

MiniOS7 Studio

QUICK START GUIDE

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Before You Start

Install the compiler

You have to make sure you have the necessary compiler on your system, If you have not had the compiler, the following compiler support for MiniOS7, and it can download to install from their Web Site:

- Turbo C++ Version 1.x (Free)
- Turbo C Version 2.x (Free)
- Borland C++ Version 3.x
- Borland C++ Version 5.x

From Borland's web site, you can down the free Turbo C++ Version 1.01 and Turbo C Version 2.01 compilers.

- Turbo C++ Version 1.01:http://dn.codegear.com/article/21751
- Turbo C Version 2.01:http://dn.codegear.com/article/20841

Install the MiniOS7 Utility

MiniOS7 Utility is a tool for configuring, uploading files to all products embedded with ICPDAS MiniOS7. You can install the MiniOS7 Studio from the companion CD or the ICP DAS website.

The location of the MiniOS7 Utility:
CD:\Napdos\minios7\utility\minios7_utility\
http://ftp.icpdas.com.tw/pub/cd/8000cd/napdos/minios7/utility/minios7_utility/

For more detail of the MiniOS7 Utility, please refer to:
CD:\Napdos\minios7\utility\document\
http://ftp.icpdas.com.tw/pub/cd/8000cd/napdos/minios7/utility/document/

Install the MiniOS7 Studio

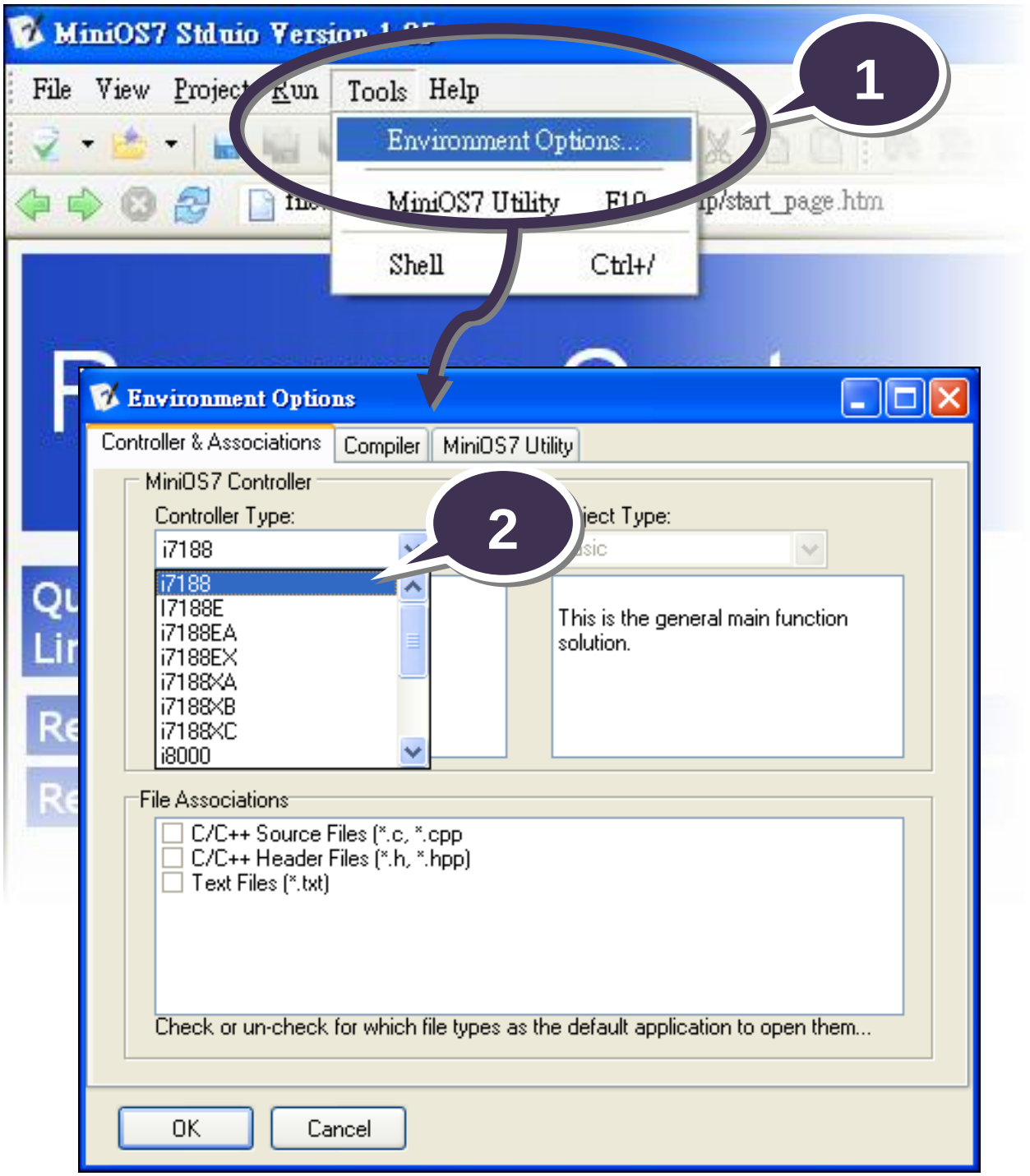
The MiniOS7 Studio has the same functions as MiniOS7 Utility, it is more advanced and easier to use, and you can install the MiniOS7 Studio from the companion CD or the ICP DAS website.

