

- To register your license, click **Register**. This opens the Analog Devices registration Web page in your default browser. Follow the on-screen prompts to complete the license registration.

Your license now is registered and a validation code will be e-mailed to you shortly. (In the meantime, VisualDSP++ is operational.)

- To enter a validation code, launch VisualDSP++ as in Step 1. Choose **Help** → **About VisualDSP++**. Click the **Licenses** tab. Select the serial number you want to validate and click **Validate**. In the **Enter Validation Code** dialog box, enter the validation code by typing it in, or by copying and pasting it from the e-mail. Click **OK** to complete the license installation.

For further information, refer to the *VisualDSP++ 5.0 Licensing Guide* available via the Windows **Start** menu and in the VisualDSP++ environment (via **Help** → **Contents**), under the heading of **Manuals**, as well as on the CD-ROM at:

```
<cdrom>\Docs\Tools Manuals\50_11c.pdf
```

## Step 5: Learning About Your VisualDSP++ Installation

Congratulations, you are ready to begin using VisualDSP++ 5.0!

If you are new to VisualDSP++, it is highly recommended that you begin with the *VisualDSP++ 5.0 Getting Started Guide*. This publication is available via VisualDSP++ **Help**. Simply choose **Help** → **Contents**. In the **Help** window's **Contents** pane, click **Getting Started Guide**.



**NOTE**

If you are a SHARC or TigerSHARC user, you will have to obtain a TST (test drive) serial number for Blackfin to use the tutorial.

In addition to the *VisualDSP++ 5.0 Getting Started Guide*, EZ-KIT Lite users should explore the installed code examples. These programs reside in a group of `Examples` directories located at the VisualDSP++ installation path, for example:

```
<install_path>\Blackfin\Examples\ADSP-BF537 EZ-KIT Lite
```

For simulator users (no hardware target), examples can be found in:

```
<install_path>\proc_family\Examples\No Hardware Required\
```

If you are an experienced VisualDSP++ user, begin with the *VisualDSP++ 5.0 Product Release Bulletin*. This document highlights new features and changes from previous versions of VisualDSP++.

The Analog Devices Web site, [www.analog.com](http://www.analog.com), is continually updated with new Engineer-to-Engineer notes, data sheets, FAQ topics, and application code examples, making it an invaluable resource for VisualDSP++ users. Make a habit of visiting the site; incorporate it into your daily routine for all of the latest information concerning Analog Devices, processors, and development tools.

## TOOLS CUSTOMER SUPPORT

E-mail: [processor.tools.support@analog.com](mailto:processor.tools.support@analog.com)  
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# VISUALDSP++ 5.0

## Installation Quick Reference Card

### System Requirements

Verify that your computer has these minimum requirements:

- Windows 2000® SP4, Windows XP® SP2 or greater, Windows Vista™ Business edition, Windows Vista™ Enterprise edition, or Windows Vista™ Ultimate edition
- Intel Pentium® 32-bit processor (or compatible), 1 GHz or faster
- 512 MB RAM
- 2 GB available hard disk space (approximately 500 MB of which is required temporarily when installing from the Web download), more for your own project data
- 1 open USB port for EZ-KIT Lite and USB-ICE connections



**NOTE**

Windows NT®, Windows 98, and Windows ME are not supported.  
64-bit host processors (x64) and 64-bit Windows editions are not supported.

PCs with faster processors and/or more RAM can expect faster project builds and simulation speeds. Performance under emulation generally is bounded by the aggregate bandwidth of the communication channel to the target.

### Overview

VisualDSP++ and EZ-KIT Lite installations consist of:

- Step 1: Software Installation
- Step 2: Software Update (if applicable)
- Step 3: EZ-KIT Lite Installation
- Step 4: License Installation
- Step 5: Learning About Your Installation  
This optional step identifies a variety of resources that can help you master the purchased product as quickly as possible.

### WORLD WIDE HEADQUARTERS

One Technology Way, P.O. Box 9106  
Norwood, MA 02062-9106, U.S.A.

## Step 1: Install the Software

Install the VisualDSP++ software before connecting any hardware, such as an EZ-KIT Lite or emulator, to your computer. Likewise, use the hardware only when the VisualDSP++ software is installed on your computer.

