# S32R274RRUEVB AND S32R372RRSEVB SOFTWARE INTEGRATION GUIDE (SWIG)

**Ultra-Reliable MCUs for Industrial and Automotive Applications** 

www.nxp.com/S32DS





SECURE CONNECTIONS FOR A SMARTER WORLD

EXTERNAL USE

# S32 DESIGN STUDIO IDE FOR POWER ARCHITECTURE www.nxp.com/S32DS

- To develop an application, one needs an Integrated Development Environment (IDE)
- S32 Design Studio IDE meets the need!
- S32DS v2017.R1 is the latest (Aug 2018)
- This document provides stepwise tutorial on "How to use S32 Design Studio IDE" to build an application and uses images from the S32DS for Power v1.2 installation process, but the installation steps apply for later versions as well



### Contents

- S32 Design Studio IDE for Power Architecture Supported Devices
- Installing S32 Design Studio IDE for Power Architecture
  - Download and Install the new IDE
- Getting started with a New Project
  - Create, build and debug the new project
- Making Projects from built-in Examples



# S32 Design Studio IDE for Power Architecture v2017.R1 Supported Devices

- MPC560xB/C/D Family
- MPC560xE Family
- MPC560xP Family
- MPC560xS Family
- MPC564xA Family
- MPC564xB Family
- MPC564xC Family
- MPC564xL Family
- MPC567xR Family
- MPC563xM Family
- MPC5674F
- MPC567xK Family

- MPC574xB/C/D Family
- MPC574xG Family
- MPC577xK Family
- MPC574xP Family
- MPC574xR Family
- MPC5777C
- MPC5777M
- MPC5775B/E
- S32R274
- S32R372



# INSTALLING S32 DESIGN STUDIO IDE FOR POWER ARCHITECTURE



- Go to <u>www.nxp.com/S32DS</u> to download latest version of S32DS
- From Downloads folder, run the installation file
- Click on Run if any administrative privilege issues result from unknown software publisher
- The "preparing to install" dialogue box will appear





• An Installer welcome window will be displayed, click Next to continue





- Choose additional Features
  - Selecting "S32 Design Studio" option will only install S32 Design Studio
  - Selecting "Additionally install..." will allow you to install other software too

Install Set Additionally install...

🔽 532 Design Studio

FreeMASTER 2.0

Choose addition

Click on Next

S32 Design Studio for Power Architecture v1.2 Installer





Helcome to the S32 Desi...

O License Agreement

Choose Install Location

Choose Shortcut Folder

- Scroll down the text and read the license agreement.
- Select the radio button acknowledging the license agreement terms and click Next to continue.

🔤 S32 Design Studio for Power Arch	itecture v1.2 Insta	ller	- • •
		License A	Agreement
✓ Welcome to the S32 Desi → License Agreement	Please scroll of for Power Arcl	lown to review the license terms before installing S32 Desig nitecture v1.2.	yn Studio
Choose Install Location Choose Shortcut Folder		demonstration only. Permitted distributions must be similarly limited. Further rights must be obtained directly from Atheros.	•
<ul> <li>Pre-Installation Summary</li> <li>Installing</li> <li>Install Complete</li> </ul>	Vivante	Distribution of Vivante software must be a part of, or embedded within, Authorized Systems that include a Vivante Graphics Processing Unit.	
	MQX RTOS Source Code	MQX RTOS source code may not be re-distributed by any PSL Licensee under any circumstance, even by a signed written amendment to this Agreement.	
	Oracle JRE (Java)	The Oracle JRE must be used consistent with terms found here: http://java.com/ikense	
	P&E Micro	P&E Software must be used consistent with the terms found here: http://www.pemkro.com/ikenses/gdbserver/ikense_gdb.pdf	
	Segger Microcontrolle	Segger software must be used consistent with the terms erfound here: http://www.segger.com/jlinksoftware.html	
			*
		I accept the terms of the License Agreement	
		I do NOT accept the terms of the License Agreement	
InstallAnywhere Cancel		Previous	<u>N</u> ext



 Click Next to accept the default installation location (could be changed, but recommended to install into path without spaces).

🔤 S32 Design Studio for Power Arch	tecture v1.2 Installer	
		Choose Install Location
<ul> <li>Welcome to the S32 Desi</li> <li>License Agreement</li> <li>Choose Install Location</li> <li>Choose Shortcut Folder</li> <li>Pre-Installation Summary</li> <li>Installing</li> </ul>	Setup will install S32 Design Studio for Powe To install in a different folder, click Choose a continue.	r Architecture v1.2 in the following folder. and select another folder. Click Next to
O Install Complete	Where Would You Like to Install?	
	C:\NXP\S32D5_Power_v1.2	
		Restore Default Folder Choose
InstallAnywhere		Previous



 Select folder where you want to generate a Shortcut and click on Next to continue.

