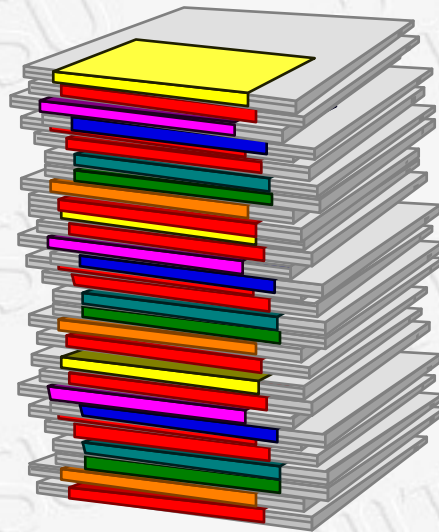


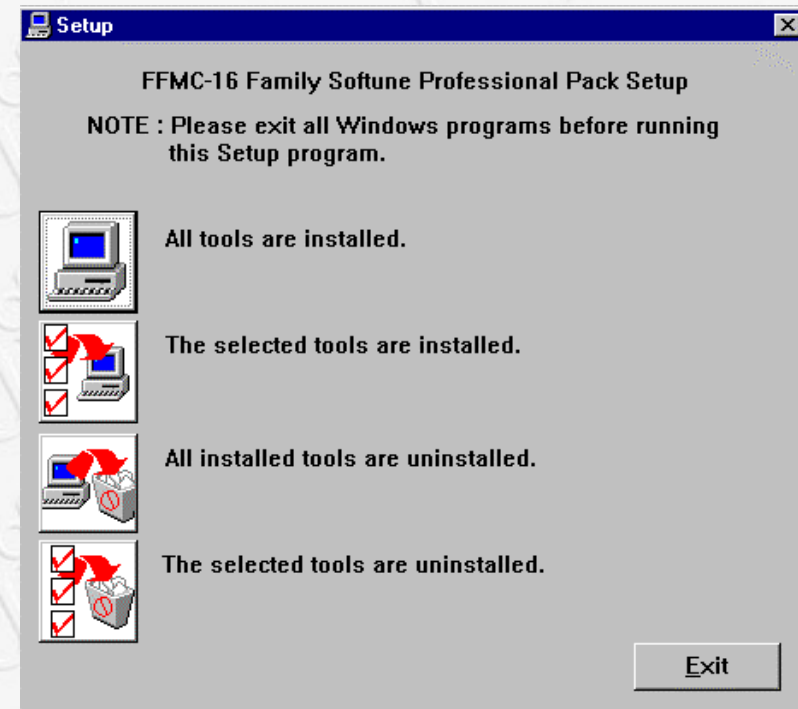
# Installation of the Softune Workbench V03



# Installation of the Softune Workbench Development Environment

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- ✌ Insert the latest CD-ROM (V3.1) in your CD-ROM Drive
- ✌ Open the toolinst .pdf file or use the start.htm to enter the software installation sheet
- ✌ Use 16-Bit Software Installation and the full installation link
- ✌ Enter the password to start the installation procedure
- ✌ Additionally Headerfiles and some Utilities can be installed from the installation sheet
- ✌ When full installation is started and the first install sequence is finished, select the corresponding Icon for:
  - Complete Tool installation
  - Selected Tool Installation
  - Uninstall

