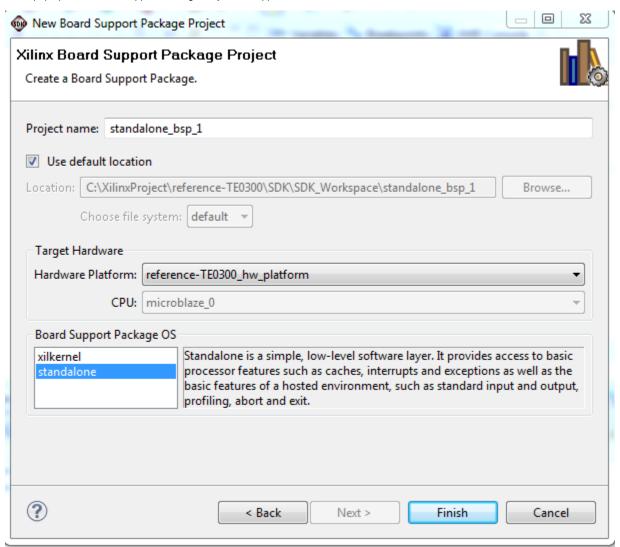
## Create a "Board Support Package Project" "standalone\_bsp\_0"

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

A pop up "New Project" will appear.

Click"Xilinx">"Board Support Package", then next.

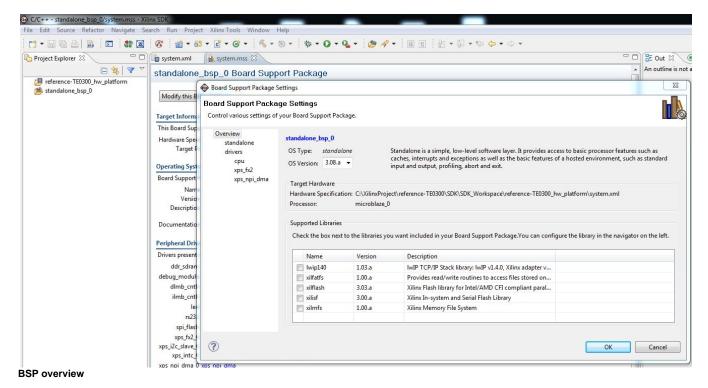
A new pop up "New Board Support Package Project" will appear.



**New Xilinx Board Support Packages** 

Select "standalone" for "Board Support Package OS" and "standalone\_bsp\_0" for the "Project name".

A new pop-up will appear "Board Support Package Settings".

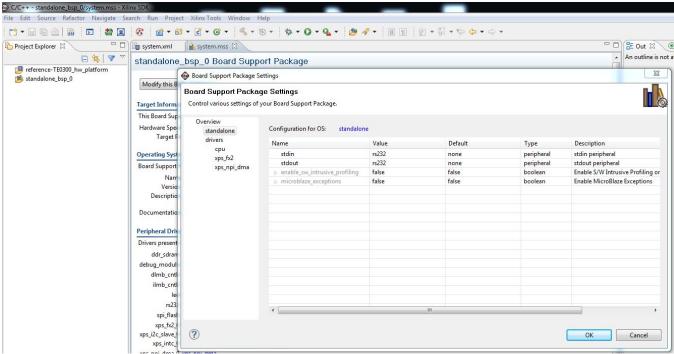


After this, you should click "standalone" and set "stdin" and "stdout" to "rs232" or "debug\_module":

- 1. you should select "rs232" if you desire to use a real UART ( and not a simulated UART though JTAG connection);
- 2. you should select "debug\_module" if you desire that the XMD\_UART works as local UART through the JTAG connection.

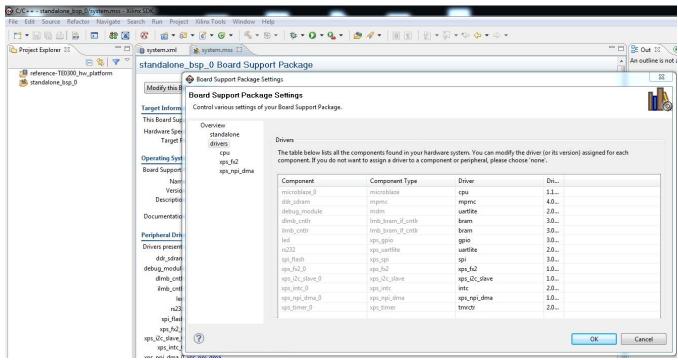


Demo program (running on MicroBlaze) will work even in case the UART port is left unconnected: it is not necessary to use a USB/Uart converter or Uart port on a PC, if you are using XMD UART HDL block.



