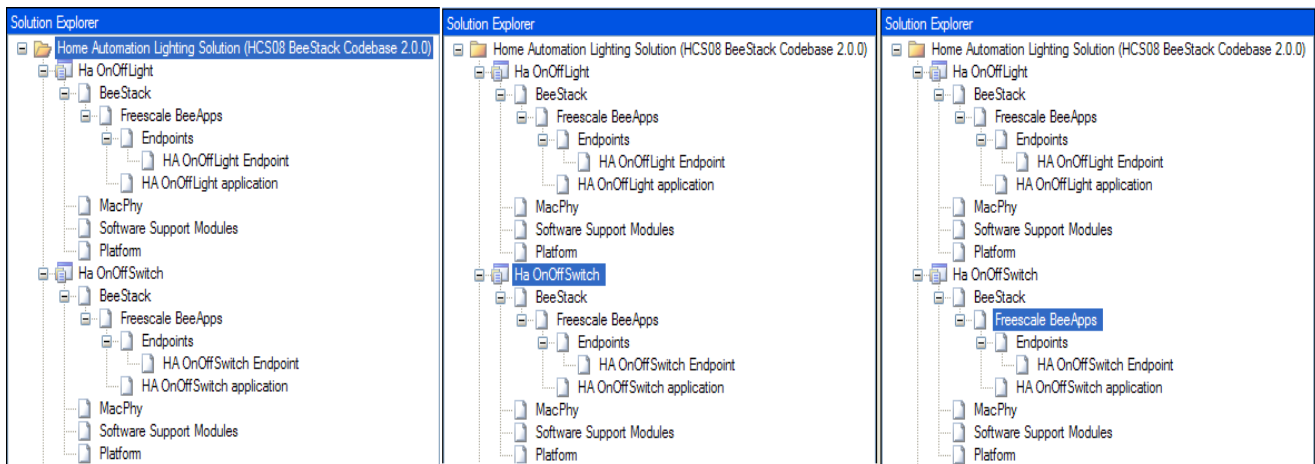


Figure 3-21. Setting Search Scope to the Entire Solution, a Project or a Component

2. Enter a search string in the “Find:” text box of the main BeeKit menu bar as shown in Figure 3-22.

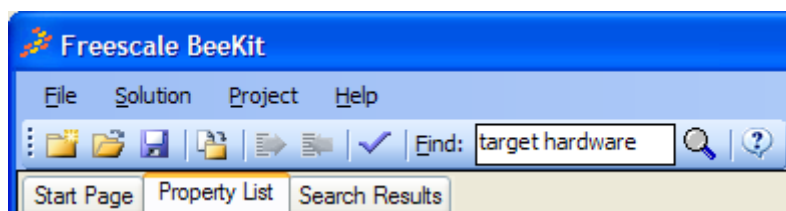
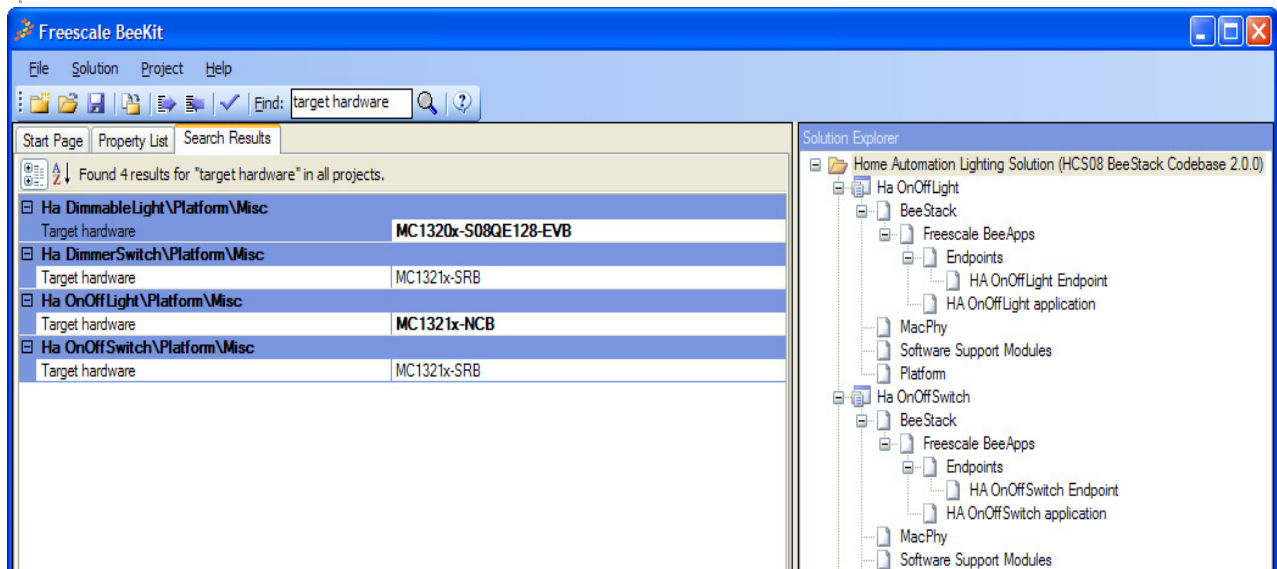


