## Create an "Hardware Platform Specification Project" "reference-TE0300\_hw\_platform"

You should click "File" >"New" > "Project"

Debug - refere	ence-TEUSUU_nw_platform/system.xml - Xilinx SDK			_	
File Edit Navi	igate Search Run Project Xilinx Tools Winde	ow Help			
New	Alt+Shift+N ►	Project	···		腔 隊 Debug ा C/C+ ≫
Open File		Ctrl+N		🕪= Variables 💊 Breakpoints 📓 XMD Console 🕺	🖡 🔒 🗢 🗖
Close	Ctrl+W			XMD Process	
Close All	Ctrl+Shift+W			Xilinx Microprocessor Debugger (XMD) Engine	*
Save	Ctrl+S			Copyright (c) 1995-2012 Xilinx, Inc. All rights reserved.	
🗟 Save As				YMD8	
Save All	Ctrl+Shift+S			XMD8	
Revert				Accepted a new TCLSock connection from 127.0.0.1 on port 49161	
Xilinx SD	OK New Project				

A pop up "New Project" will appear.

Click "Xilinx">"Hardware Platform Specification", then click "Next".

Select a w	izard				\$
Wizards:					
type filter te	ext				
▷ C/C ■ C/C ■ Xilir ■ 1	++ x Application Project Board Support Pack Hardware Platform	age Specification	8		

A new pop up "New Hardware Project" will appear

lew Hardware Project	:
Provide the path to a hardware specification file.	LE (
Project name:	
Use default location	
Location: C:\XilinxProject\reference-TE0300\SDK\SDK_Wo	rkspace Browse
Choose file system: default =	
Choose file system: default 👻	
Choose file system: default *	
Choose file system: default 💌 Target Hardware Specification Provide the path to the hardware specification file exporte	d from Project Navigator or XPS.
Choose file system: default Target Hardware Specification Provide the path to the hardware specification file exporte This file usually resides in SDK/SDK_Export/hw folder relati The specification file and associated bitstream content wil	d from Project Navigator or XPS. ve to the XPS project location. I be copied into the workspace.
Choose file system: default Target Hardware Specification Provide the path to the hardware specification file exporte This file usually resides in SDK/SDK_Export/hw folder relation The specification file and associated bitstream content will	d from Project Navigator or XPS. ve to the XPS project location. I be copied into the workspace. Browse
Choose file system: default  Target Hardware Specification Provide the path to the hardware specification file exporte This file usually resides in SDK/SDK_Export/hw folder relati The specification file and associated bitstream content will	d from Project Navigator or XPS. ve to the XPS project location. I be copied into the workspace. Browse
Choose file system: default * Target Hardware Specification Provide the path to the hardware specification file exporte This file usually resides in SDK/SDK_Export/hw folder relati The specification file and associated bitstream content wil  Bitstream and BMM Files	d from Project Navigator or XPS. ve to the XPS project location. I be copied into the workspace. Browse
Choose file system: default  Target Hardware Specification Provide the path to the hardware specification file exporte This file usually resides in SDK/SDK_Export/hw folder relati The specification file and associated bitstream content will Bitstream and BMM Files	d from Project Navigator or XPS. ve to the XPS project location. I be copied into the workspace. Browse
Choose file system: default * Target Hardware Specification Provide the path to the hardware specification file exporte This file usually resides in SDK/SDK_Export/hw folder relati The specification file and associated bitstream content wil      Bitstream and BMM Files	d from Project Navigator or XPS. ve to the XPS project location. I be copied into the workspace. Browse
Choose file system: default * Target Hardware Specification Provide the path to the hardware specification file exporte This file usually resides in SDK/SDK_Export/hw folder relati The specification file and associated bitstream content wil  Bitstream and BMM Files	d from Project Navigator or XPS. ve to the XPS project location. I be copied into the workspace. Browse.
Choose file system: default * Target Hardware Specification Provide the path to the hardware specification file exporte This file usually resides in SDK/SDK_Export/hw folder relati The specification file and associated bitstream content wil  Bitstream and BMM Files	d from Project Navigator or XPS. ve to the XPS project location. I be copied into the workspace. Browse.

Under "Target Hardware Specification" click "Browse..." button.

A new pop up "Hardware Specification File" will appear.



"Hardware Specification File" pop-up

Select "system.xml", "C:\XilinxProject\reference-TE0300\SDK\SDK\_Export\hw\system.xml"

After the selection a new hardware specification (with name "reference-TE0300\_hw\_platform") appears in the Procject Explorer of SDK.

	25			📑 Out 🐹 🔪 🔘 Ma
F S V reference	TE0200 bur	Natform Hardware Diatform Specification	~	An outline is not available.
reference-TE0300_hw_platform	-1E0300_11W_1	nationii natuwale Plationii Specification		
Design Infor	Design Information			
Target FPGA	Target FPGA Device: xc3s1600e			
Creat	Created With: EDK 14.4			
Cre	Created On: Tue Feb 26 14:04:05 2013			
XPS Design	XPS Design Report: file://C:/XilinxProject/reference-TE0300/SDK/SDK Export/hw/system.html			
Address Mag	for processor microl			
dimb_c	dlmb_cnttr 0x0000000 0x00007fff			
ilmb_c	ilmb_cntlr 0x0000000 0x00007fff			
	led 0x81400000 0:	t8140ffff		
spi_fl	ash 0x83400000 0:	8340fff		
debug_mod	ule 0x84400000 0:	28440fff	-	
xps_int	0 0x81800000 0	1818U1111	-	
xps_ume	7_0 0x03000000 0.	8400fff		
xps i2c slav	0 0xc6e00000 0;	xc6eOfff		
xps_fx	20 0xc7200000 0:	zc720ffff		
xps_npi_dm	0 0xc1a00000 0	xc1aOffff		
ddr_sdr	am 0x1c000000 0:	alffffff		
IP blocks pre	sent in the design			
microblaze	) microblaze	7.30.b Datasheet		
mb_plb	plb_v46	1.05.a		
ilmb	Imb_v10	1.00.a Datasheet		
dImb	Imb_v10	1.00.a Datasheet		
dimb_cntlr	Imb_bram_if_cr	tlr 2.10.b <u>Datasheet</u>		
ilmb_cntlr	Imb_bram_if_cr	tlr 2.10.b <u>Datasheet</u>		
Imb_bram	bram_block	1.00.a		
reset_logic	util_reduced_lo	gic 1.00.a <u>Datasheet</u>		
led	xps_gpio	2.00.a		
spi_flash	xps_spi	2.02.b Datasheet		
ddr_sdram	mpmc	6.06.a		
	ator 0 clock generato	4.03.a		
clock_gener	ator_o eroen_generato		*	

Reference HW platform