



EMULATOR

dooroos.realtime Build Guide Manual

Manual

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Version 0.1

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1. Overview

EMULATOR_SAMP has a high performance ARM9 Core and many Peripheral devices(Samsung S3C2410), and supports dooroos.realtime BSP(Board Support Package) and sample images. This document is a guide for a new EMULATOR_SAMP user who use dooroos.realtime BSP. This document describes how to use Bootloader, build dooroos.realtime and download Image files.

1.1. Development Environment

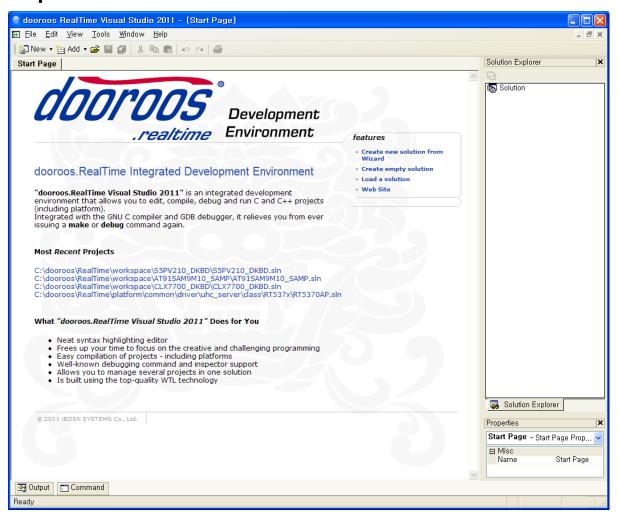
- Windows Desktop
- dooroos (jbosn) emulator on PC.

 refer the file "c:\dooroos\realtime\remulator_manual.pdf" first and install the emulator and dooroos.realtime.
- dooroos.realtime visual studio, GCC compiler and images (download from dooroos.org)
 - http://www.dooroos.org/

2. Building Bootloader (j-boot)

EMULATOR_SAMP BSP Bootloader use J-boot as Bootloader. J-boot is the dooroos.realtime bootloader for ARM and stable bootloader. It was widely used, has various functions and has reliability by long time use.

2.1. Open the dooroos.realtime visual studio

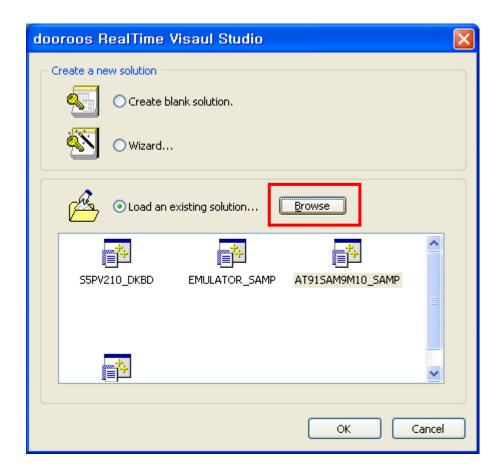


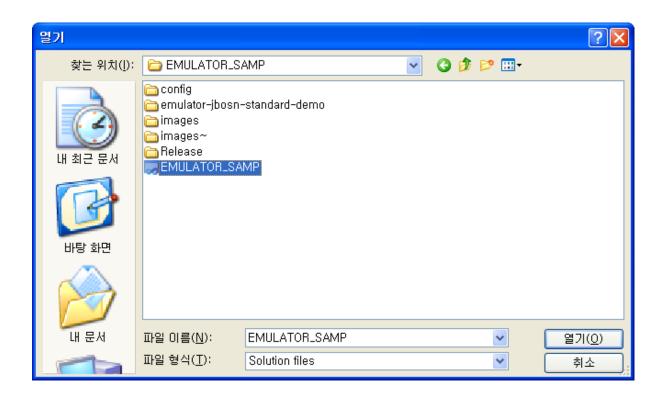
2.2. Open the solution

J-boot given is used on the EMULATOR_SAMP. The EMULATOR_SAMP is a dooroos emulator development board.

Opent the solution on c:\dooroos\workspace\EMULATOR_SAMP solution as follows

[File->Open Solution]



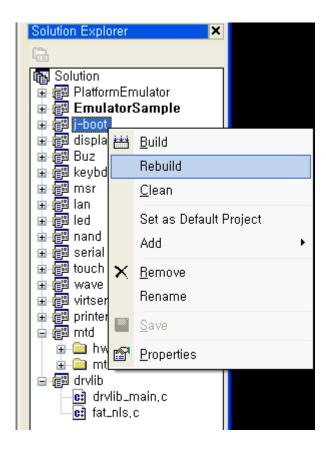


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2.3. Build j-boot

The given dooroo-boot is used on the dooroos.realtime EMULATOR_SAMP package. EMULATOR_SAMP is a dooroos emulator development board.