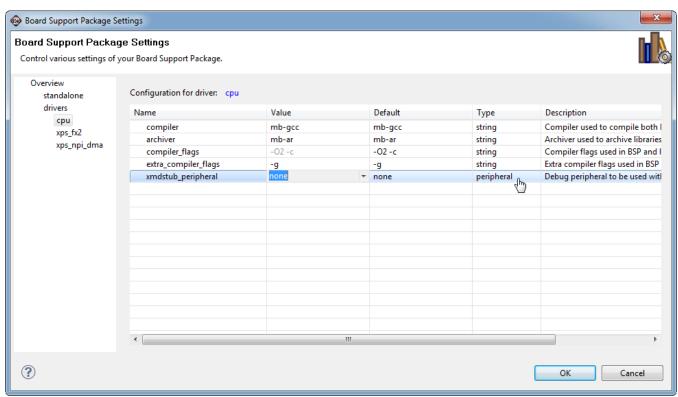
BSP rs232 or debug\_module

After this, you should click drivers to verify that all Microblaze components are supported by the driver in the repository "C:\XilinxProject\TE-EDK-IP"; click "OK" and the pop-up should dissapear.



**BSP** drivers for Microblaze components

In particular you should also verify that "xmdstub\_peripheral" is assigned to none if you desire to use debug\_module instead of rs232.



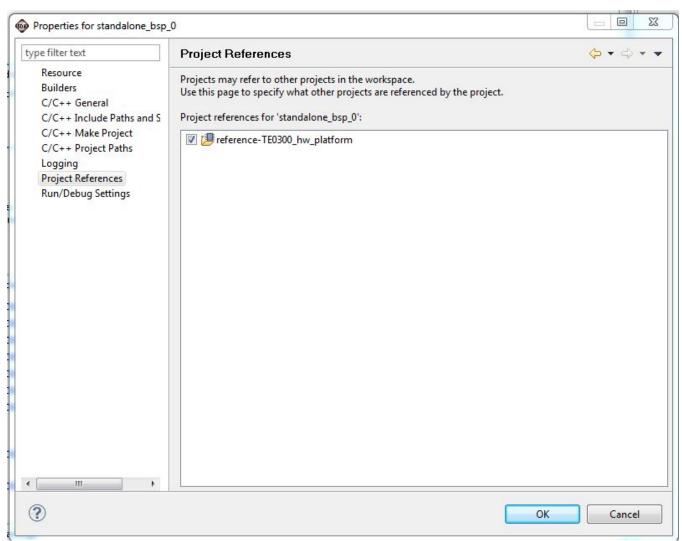
## xmdstub\_peripheral assigned to none

After this, you have verified that all Microblaze components are supported by a driver, right click the "standalone\_bsp\_0" folder in "Project Explorer".

The pop-up "Properties for standalone\_bsp\_0" should appear.

Click "Project References".

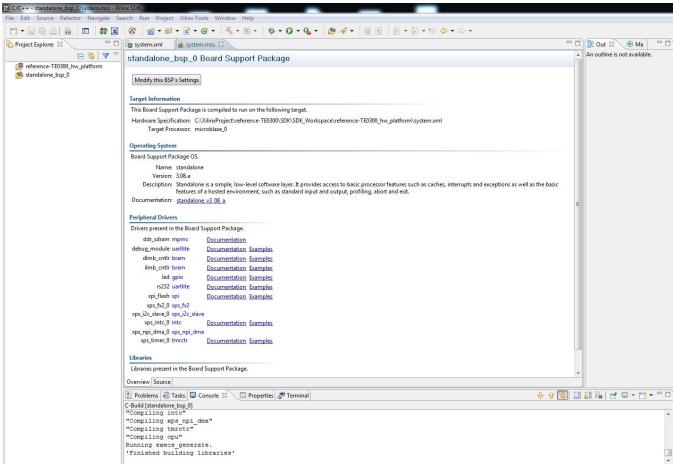
You should verify that "standalone\_bsp\_0" references to "reference-TE0300\_hw\_platform":if is not checked you must check the box.



"standalone\_bsp\_0" Project References

Click "OK";

After this, you should wait until the SDK compile the added files (C-Build [standalone\_bsp\_0]) and a message 'Finished building libraries' appears.



'Finished building libraries' appears