

EN164 DSP Lab Instructions

1. Copy the folder 'sharclab' from the d:\DSP folder on a computer in Room 196 to your u:\ drive. It needs to be at the root of your u:\ drive; don't put it in a sub-directory. The folder might not be on all of the computers, it will definitely be available on the 8 computers in the front of the room, closest to the doors.
2. There is a set of shortcuts in this folder to the files that you need to access for the lab. The template in which you will write your code is **lab3_00.asm**. You make the project by running **mk.cmd**. If the tools used for making the project find errors and fail, you won't be able to see the errors because the windows close immediately. After **mk.bat** finishes, you can open **output.txt** to see the output from the tools.
3. To test your code, power on the board. Then, run the **ezsharc.exe** application. After it establishes communication with the board (via the serial port), select **File -> Demos -> talk-thru** to start the test. The application will transfer the code from the file tt.21k (created when you ran **mk.bat**) from the **bin** folder to the board and start it running. Testing instructions are in a separate handout.
4. If you want to run your code under a software simulator, run the **Wsim_ez.exe** application. Load the file **Lab3_sim.exe** (created when you ran **mk.bat**) from the **bin** folder. Simulator instructions are in a separate handout.