The location of the MiniOS7 Studio:
CD:\Napdos\minios7\Studio\
http://ftp.icpdas.com.tw/pub/cd/8000cd/napdos/minios7/studio/

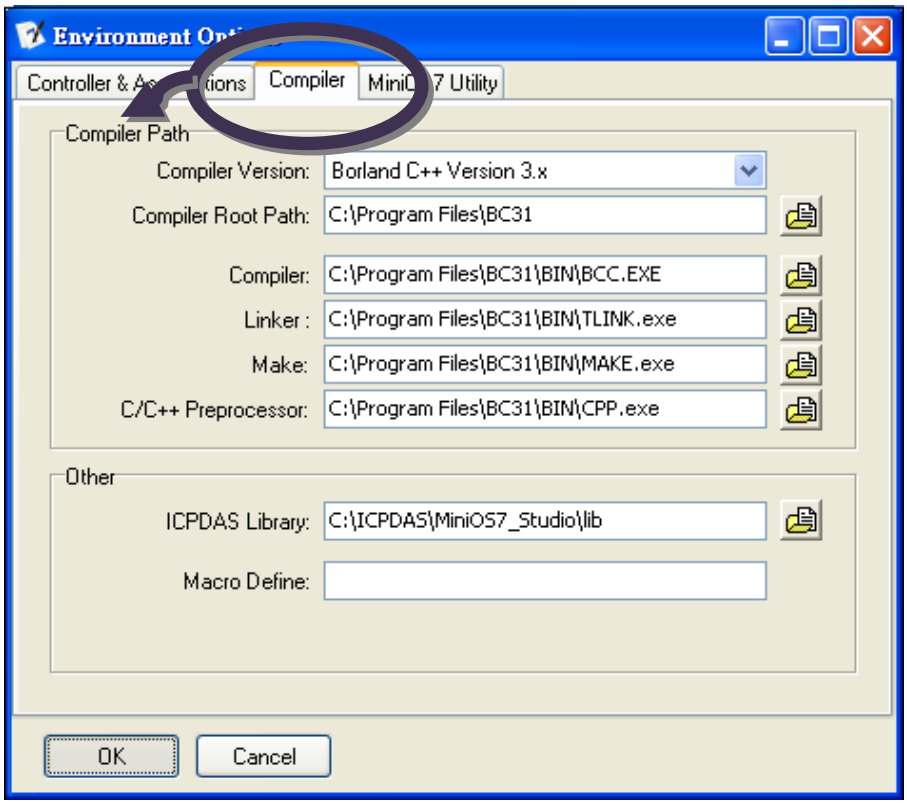
Set environment variables

Step 1：Click the **Tools ➔ Environment Options…**

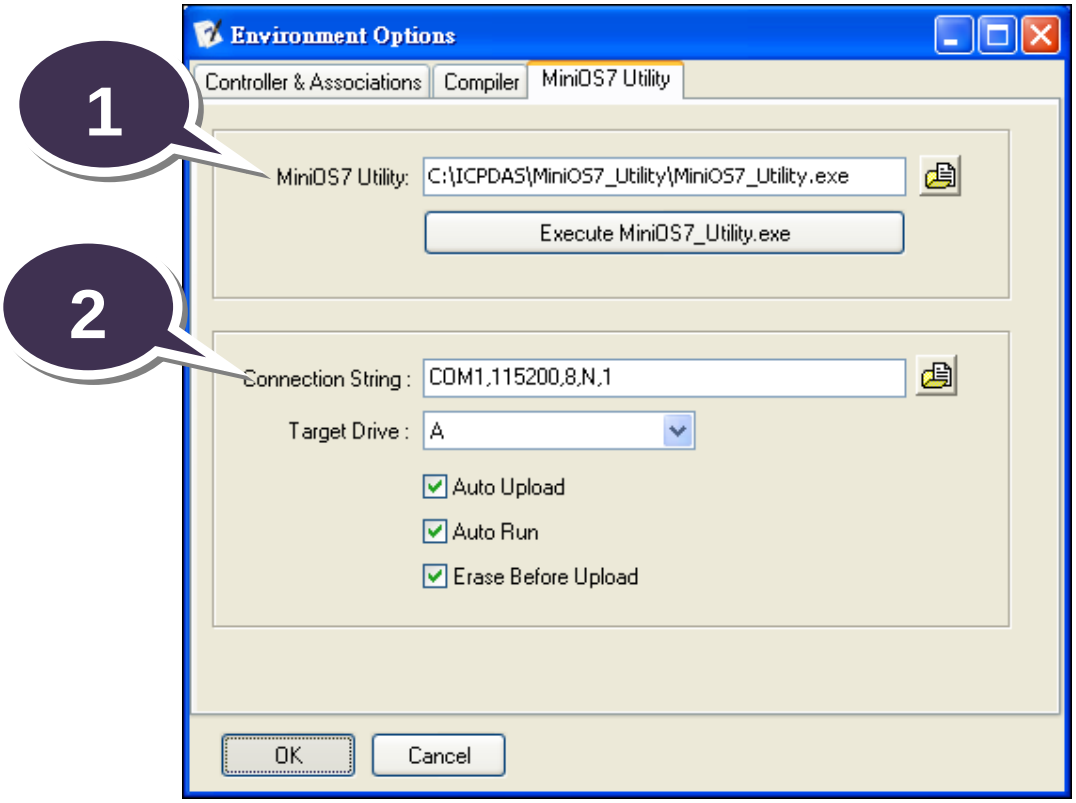
Step 2：Select **Controller & Associations** tab and set the **Controller Type**



Step 3：Select **Compiler** tab and set the **Compiler Path**



Step 4：Select **MiniOS7 Utility** tab and set the **MiniOS7 Utility** and **Connection String**