🔤 S32 Design Studio for Power Arch	nitecture v1.2 Installer 📃 📼 📼
	Choose Shortcut Folder
<ul> <li>Welcome to the S32 Desi</li> <li>License Agreement</li> <li>Choose Install Location</li> <li>Choose Shortcut Folder</li> <li>Pre-Installation Summary</li> </ul>	Where would you like to create product icons?         In a new Program Group:       532 Design Studio for Power Architecture v1.2         In an existing Program Group:       Accessories         In the Start Menu       In the Start Menu
Install Complete	<ul> <li>On the Desktop</li> <li>In the Quick Launch Bar</li> <li>Other: 12 Design Studio\532 Design Studio for Power Architecture v1.2 Choose</li> <li>Don't create icons</li> </ul>
	Cre <u>a</u> te Icons for All Users
InstallAnywhere Cancel	Previous Next

 Verify settings on "Pre-Installation Summery" tab and click Install to start Installation

NP S32 Design Studio for Power Arch	itecture v1.2 Installer 💿 💌 💌
	Pre-Installation Summary
<ul> <li>Welcome to the S32 Desi</li> <li>License Agreement</li> <li>Choose Install Location</li> <li>Choose Shortcut Folder</li> <li>Pre-Installation Summary</li> <li>Installing</li> <li>Install Complete</li> </ul>	Please Review the Following Before Continuing:         Product Name:         S32 Design Studio for Power Architecture v1.2         Install Folder:         C:\NXP\S32DS_Power_v1.2         Shortcut Folder:         C:\Users\B48683\AppData\Roaming\Microsoft\Windows\Start         Menu\Programs\NXP S32 Design Studio\S32 Design Studio for Power         Architecture v1.2         Disk Space Information (for Installation Target):         Required: 2,028,243,163 Bytes         Available: 194,881,282,048 Bytes
InstallAnywhere Cancel	Previous Install



- The installation starts by installing required libraries from the Microsoft Visual C++ 2013 package. Read the license terms and select I agree... option and hit the Install
- If the libraries of the Visual C++ 2013 package were already installed on the system then the Modify Setup dialog box appears. Now click on Repair to continue







- When asked for Activation ID, copy and pest the key from the Download page
- Then click on OK.
- Next: In activation type window. Click
   on Online







- During the Installation it may ask you to install P&E Device Drivers
- Read license agreement and Click on I Agree.
- In next window Select the destination folder and click Install
- Once the installation is done. Click on Close to close the P&E Device Driver Setup window.





• Once the installation is completed click on Done to exit the installation wizard.





# **GETTING STARTED WITH A NEW PROJECT**



- Start program: Click on "S32 Design Studio for Power Architecture [version]" icon
- Select workspace:

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- Choose default or specify new one
- Suggestion: Uncheck the box "Use this as the default and do not ask again"

- Click OK	NP Eclipse Launcher	$\times$
	Select a directory as workspace	
	S32 Design Studio for Power Architecture uses the workspace directory to store its preferences and development artifacts.	
	Workspace: Users\nxa14584\workspaceS32DS.Power.2017.R1 ~ Browse	
	<ul> <li><u>U</u>se this as the default and do not ask again</li> <li><b>Recent Workspaces</b></li> </ul>	
	OK Cancel	

NP

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**EXTERNAL USE** 

### • Go to: File – New – New S32DS Project

File	Edit Source Refactor Navigate	Search Project F	Run	Processor Expert Window Help	
	New	Alt+Shift+N >	<b>C</b> +	Makefile Project with Existing Code	
	Open File		<b>C</b> *	C++ Project	
Ċ,	Open Projects from File System		C)	C Project	
	Close	Ctrl+W	C)	C/C++ Project	
	Close All	Ctrl+Shift+W	₫	S32DS Project from Example	
	Save	Ctrl+S		Project	
	Save As		<b>C++</b>	Convert to a C/C++ Project (Adds C/C++ Nature)	
R	Save All	Ctrl+Shift+S	62	Source Folder	
	Revert		Ċ	Folder	
	Move		C	Source File	
	Rename	F2	h	Header File	
8	Refresh	F5		File from Template	
	Convert Line Delimiters To	>	G	Class	
£	Print	Ctrl+P	Ľ	Example	
	Switch Workspace			Other	Ctrl+N
		,			
	Restart		-11		
2	Import				
$\geq$	Export				
	Properties	Alt+Enter			
	Exit				