Figure 3-22. Entering a Search String

4. Click the “Find” button in the menu bar at the right of the search string or press “Enter”.
5. Search results are displayed in the “Search Results” tab as shown in [Figure 3-23](#).

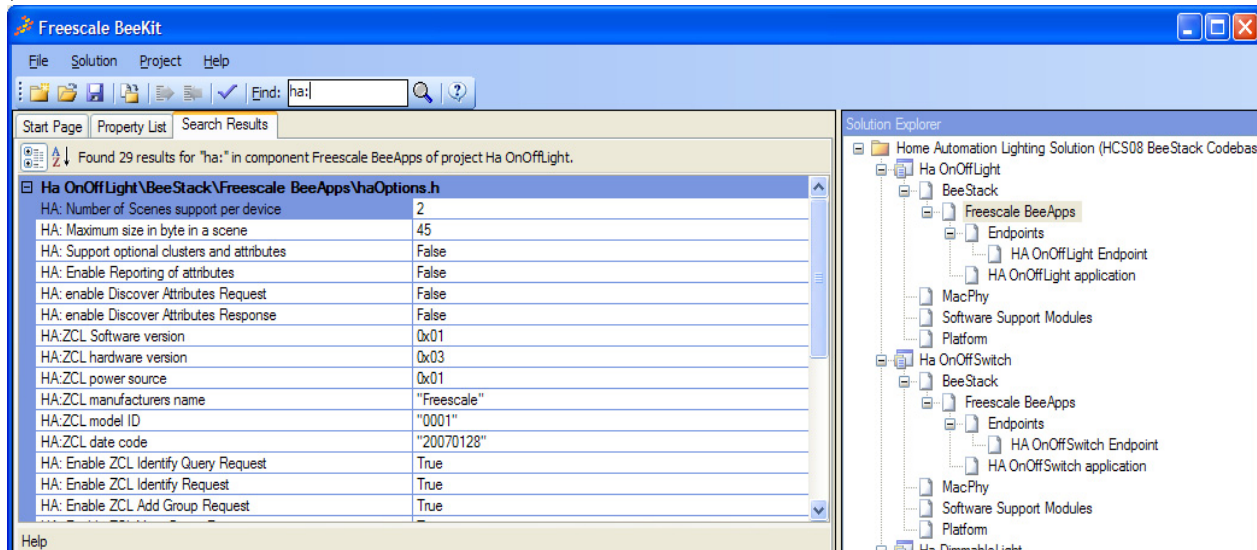


**Figure 3-23. Displaying BeeKit Search Results**

Use the following guidelines to adequately set the scope of the search:

- Search the entire solution when users are required to see the value of a certain property for each project. For example, the value of the Target Hardware (as shown in [Figure 3-23](#)) or the Device Type.
- Search the entire project when users are not sure where to locate a single property in a particular software component of a project.
- Search the component level when users need to filter the properties in the component. For example, in [Figure 3-24](#), only the Home Automation properties of the Freescale BeeApps component are shown by searching for the “HA.” string.





**Figure 3-24. Using BeeKit Search to Filter the Properties Display of a Component**

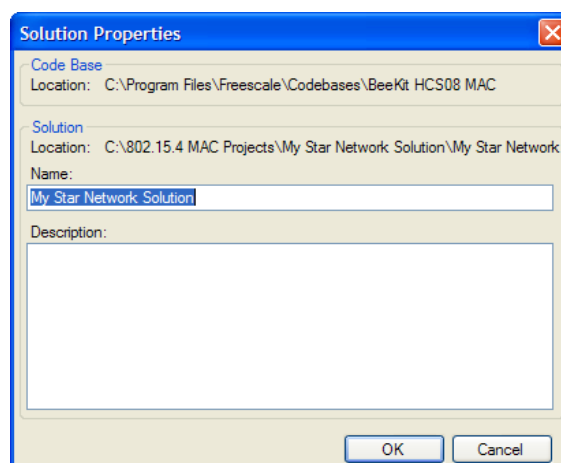
### NOTE

When searching for a given string, BeeKit compares it to the name of the property and the value of the code #define used for that property. The search is not case sensitive.