Build it as followings.



```
Output

-pipe -I, -I, Winclude -Ic: Wdooroos WReal Time Wos Winclude -Ic: Wdooroos WReal Time Wplatform Wcommon Winclude -Ic: Wdooroos WReal Time Wpublic Winclude -I.,

-wilb Wunzip, c: In function 'malloc':

-wilb Wunzip, c: In function 'malloc':

-wilb Wunzip, c: In function 'malloc':

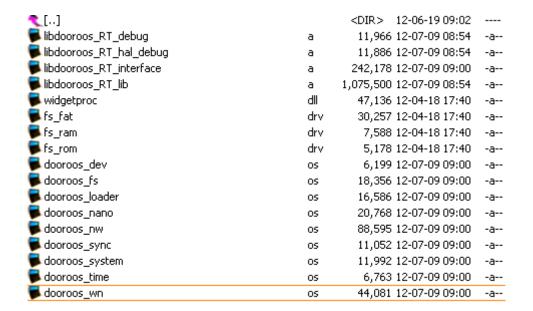
-wilb Wunzip, c: In function 'mutbuild':

-wilb Wunzip, c: In function 'mutbu
```

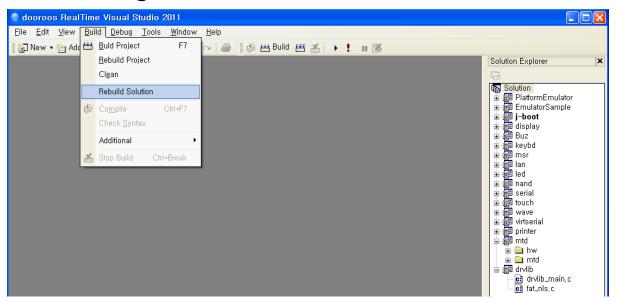
3. Building Image

3.1. dooroos.realtime Image

dooroos.realtime Kernel is given by ".os" files format. See the OS directory (c:₩dooroos₩os).

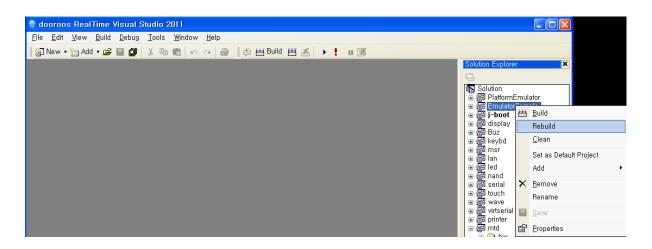


3.2. Build Image



Build projects in the solution as the following procedure:

- 1. Use rebuild solution menu, then all the projects in the solution is rebuild
 - → the drivers and dlls and libraries is generated and copied to the working directory.
- 2. Finally rebuild the EmulatorSample project again to make th download image (dooroos.img).
 - → dooroos.img file is generated in the working directory.





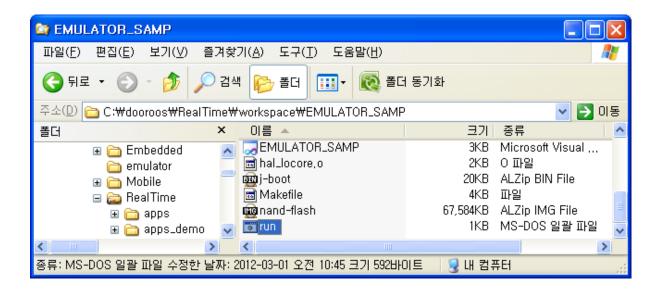
4. Running dooroos.realtime on Emulator

To run the dooroos.realtime on the PC emulator,

First you should install the dooroos emulator on your PC(please refer the emulator manual on c:\dooroos\emulator),

Second execute "run.bat".

4.1. Execture the "run.bat"



4.2. Touch dooroos.realtime

1. You can touch.



dooroos.realtime on your LCD please touch them.

2. Debug message window.

```
C:\WINDOWS\system32\cmd.exe
                                                                                 _ 🗆 ×
ShellMenuWndProc WM_CREATE
CreateWindow_ShellMenu hWnd = 37DE10
KShellMain (103)
ShellMainWndProc WM_SHOWWINDOW wParam = 1
ShellMainWndProc WM_SHOWWINDOW lParam = 0
ShellBaseWndProc WM_SHOWWINDOW wParam = 1
ShellBaseWndProc WM_SHOWWINDOW lParam = 0
ShellMainWndProc WM_KILLFOCUS wParam = 37DEA0
ShellBaseWndProc WM_SETFOCUS wParam = 37DF30
DeloadBgImage hTimerGif = 0
LoadBgImage (231):
LoadBgImage fDelay = 0
LoadBgImage /nand/wallpaper/wallpaper2.bmp
LoadBgImage hTimerGif = 0
JBOSN Start-
th_AppLoader (382): 1bd008
th_AppLoader : Now Run KSHELL.exe
KeyVal = 38
ShellBaseWndProc WM_MOUSEMOVE wParam = 18F588
KeyVal = b8
```