- Project Name:
  - Example: FirstProject
- Project Type:
  - Recommended: use Elf S32DS Project
- Select Controller:
  - Example: S32R274

2DS toolchain for v 2DS toolchain for v 2DS toolchain for v
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2DS toolchain for        2DS toolchain for        2DS toolchain for
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2DS toolchain for 🗸
<u>^</u>



- Select cores
- Select Flash and RAM size
- Select Programming Language
- Select the Library
- Select the Debugger
- Recommended: use Default settings (for beginners)

New S32DS Project	+			
New 35205 Hoject				
New S32DS Project	t for \$32R274			
Select required cores	and parameters for them.			
Project Name	FirstProject_Z4	FirstProject_Z7_0	FirstProject_Z7	_1
Core	✓ Boot Z4	✓ Z7	✓ Z7	
FLASH Start Address	0x1000000	0x1080000	0x1100000	
FLASH Size, KB	512	512	<b>512</b>	
Unused FLASH, KB	0			
RAM Start Address	0x40000000	0x4006a800	0x400d5000	
RAM Size, KB	426	426	426	
Unused RAM, KB	2			
Language	C	/ C	~ C	×.
SDKs				
Library	EWL	EWL	✓ EWL	~
Debugger	PE Micro GDB server			×.
Enable Graph for SPT2	•			
?	< Back	Next >	- 	Cancel



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# 5 of 5

workspaceS32DS.Power.2017.R1\_Backup - C/C++ - FirstProject\_Z7\_1/src/main\_Z7\_1.c - S32 Design Studio for Power Architectu

<u>File Edit Source Refactor Navigate Search Project Run Processor Expert Window Help</u>

```
| 🗂 ▾ 🖫 🐚 | 🗞 ▾ 🗞 ▾ 🗟 | 🚅 | 🍘 ▾ 🚳 ▾ 健 ▾ 🞯 ▾ 🔅 ▾ 🔕 ▾ 💁 ▾ 🙆 ▾ 🥬 ▼ 🗾 🖉 🐨 🗐 🐨 🖓 ▼ 😓
                                  🖻 🔄 🗸 🗸 🗖
Project Explorer 🛛
                                               lo main_Z4.c lo main_Z7_0.c lo main_Z7_1.c ∞
                                                 * main implementation: use this 'C' sample to
FirstProject_Z4: Debug
> 🐸 FirstProject Z7 0: Debug
                                                  #include "derivative.h" /* include peripheral
FirstProject_Z7_1: Debug
                                                  extern void xcptn_xmpl(void);

oint main(void)

                                                  ł
                                                       volatile int counter = 0;
                                                                                     /* Configure a
                                                      xcptn_xmpl ();
                                                       /* Loop forever */
                                                       for(;;) {
                                                           counter++;
                                                       }
                                                  }
                                       ~ - -
A Dashboard ≈
                                     -50

    Project Creation

    Miscellaneous

 ▶ New S32DS Project
                    Getting Started
                     Quick access

    Build/Debug

 S Build (All)
```

 A project will be created for every core the device has.

S32R274
 has three



# **Build a Project**

• To build a project follow one of the methods • If project is built successfully, following below:

<u>File Edit Source Refactor Navigate Search</u>	Pro	ject <u>R</u> un Processor E <u>x</u> pert <u>W</u> indow <u>H</u> elp	
😁 🕶 🔚 🕞 💌 🔦 🕶 🗟 🖤 🚳 💌 💣		Open Project	
Project Explorer ≅		Close Project	
> 🖉 FirstProject_Z4: Debug	010	Build All	Ctrl+B
> ErstProject_Z7_0: Debug		Build Configurations	>
> SirstProject_Z7_1: Debug		Build Project	
		Build Working Set	>
		Clean	
	~	Build Automatically	
		Build Targets	>
		C/C++ Index	>
		Generate Processor Expert Code	
		Synchronize Processor Expert Static Code	
		Properties	

message will be displayed on the Console

🗈 Problems	s 🖉 Tasks	🖻 Console 🛛	🗆 Prope	rties	
CDT Build C	onsole [Fir	stProject_Z7_1	]		
Executin Invoking powerpc- text 4710 Finished	g target : Standa eabivle- data 56 buildir	t #8 FirstF ard S32DS F sizefor bss 4132 ng: FirstPr	Project Print S mat=be dec 8898 roject_;	_Z7_1.s: ize rkeley hex 22c2 Z7_1.si:	iz FirstProject_Z7_1.elf filename FirstProject_Z7_1.elf z

14:18:43 Build Finished (took 4s.163ms)

- 2. Click on hammer symbol to build that project
  - Click on page symbol to build all projects 010



# **Debug a Project**

- Connect a debugger to both, the board and the PC
  - S32R274RRUEVB supports JTAG. Use a JTAG debugger such as P&E Micro USB Multilink
- Click on arrow in the \* icon
- And Open Debug Configurations...