## 3.10 Solution Properties

Solution properties can be viewed and edited for a users specific needs if desired. To view the Solution properties, complete the following steps:

1. Highlight a solution in the Solution Explorer area of the BeeKit main window.
2. From the menu bar of the BeeKit main window click on Solution -> Properties and the Solution Properties window appears as shown in [Figure 3-25](#).



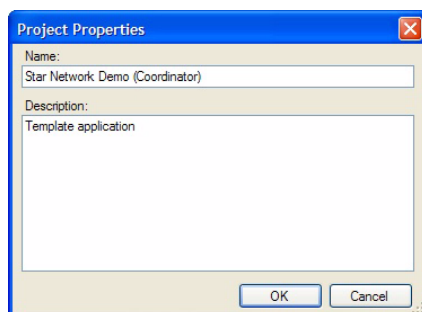
**Figure 3-25. Solution Properties Window**

3. Review the information and click on the OK button.

## 3.11 Project Properties

Project properties can be viewed and edited for a users specific needs if desired. To view the project properties, complete the following steps:

1. Highlight a project in the Solution Explorer area of the BeeKit main window.
2. From the menu bar of the BeeKit main window click on Project -> Properties and the Project Properties window appears as shown in [Figure 3-26](#).



**Figure 3-26. Project Properties Window**

3. Review the information and click on the OK button.

## 3.12 Software Component Properties

BeeKit users can edit Software Component properties based on their specific application or project needs. Every sub-heading below the project level are the software component property fields associated with each project in a solution. Some of these were described in [Section 3.10, “Solution Properties”](#) and [Section 3.11, “Project Properties”](#) and as shown in [Figure 3-19](#) by clicking on the Platform software component for each project in the Solution.

Whenever a Software Component is selected in the Solution Explorer, the Property List pane is updated with properties associated with the selected Software Component.

# Chapter 4

## Project Menu

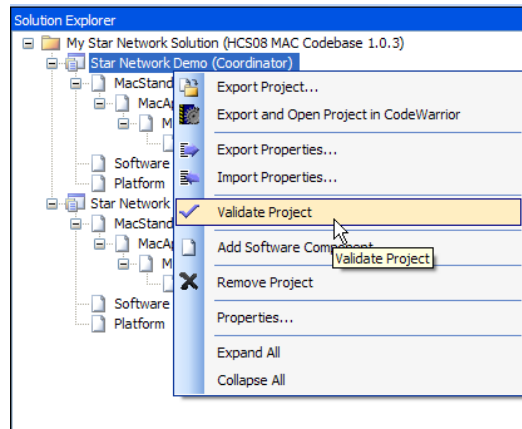
This chapter details how to validate a project, add and remove software components, and remove a project.

### 4.1 Validating a Project

The Validate Project command verifies if the project was created with the proper software components and property settings. It is similar to the Validate Solution command as described in [Section 3.4, “Validating a Solution”](#), but validates at the individual project level within the solution.

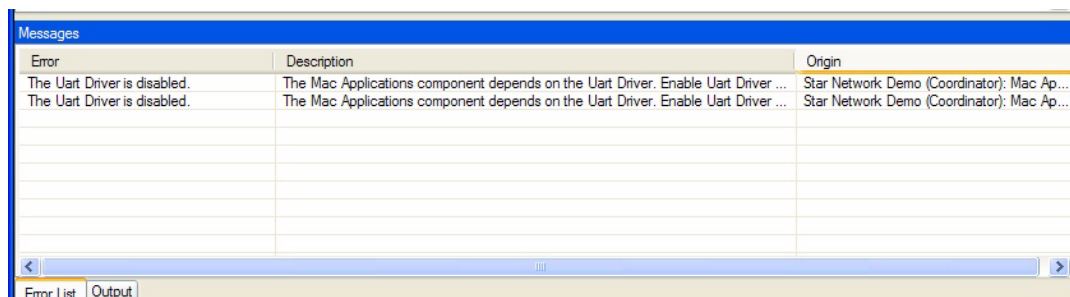
To validate a project, perform the following tasks:

1. From the Solution Explorer area of the BeeKit main window, highlight a project.
2. From the menu bar of the BeeKit main window click on Project -> Validate Project. This can also be performed by right clicking on the Project and selecting Validate Project as shown in [Figure 4-1](#).