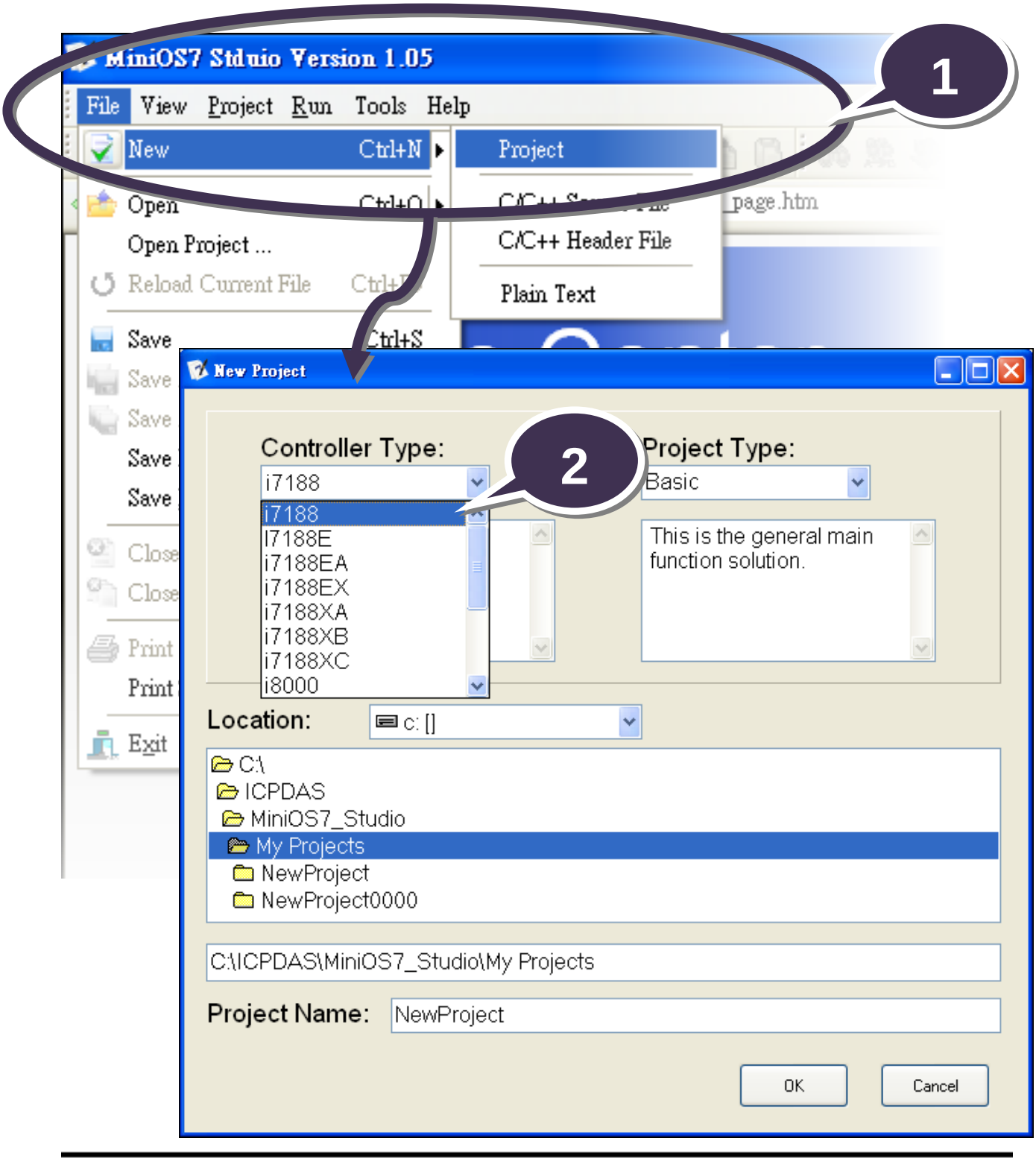
Your First Project

Create a new project

Step 1：Click the **File ➔ New ➔ Project**