# **Debug a Project**



- Debug = Program to Flash
- Debug\_RAM = Program to RAM (more on this later)



# **Debug a Project (Single Core)**

- Select Project:
  - Example:
     FirstProject\_Z4\_Debug
- Select Interface:
   Example: USB Multilink
- Click on Debug to start debugging

#### Debug Configurations

#### Create, manage, and run configurations

Plugin has not been registered. Some functionality may not be available.

🗎 🗶 🖻 콰 🔻	Name: FirstProject Z4 Debug
ype filter text	Main  Debugger Source Common  O S Awareness
<ul> <li>C/C++ Application</li> <li>C/C++ Remote Application</li> <li>GDB Hardware Debugging</li> <li>GDB PEMicro Interface Debugging</li> <li>FirstProject_Z4_Debug</li> <li>FirstProject_Z4_Debug_RAM</li> <li>FirstProject_Z7_0_Debug</li> <li>FirstProject_Z7_0_Debug_RAM</li> <li>FirstProject_Z7_1_Debug</li> <li>FirstProject_Z7_1_Debug_RAM</li> </ul>	Software Registration         Please register your software to remove this message.         Register now         PEMicro Interface Settings         Interface Settings         USB Multilink, USB Multilink FX, Embedded OSBC          Compatible Hardware         Port:       USB 1- USB-ML-PPCNEXUS Rev A (PE8014558)          Refresh         Device Name:       S32R274          Core:       Z4
<ul> <li>Launch Group</li> <li>FirstProject_LaunchGroup</li> <li>FirstProject_LaunchGroup_RAM</li> </ul>	Additional Options         Advanced Options         Hardware Interface Power Control (Voltage> Power-Out Jack)         Provide power to target       Regulator Output Voltage Power Down Delay 250 ms         Power off target upon software exit       2V         Power Up Delay       100 ms         Target Communication Speed
	Debug Shift Freq (KHz)       2500         Delay after reset and before communicating to target for       0         GDB Server Settings       V         V Launch Server Locally       GDBML Port Number:         6224       V
Iter matched 13 of 15 items	Re <u>v</u> ert Apply
?	Debug Close



Х

# Debug a Project (All Cores)

- Select boot core project:
  - Example:
     FirstProject\_Z4\_Debug
- Configure port and interface
   like with single core debug
- Click Apply
- Select launch group:
  - Example:
     FirstProject\_LaunchGroup
- Click on Debug to start debugging



# Debug a Project from RAM

- Firstly, Configure a project to debug from RAM Follow one of the Steps:
- Project Build Configurations Set Active Debug\_RAM

Pro	ject Run Window He	lp				
	Open Project Close Project		9a • 🤌 🗀 🖋 • 🕖 🐳 🗐 🗊	] 🛃	<b>-</b> \}	▼ ∜⇒ ⇔ ⇒ ⇒
010	Build All	Ctrl+B	L <u></u>			· · · · · · · · · · · · · · · · · · ·
	Build Configurations	•	Set Active	÷	$\checkmark$	1 Debug
	Build Project		Manage			2 Debug_RAM
	Build Working Set	+	Build by Working Set	F		3 Release
	Clean		Set Active by Working Set	+		
$\checkmark$	Build Automatically		Manage Working Sets		L .	
	Make Target	•	d xcptn_xmpl(void);			
	C/C++ Index	+	it(void)			
	Properties					

2. Select Debug\_RAM by clicking Down Arrow next to hammer



- Repeat above for all related projects.
- Follow the steps shown on "Build a Project" Page
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Lastly, to debug from RAM select the RAM related session/launch group while debugging



• Follow the Steps shown on Debug a Project pages



# Debug Basics: Step, Run, Suspend, Resume

- Step Into (F5)
- Step Over (F6)
- Run
- Suspend
- Resume (F8)
- Terminate (Ctrl+F2)





# **Debug Basics: View & Alter Variables**

- View variables in "Variables" tab.
- Click on a value to allow typing in a different value.