### To install the VisualDSP++ software:

- For a Web download, double-click on the download .EXE file and follow the on-screen prompts to complete the installation.
- For a CD/DVD media installation, insert the media into your CD/DVD drive. The installer program runs automatically. If the installer does not run automatically, click the **Start** button and select **Run...** Type "D:\Setup.exe" in the **Open** field, where "D" is the letter of your CD/DVD drive. Follow the on-screen prompts to complete the installation.

## Step 2: Update the Software

After installing the VisualDSP++ software, check whether an update is available for your installation. Installing an update ensures that your VisualDSP++ software contains the latest processor support, example code, and bug fixes.

### To update the VisualDSP++ software:

1. From the **Start** menu, select **Programs** → **Analog Devices** → **VisualDSP++ 5.0** → **Maintain this Installation**.
2. Select **Check the ADI web site for updates** to launch your Web browser. Follow the on-screen prompts to identify and download your update.
3. Select **Install Downloaded Update** and follow the on-screen prompts to complete the update.

## Step 3: Install the EZ-KIT Lite

If you are using VisualDSP++ without any additional hardware, skip this step.

Remove the board from the package. Be careful when handling the board to avoid the discharge of static electricity, which may damage some components. An ESD workstation is recommended.

### To install the EZ-KIT Lite:

An EZ-KIT Lite or USB-based ICE board is designed to run as a stand-alone unit. You do not have to open your computer's case.

1. Plug the board's power supply into a surge-protected outlet (recommended). Connect the board's USB assembly to your computer's USB port using the provided USB cable. On the board, the power LED illuminates, and there may be other visible activity (blinking LEDs, etc.). The connection activates the **Windows New Hardware wizard**.
2. From the **Welcome** screen of the wizard, click **Next** two times. The installation takes a few seconds to complete; a Windows message about the new device being ready for use completes the hardware installation.
3. Verify that the yellow USB monitor LED is lit. (The LED is in close proximity to the USB connector.) This signifies that the board is communicating properly with the host PC and is ready to run.
4. To use an emulator with your EZ-KIT Lite:

For a USB-based ICE, attach the emulator's JTAG cable to the EZ-KIT Lite **before** power is applied to either device. Then power up the EZ-KIT Lite and, for USB-based ICEs, power up the emulator and connect the USB cable between the emulator and the PC. Refer to the emulator documentation for further details.

## Step 4: Install, Register, and Validate a Node-Locked License



The following procedure is for installing a node-locked license. If you are connecting to a floating license server, please follow the procedure outlined in Chapter 3 of the *VisualDSP++ Licensing Guide*, which can be found on the CD-ROM at:

```
<cdrom>\Docs\Tools Manuals\50_lic.pdf
```

VisualDSP++ and EZ-KIT Lite evaluation systems are licensed products—they do not run unless a license is installed. There are two types of licenses: **Evaluation (KIT)** and **Full (ADI)**. Each grants a registration grace period during which time the product is fully functional.

- An evaluation (KIT) license grants you 10 (ten) days to register and validate the license. Once validated, the evaluation license extends the full trial period to 90 (ninety) days for emulator and simulator debug session; EZ-KIT Lite debug session are enabled permanently.

At the end of the trial period, unless you have upgraded the evaluation (KIT) license to a full (ADI) license, simulator and emulator debug sessions become prohibited, though EZ-KIT Lite debug sessions continue to work, and the size of the user program is limited to 25% of the processor's program memory.

- The full (ADI) license, which allows emulator, simulator and EZ-KIT Lite debug sessions, grants you 30 (thirty) days to register and validate the installation for permanent use.

If you fail to register and validate your installation during the 10-day or 30-day registration grace period, your copy of VisualDSP++ 5.0 becomes inoperable until you complete the registration and validation process.

### To install a node-locked license:

1. From the **Start** menu, select **Programs** → **Analog Devices** → **VisualDSP++ 5.0** → **VisualDSP++ Environment**. An information message indicates that no license can be found; select **Yes** when prompted to install a license.
2. On the **Licenses** page of the **About** dialog box, click **New**. Select the node-locked license type and type in your serial number exactly as provided. Your serial number can be found on the sticker affixed to the back of the CD sleeve (package).