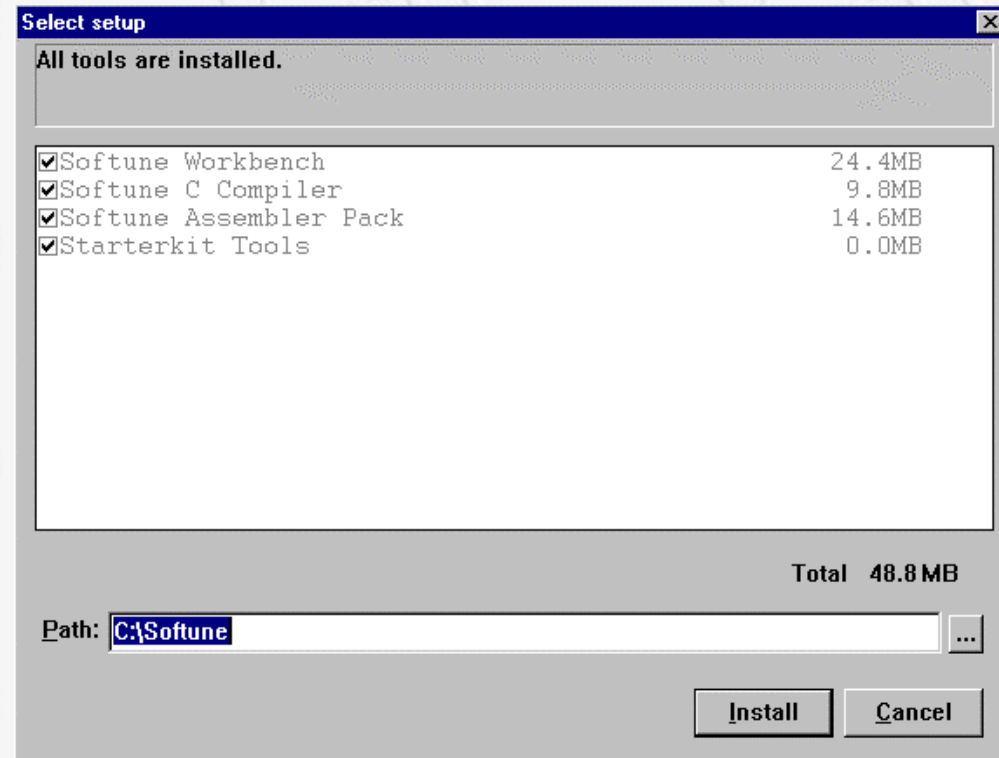


# Installation

✌ The tools which shall be installed can be selected

✌ It is also possible to install tools separately

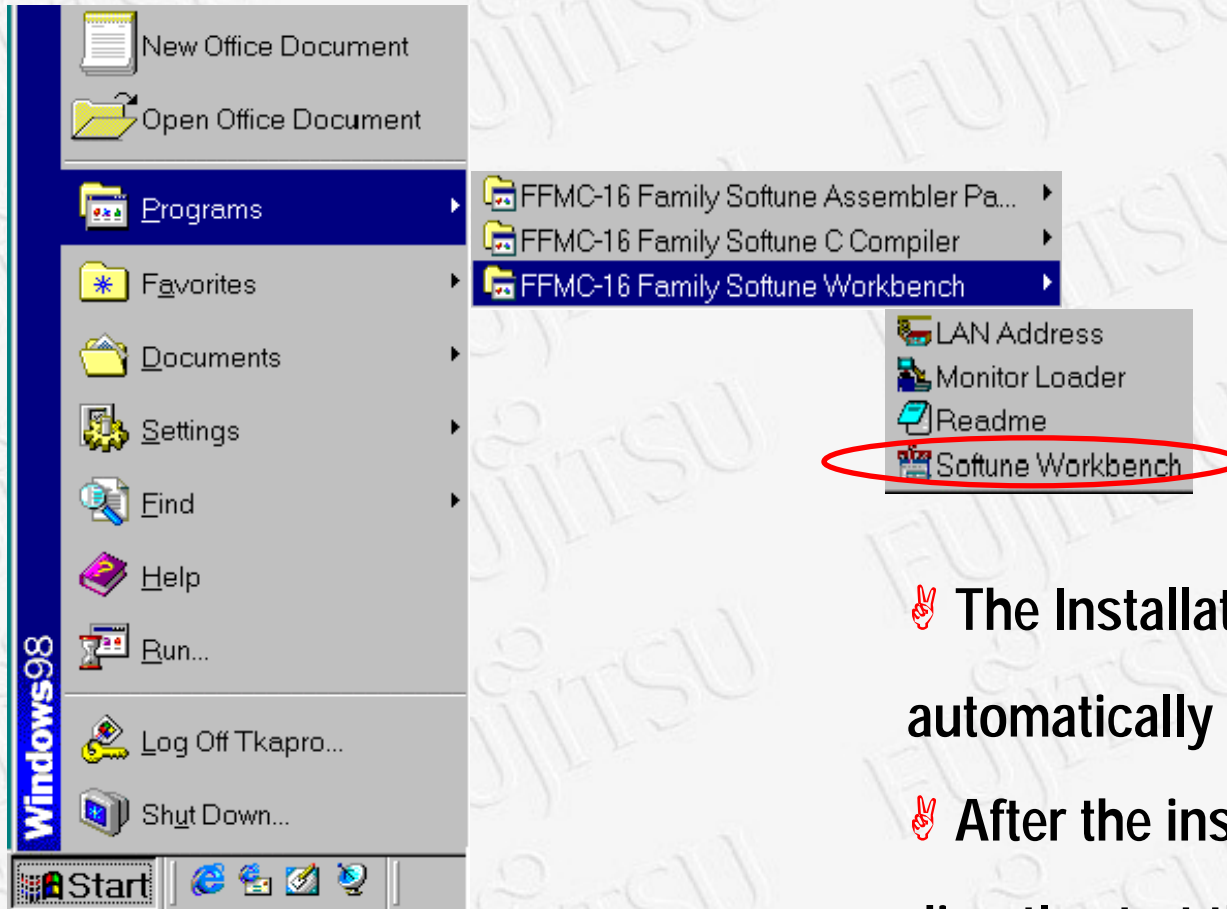
✌ The Installation path can be set individually to the demand of the user