(x)= Variables 🖾 🍫 Breakpoints 👭 Registers 🕯	🛋 Modules 🛛 EmbSysReg View 2.0	£_ ≪t ⊑   # ¥ 🔆   📬 🗹 ▽ 🗆 🗆
Name	Туре	Value
⇔= counter	volatile int	1
Name : counter Details:1 Default:1		•
		4



1 of 2

# **Debug Basics: View & Alter Registers**

- View CPU registers in the "Registers" tab
- Click on a value to allow typing in a different value

(x)= Variables 💁 Breakpoints 💵 Registers 🕯	🛛 🛋 Modules 🚃 EmbSysReg View 2.0	20 ->ta 🖂 🔂 🔽 🖓	
Name	Value	Description	*
4 🛗 General Registers		General Purpose and FPU Register Group	H
1010 rO	16788676		
1010 r1	1073745824		
1010 r2	1073774592		
<sup>1010</sup> r3	16781312		
<sup>1010</sup> r4	0		-
•	III	•	
			$\overline{\nabla}$
<			

• View peripheral registers in the EmbSysReg tab

🕬 Variables 🔹 Breakpoints 🍿	Registers	🛋 Modules	🖾 EmbSys Reg	gisters 🛙			
Project: [FirstProject_Z4] =>Arc	ch: e200 \	Vendor: Frees	cale Chip: S3	2R274 Bo	oard:	none	<ul> <li>(Double click on register to read value)</li> </ul>
Register	Hex	Bin		Reset	Ac	Address	Description
> 🗁 RGM							Unless otherwise noted, all register
> 🗁 CGM							Unless otherwise noted, all register
> 🗁 AIPS							AIPS-Lite Bridge
> > FlexPWM_0							FlexPWM
> 🗁 CTU							CTU
> 🗁 ETIMER							eTimer
> 🗁 WGM							Waveform Generator Module
> 🗁 ADC							12-bit SAR ADC
> 🗁 I2C							I2C
> 🗁 SPI							Serial Peripheral Interface
> 🗁 CAN							Flex Controller Area Network module
> 🗁 MIPICSI2							Camera Serial Interface
> 🗁 AFE							AFE
> 🚗 FCCII							FCCU



# **Debug Basics: View Memory**

Add Memory Monitor
 Click on <u>+</u> icon

Monitors	Console	Tasks	🖹 Problems	C Executat	oles	0	Memory	X	
	Monitors			<b>•</b>	x	×			

Select Base Address
 Example : 0x0000fff8

Monitor Memory	X
Enter address or expression to monito	r:
0x0000fff8	<b>•</b>
OK Cance	l

### • View Memory

🗏 Console 🧔 Tasks 🖹 Problems	♦ Executables ■ Memory X							
Monitors	💠 🗶 💥 🛛 0x0000fff8 : 0	🕱 🔆 Ox0000fff8 : 0xFFF8 <hex> 🛛 🕂 New Renderings</hex>						
Ox0000fff8	Address	0 - 3	4 - 7	8 - B	C - F			
	0000FFF0	00000000	00000000	00000000	00000000			
	00010000	00000000	00000000	00000000	00000000			
	00010010	00000000	00000000	00000000	00000000			
	00010020	00000000	00000000	00000000	00000000			
	00010030	00000000	00000000	00000000	00000000			
	00010040	00000000	00000000	00000000	00000000			



# **Debug Basics: Breakpoints**

Add Breakpoint: Point mouse pointer at circled area and Double Click there
 Light blue dot will pop up that represents debugger breakpoint

```
💼 main.c 🔀
  20 * main implementation: use this 'C' sample to create your own application.
  5
     #include "derivative.h" /* include peripheral declarations */
  6
     extern void xcptn xmpl(void);
  8
  9
 10⊖ int main(void)
 11
      Line breakpoint: main.c [line: 12]= 0;
 14
         xcptn xmpl ();
                                      /* Configure and Enable Interrupts */
 15
 16
         /* Loop forever */
 17
         for(;;) {
18
             counter++;
 19
         }
 20
     }
```



# **Switching Context (Multicore Debug)**

- When debugging multiple cores, each core project creates its own debug context which shows what each particular core is executing
- Debug controls only affect the current selected context
- Switch between the contexts in the Debug window





# **Terminating a Session (Multicore Debug)**

- To terminate debug on all cores at once, go to <Project\_Name>\_LaunchGroup in the Debug window
- · Click on the "terminate" icon
- All cores will close at the same time