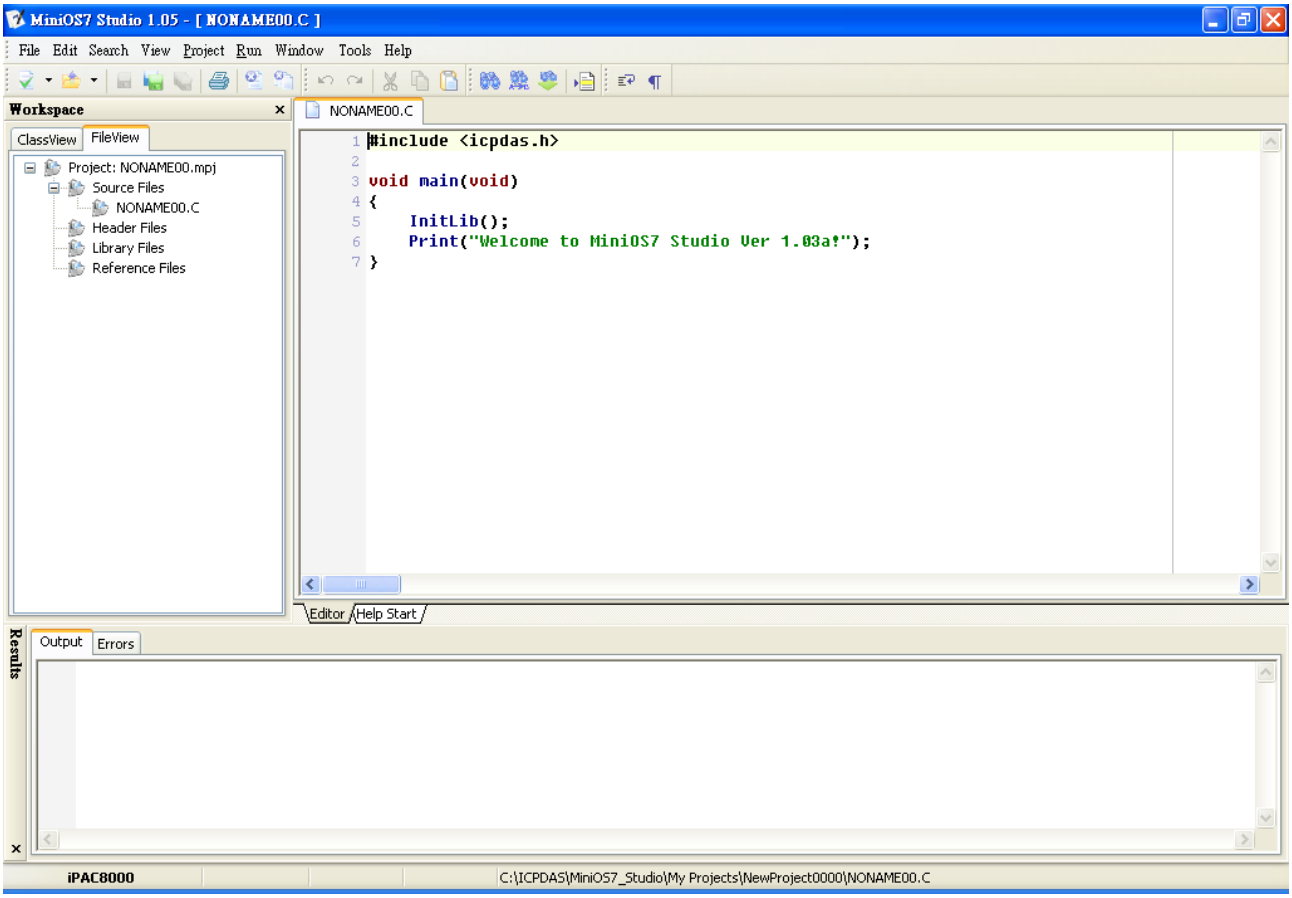
Step 2：Set the **Controller Type**

You will see the new project files display in the Workspace window.