✌ If more than one Softune Workbench (8-Bit, 16-Bit and 32-Bit in parallel) is installed, it is necessary to start each Softune version directly after the installation and exit the program again. This is to save the corresponding settings of each version separately. Otherwise the next installation will overwrite the previous settings!

# Installation

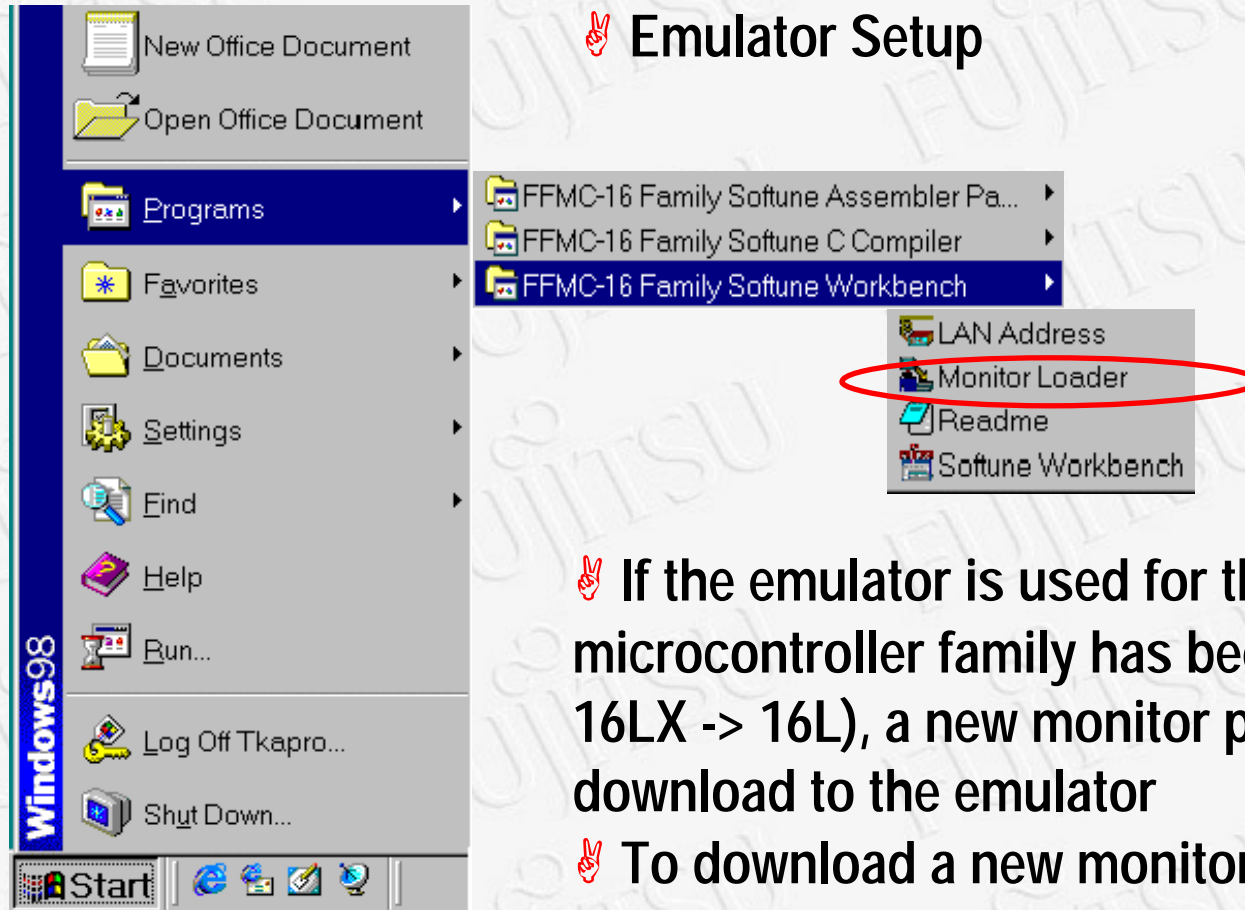
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✌ The Installation is done automatically afterwards