# MAKING PROJECTS FROM BUILT-IN EXAMPLES



### • Go to: File – New – New S32DS Project from Example

File	Edit Source Refactor Navigate Search Project Run P	Processor Expert Window Help
	New Alt+Shift+N : Open File Open Projects from File System	<ul> <li>Makefile Project with Existing Code</li> <li>C++ Project</li> <li>C Project</li> </ul>
	Close Ctrl+W Close All Ctrl+Shift+W	C/C++ Project New S32DS Project S32DS Project from Example
	Save Ctrl+S Save As Save All Ctrl+Shift+S Revert	<ul> <li>Project</li> <li>Convert to a C/C++ Project (Adds C/C++ Nature)</li> <li>Source Folder</li> </ul>
2 8	Move Rename F2 Refresh F5 Convert Line Delimiters To :	<ul> <li>Folder</li> <li>Source File</li> <li>Header File</li> <li>File from Template</li> <li>Class</li> </ul>
	Print Ctrl+P Switch Workspace	<ul> <li>Example</li> <li>Other</li> </ul>



- Select the built-in project of your choice\*
- Click on Finish
- Project will be copied to the active workspace as shown below





\*As of time of writing (Aug 2018), S32R prebuilt examples not included. S32R274 SDK support will be released Q3 2018. Screenshots use MPC5744P.



# **IMPORTING PROJECTS**



• Go to: File – Import

> 0	C/C++ ·	- S32 Des	ign Studio	for Power A	Architectu	ure	
File	] Edit	Source	Refactor	Navigate	Search	Project	Ru
	New	File			A	t+Shift+I	<b>V</b> •
	Open	riie					
	Close	AII			Ctr	Ctrl+V	V V
	Close	All			Cu	1+31111+V	v
	Save A	۵s				Ctrl+	S
0	Save /	4II			Ct	rl+Shift+	S
	Revert	t					
	Move.						
	Renan	ne				E	2
\$ <u>]</u>	Refres	sh vrt Lino Du	olimitors T	_		F	5
	Drint Ctrl+D						, D
	Print					Ctri+	Ρ
	Switch	n Workspa 	ace				•
	Restar	τ					
	Impor	t +					
للخصل	Dropo	rtion				Alt - Ente	
	Prope	rues				AIL+ENIE	:1
	1 maii	n_Z2.c [F	irstProject_	_Z2/src]			
	2 maii 3 maii	$n_{24_{1.C}}$	[FIrstProje	ct_Z4_1/src] ct_Z4_0/src]			
	4 hello	o_Z4_1.c	[hello_Z4_	1/src]			
	Fxit	_		-			

 Click on: "Existing Projects into Workspace" – Hit Next



Click on: Browse & Select Example
 Folder

Select root directory		Browne
© Select roo <u>c</u> uncetory.		<u> </u>
Select <u>a</u> rchive file:		B <u>r</u> owse.
Projects:		
		Select A
		Deselect
		R <u>e</u> fresh
Options		
Searc <u>h</u> for nested pr	ojects	
Copy projects into v	vorkspace	
Hide projects that al	ready exist in the workspace	
Working sets		
Add project to wor	king sets	
		▼ S <u>e</u> lect
Working sets:		
W <u>o</u> rking sets:		

- Select the Project
- Click on Finish to Import a Project into Workspace

### 🔁 Project Explorer 🖾

### > SirstProject\_Z4: Debug

- > SirstProject\_Z7\_0: Debug
- > <sup>20</sup> FirstProject\_Z7\_1: Debug
- > Allo\_World\_S32R274\_Z4: Debug
- > Allo\_World\_S32R274\_Z7\_0: Debug
- > Allo\_World\_S32R274\_Z7\_1: Debug

₩ Import						$\times$
Import Projects						
Select a directory to sea	rch for existing Ecl	lipse projects.				
-				<b>F</b>		
• Select roo <u>t</u> directory:	C:\Users\nxa1458	34\Documents\Aut	to Apps\S32 Produc		B <u>r</u> owse	e
Select <u>a</u> rchive file:				~	B <u>r</u> owse	e
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# MORE INFORMATION.....

• For more information about S32DS go to

Start – All Programs – NXP S32 Design Studio – S32 Design Studio for power Architecture [version] – Quick Start/Documentation

Also Visit <u>www.nxp.com/community</u> to post questions about S32DS





# SECURE CONNECTIONS FOR A SMARTER WORLD