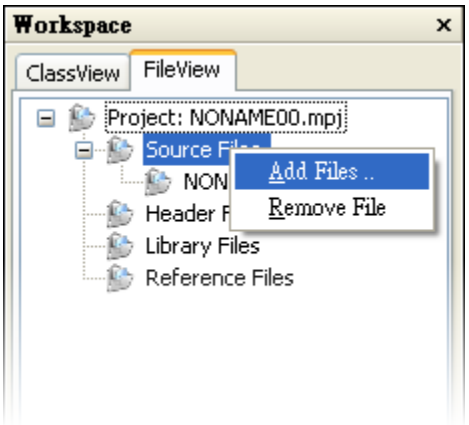
Edit the source code

Double click the **NONAME00.C** source file



Add the source file

Right click the **Source Files ➔ Add Files…**

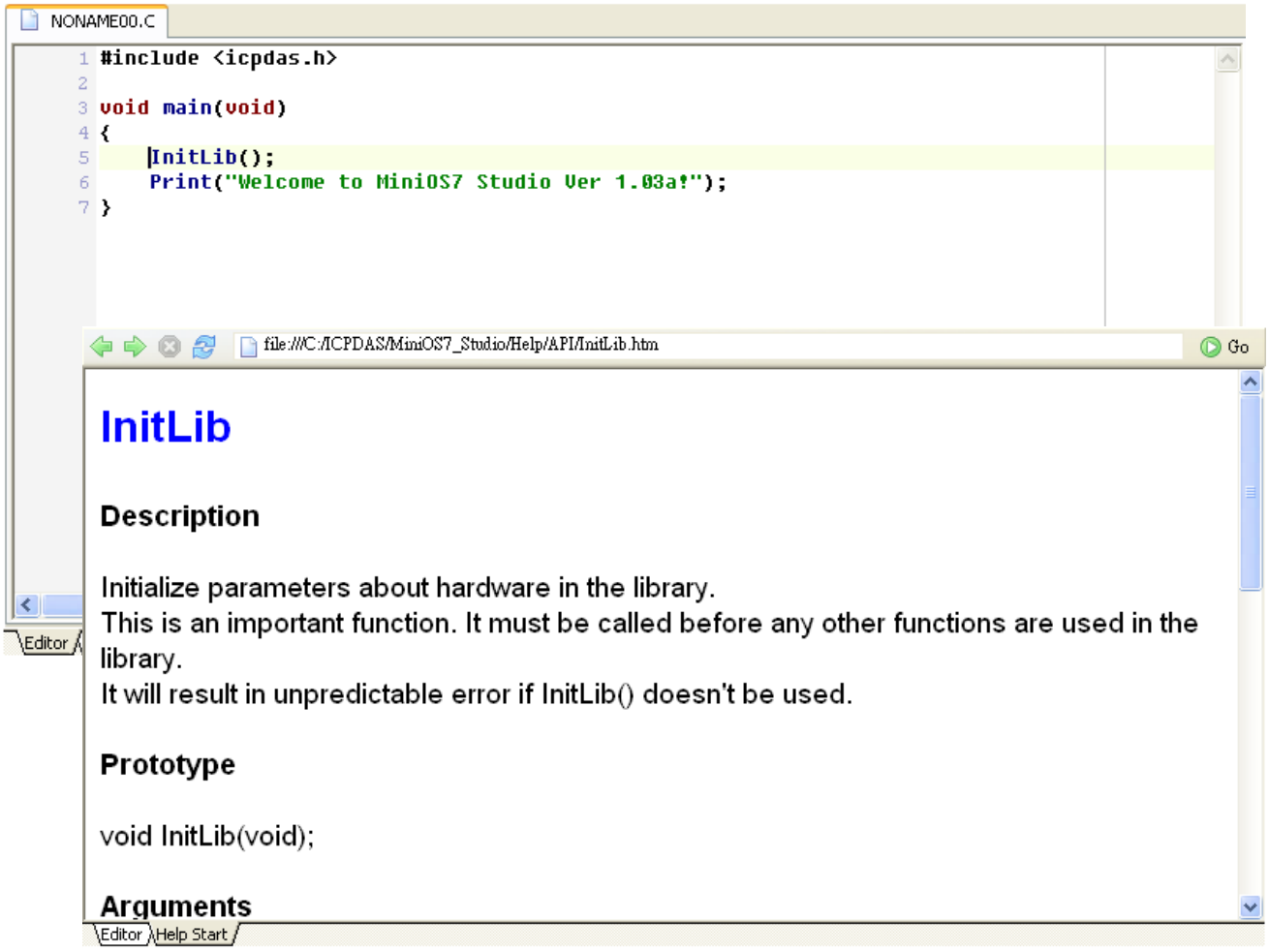


Use the MiniOS7 API Functions

Step 1：Move the cursor

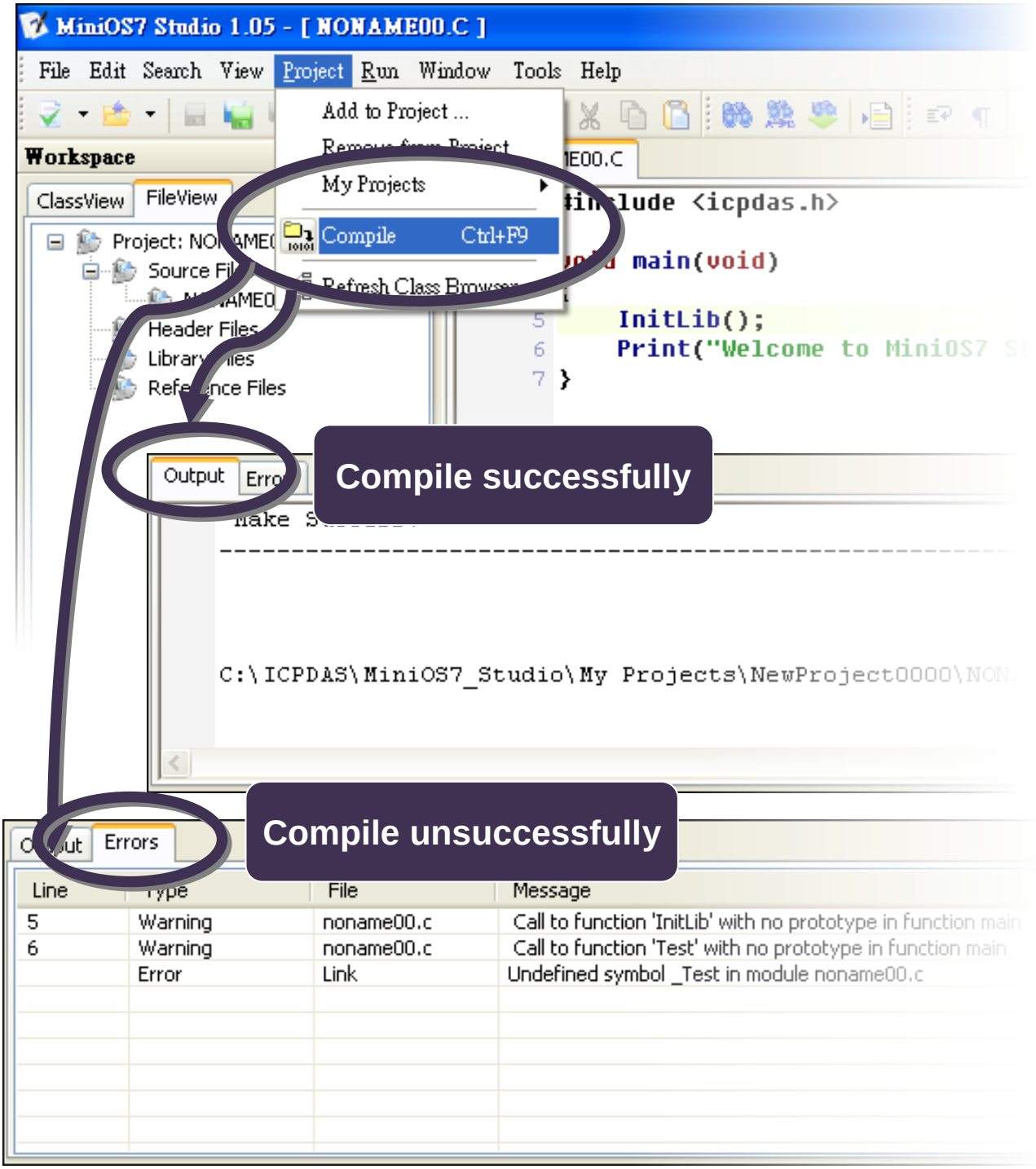
Step 2：Press “F1”

The MiniOS7 Studio supports the MiniOS7 API function. You can move the cursor on the side of the function, then press “F1” to get the use description.



Compile your Project

Click the **Project ➔ Compile**



Upload and execute your project

Click the **Run ➔ Compile and Run**