✌ After the installation the user can directly start the Softune Workbench

- 👉 **Example Projects are available**
- 👉 **Header files for all Microcontrollers for the Softune Workbench are available**
- 👉 **A document 'Start Workbench' shows the first steps and gives some basic setup information for the tools (e.g. memory map, linker options)**
- 👉 **All tool manuals are also installed**
- 👉 **The online help gives a direct access to specific information**
- 👉 **Specific documents explain the differences between old and new Softune version in detail (e.g. assembler macro instructions)**

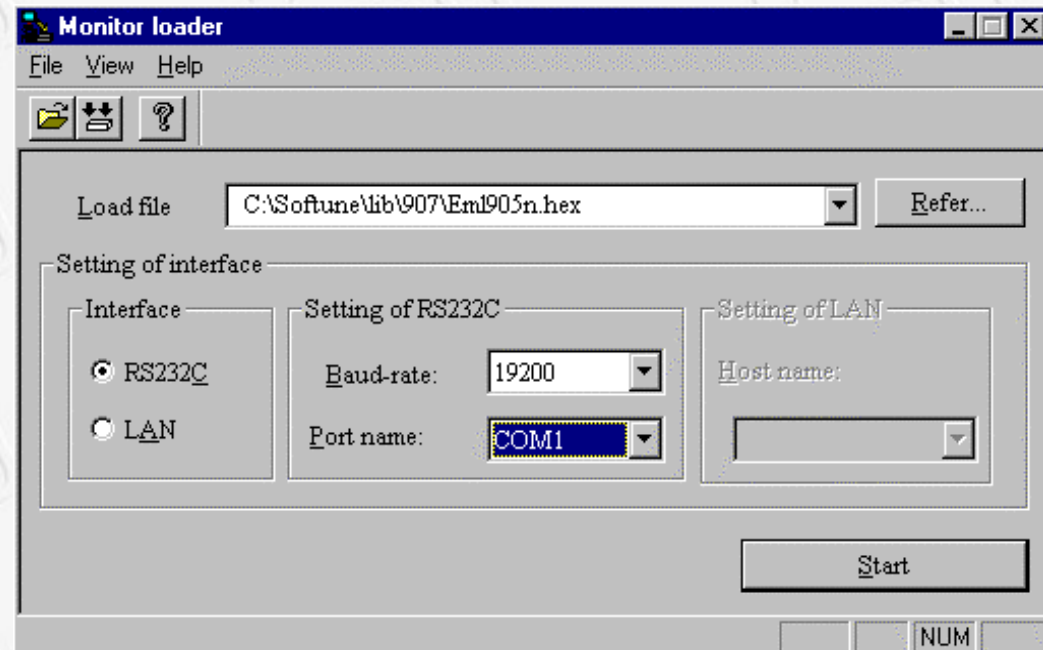


## ✌ Emulator Setup

- ✌ If the emulator is used for the first time or the microcontroller family has been changed (16L -> 16LX, 16LX -> 16L), a new monitor program must be download to the emulator
- ✌ To download a new monitor program for the emulator use the monitor loader

## Monitor Loader

- ✌ Select the PC interface to download the monitor program (normally RS232)
- ✌ Select Baud Rate
- ✌ Select Communication Port
- ✌ Select the monitor program (load file)



## Monitor load files

Depending on the emulation pod and the microcontroller Family different monitor files must be loaded:

### ✌ MB2145-507 emulation pod

- eml905n.hex, for 16LX Family (MB905xx)
- eml906n.hex, for 16L Family (MB906xx)

### ✌ MB2145-506 emulation pod (old version, no longer available)

- eml905.hex, for 16LX Family (MB905xx)
- eml906.hex, for 16L Family (MB906xx)