

Steps to Integrate the driver source code to the BSP

This is readme document that has information about integrating the Cypress USB UART driver source to your BSP (hereafter this will be referred as “MyBSP”). This source code is compatible for WinCE 4.2 and higher. But, these build steps are very specific for Windows CE 6.0 build environment and compilation process. Build process for Windows CE 5.0 or lower is much similar, but any help in getting those steps done, please contact cypress.

- 1.) Copy CypUSBUART.pbxml file to your BSP root\Catalog folder. Eg.)
%_WINCEROOT%\Platform\MyBSP\Catalog
- 2.) Copy UsbSer folder to BSP root\SRC\Drivers\USBSEr. Eg.)
\$_WINCEROOT%\Platform\MyBSP\SRC\Drivers\USBSEr.
- 3.) Add the following entry in Platform.bib under Module section
(\$_WINCEROOT)\Platform\MyBSP\Files)

```
IF BSP_CYP_USBSEr
  cyp_usbser.dll    $_FLATRELEASEDIR)\cyp_usbser.dll    NK    SHK
ENDIF BSP_CYP_USBSEr
```

- 4.) Add the following entry in Platform.reg. (\$_WINCEROOT)\Platform\MyBSP\Files)

```
#include "$(_TARGETPLATROOT)\Src\drivers\UsbSer\cyp_usbser.reg"
```

- 5.) Add following entry in “dirs” file present at
\$_WINCEROOT)\Platform\MyBSP\SRC\Drivers. Use notepad to open attached file and add the entry “USBSEr \” at the end of your DIRS file as shown in the attachment. Save your DIRS file.



- 6.) In case Visual Studio IDE used for compilation, follow (7) and (8) and skip 9. If you are using command line build environment skip (7) and (8) and go to (9).
- 7.) open up Visual Studio and load your OSDesign project that has platform reference to your BSP. Open up Catalog Item View (In visual studio go to View-Other Windows-Catalog Item View). Add the catalog component present under “root\Third Party\Drivers\CypressUSBuart\USB Host Client Virtual COM Port”. Make sure the checkbox is checked with a tick.

8.) Now you are all set to build your BSP with Cypress USB UART driver. Build your entire OSDesign solution to generate nk.bin. Cypress USB UART driver will be part of your build.

9.) If Visual studio IDE wasn't used to do windows CE building, then use command line tool to build your platform, build release folder and make image.

Doesn't matter whether it's a command line or visual studio IDE build, but you are responsible for including USB host controller driver in your build.