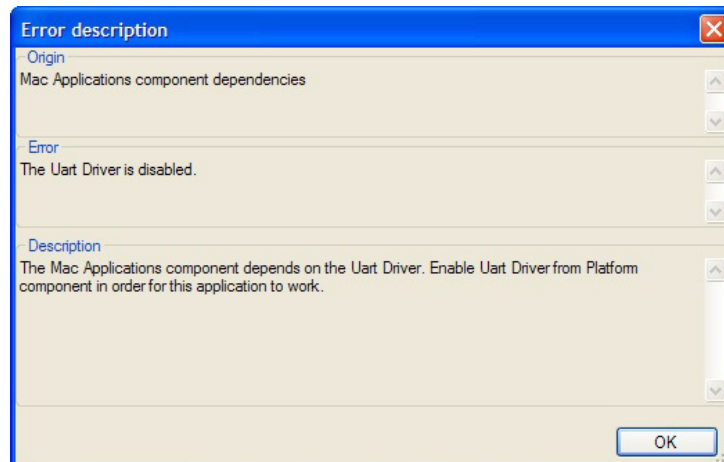
**Figure 4-1. Solution Explorer Quick Menu View**

3. In the messages area of the BeeKit main window, click on the Error List tab to view any errors as shown in [Figure 4-2](#).



**Figure 4-2. Error List Tab View Window**

4. If there are any errors, click on the error in the Error List. The Error Description window appears as shown in [Figure 4-3](#).



**Figure 4-3. Error Description Window**

5. Review the error description to better understand what the error is and where to resolve the issue.

**NOTE**

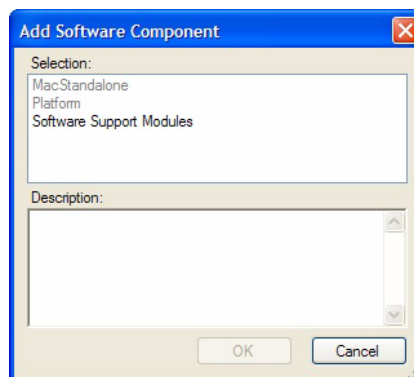
It is possible to export a solution with a project that contains errors.

## 4.2 Adding and Removing Software Components

A project is constructed by adding or removing software components. Many types of software components are available. Each software component has a number of associated source files. Properties for a Software Component can be changed using the Property List window as described in [Section 3.9, “Using the Properties List”](#).

To add a software component to a project, perform the following tasks:

1. From the Solution Explorer, highlight a project where the software component will be added.
2. From the menu bar of the BeeKit main window click on Project -> Add Software Component. The Add Software Component window appears as shown in [Figure 4-4](#). This can also be performed by right clicking on the Project and selecting Add Software Component as shown in [Figure 4-1](#).



**Figure 4-4. Add Software Component Window**

3. From the Selection area of the Add Software Component window, choose a software component to add and click OK.

Removing software components is performed under the project level in the Solution hierarchy since software components are one level below the project.

To remove a software component from a project, perform the following tasks:

1. From the Solution Explorer area of the BeeKit main window, highlight the software component that needs removed.
2. From the menu bar of the BeeKit main window click on Project -> Remove Software Component. The Remove Software Component confirmation window appears as shown in [Figure 4-5](#). Click the OK button to confirm the removal. This can also be performed by right clicking on the Software Component and selecting Remove Software Component.

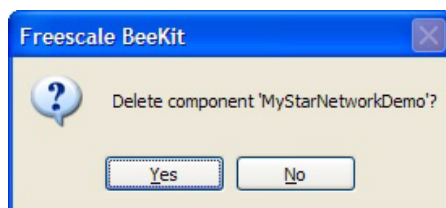


Figure 4-5. Remove Software Component Confirmation Window

### 4.3 Removing Projects

Entire projects can also be removed from a Solution. To remove a project from a solution, perform the following tasks:

1. From the Solution Explorer, highlight the project that will be removed.
2. From the menu bar of the BeeKit main window click on Project -> Remove Project. The Remove Project confirmation window appears as shown in [Figure 4-6](#). Click the OK button to confirm the removal. This can also be performed by right clicking on the Project and selecting Remove Project as shown in [Figure 4-1](#).

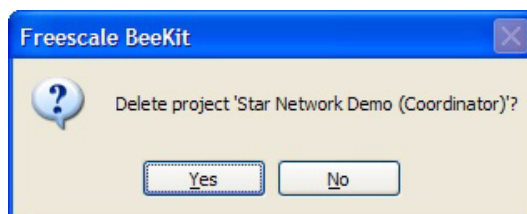


Figure 4-6. Remove Project Confirmation Window

