Adapting Chassaing C6713 Code to Code Composer Studio 3.1 Platinum Edition

Getting Connected

When you first start Code Composer Studio (CCS) with the C6713 DSK already powered-up, you will see a red ‘x’ in the lower left corner of the CCS window. This means that the target has not yet connected to the host. To connect pull down the debug menu and click Connect (keyboard short cut Alt+c). The connection indicator should be green, and should momentarily indicate that the emulator is connected.

Getting Textbook Projects to Build

The Chassaing text was written for an older version of CCS. Some of the libraries (*.lib files) and header files (*.h files) that support the C6713 DSK were in different locations. Certain libraries related to the C6713 are now in two locations, specifically the C6713 chip support library (csl6713.lib) and the C6713 DSK board support library (dsk6713bsl.lib). This has
been done to facilitate using the old Chassaing project files found on the text CD. To create the most portable projects, new projects should be setup with the new locations of these libraries.

- `cs16713.lib --> C:\CCStudio_v3.1\C6000\cs1\lib`
- `chip support library headers --> C:\CCStudio_v3.1\C6000\cs1\include`
- `dsk6713bs1.lib --> C:\CCStudio_v3.1\C6000\DSK6713\lib`
- `board support library headers --> C:\CCStudio_v3.1\C6000\DSK6713\include`

As an example suppose we wish to run the project from Chapter 1 Example `sine8LED.pjt`. This project has been copied into the MyProjects folder under `C:\CCStudio_v3.1` on all of the lab computers. The folder `Support` contains audio codec related files and other support files used in the Chassaing text example programs.

You open an existing CCS project as described in Chapter 1 of the Chassing text. In this case we are opening `sine8LED.pjt` which is at the first level inside the folder `sine8_LED` folder. If you try to build the project you will get errors. The path to board support header files cannot be found. One way to resolve this is to go to the project menu and enter the path by bringing up the Build Options... dialog.
Another issue that will come up is the need to change a compiler setting under Project -> Build Options -> Compiler tab -> Advanced -> Memory Models to

Far (--mem model:data=far)

The board support library’s (BSL) definition of the AIC23 audio codec handle is defined as far in the new version of the BSL.

This was a recent discovery after an Google search. This works, but there may be other issues that pop up as the semester rolls out. Please be patient.