

GOWIN MCU Designer **User Guide**

SUG549-1.5E, 04/20/2023

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Revision History

Date	Version	Description		
7/29/2019	1.0E	Initial version published.		
9/12/2019	1.1E	 Integrated GNU ARM and RISC-V MCU compilation tool chain. Updated the Eclipse to the latest version at website. Updated the GNU ARM MCU compilation tool chain to the latest version at website. Updated and optimized Interface Configuration. 		
11/12/2019	1.2E	 Updated the GNU RISC-V MCU compilation tool chain to the latest version at GNU website. IDE integrated with Java Development Kit and IDE installation flow simplified. IDE integrated with Gowin Programmer. Gowin Customized IDE interface and simplified options to improve the ease of use. Known issues of IDE installation and usage fixed. 		
12/10/2019	1.3E	 License Management. IDE Interface optimized. 		
06/01/2020	1.4E	 Gowin_EMPU (GW1NS-4C) and Gowin_EMPU_M3 programming design, compilation, downloading and online debugging supported. Gowin_PicoRV32 software online debugging supported. The debugging software called OpenOCD integrated. Olimex debugging emulator driver software integrated. The download tool called Programmer updated and download of Gowin_EMPU (GW1NS-4C) supported. Gowin_EMPU (GW1NS-2C), Gowin_EMPU_M1, Gowin_EMPU (GW1NS-4C), Gowin_EMPU_M3, and Gowin_PicoRV32 software programming reference design example updated. Help system and online viewing of GMD and Gowin MCU user manuals supported. 		
10/28/2022	1.4.1E	Gowin_EMPU(GW1NS-2C) removed.		
02/22/2023	1.4.2E	Table 3-1 Components to Install updated.		
04/20/2023	1.5E	 GW5AT-138/GW5AST-138 Version B added. Help manuals updated. Programmer updated. Installation path and software toolchain configurations added. MCU software development library, application cases, and user manuals added. RTOS application cases added. 		

Contents

Conte	ntsi
List o	f Figuresiii
List o	f Tablesv
1 Abo	ut This Guide1
1.1 1.2 1.3 1.4	Purpose 1 Prevention 1 Prevention 1 Support and Feedback 2
2 GM	D Overview
2.1 2.2	Introduction
3 Inst	all GMD6
3.1	Environment Requirement6
3.2	2 Software Download
3.3	Software Installation
4 GM	D GUI
4 GM 4.1	D GUI
4 GM I 4.1 4.2	D GUI 14 Title Bar 14 ? Menu Bar 14 14 14
4 GMI 4.1 4.2 4.2	D GUI 14 Title Bar 14 ? Menu Bar 14 ?.1 File 15 ? Edit 16
4 GMI 4.1 4.2 4.2 4.2 4.2	D GUI 14 Title Bar 14 2 Menu Bar 14 2.1 File 15 2.2 Edit 16 2 Source 17
4 GMI 4.1 4.2 4.2 4.2 4.2 4.2	D GUI 14 Title Bar 14 2 Menu Bar 14 2.1 File 15 2.2 Edit 16 2.3 Source 17 2.4 Refactor 17
4 GMI 4.1 4.2 4.2 4.2 4.2 4.2 4.2 4.2	D GUI 14 Title Bar 14 2 Menu Bar 14 2.1 File 15 2.2 Edit 16 2.3 Source 17 2.4 Refactor 17 2.5 Navigate 18
4 GMI 4.1 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2	D GUI 14 Title Bar 14 ? Menu Bar 14 ?.1 File 15 ?.2 Edit 16 ?.3 Source 17 ?.4 Refactor 17 ?.5 Navigate 18 ?.6 Search 19
4 GMI 4.1 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2	D GUI 14 Title Bar 14 2 Menu Bar 14 2.1 File 15 2.2 Edit 16 2.3 Source 17 2.4 Refactor 17 2.5 Navigate 18 2.6 Search 19 2.7 Project 19
4 GMI 4.1 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2	D GUI 14 Title Bar 14 2 Menu Bar 14 2.1 File 15 2.2 Edit 16 2.3 Source 17 2.4 Refactor 17 2.5 Navigate 18 2.6 Search 19 2.7 Project 19 2.8 Run 20
4 GMI 4.1 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2	D GUI 14 Title Bar 14 2 Menu Bar 14 2.1 File 15 2.2 Edit 16 2.3 Source 17 2.4 Refactor 17 2.5 Navigate 18 2.6 Search 19 2.7 Project 19 2.8 Run 20 2.9 Window 20
4 GMI 4.1 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2	D GUI 14 Title Bar 14 P Menu Bar 15 P Z Edit 16 P A Refactor 17 P A Refactor 17 P Navigate 18 P S Barn 19 P A Run 20 P Window 20 P Mindow 20 P Table P 22 22
4 GMI 4.1 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2	D GUI 14 Title Bar 14 2 Menu Bar 14 2 Menu Bar 14 2.1 File 15 2.2 Edit 16 2.3 Source 17 2.4 Refactor 17 2.5 Navigate 18 2.6 Search 19 2.7 Project 19 2.8 Run 20 2.9 Window 20 2.10 Help 22 3 Tool Bar 24 Project Area 25
4 GMI 4.1 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2	D GUI 14 Title Bar 14 Menu Bar 14 Menu Bar 14 2.1 File 15 2.2 Edit 16 2.3 Source 17 2.4 Refactor 17 2.5 Navigate 18 2.6 Search 19 2.7 Project 19 2.8 Run 20 2.9 Window 20 2.10 Help 22 3 Tool Bar 24 Project Area 25 Source File Editing Area 25
4 GMI 4.1 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2 4.2	D GUI

5 License Management	
5.1 License Application	
5.2 License Installation	
5.3 License Management	
5.4 License Check	
6 GMD Configuration	
6.1 Global ARM Toolchains Paths Configuration	30
6.2 Global Build Tools Path Configuration	30
6.3 Global OpenOCD Path Configuration	31
6.4 Global RISC-V Toolchains Paths Configuration	31
6.5 Global SEGGER J-Link Path Configuration	32
7 Using GMD	
7.1 Create a New Project	
7.1 Create a New Project 7.2 Import Projects	
 7.1 Create a New Project 7.2 Import Projects 7.3 Project Configuration 	
 7.1 Create a New Project 7.2 Import Projects 7.3 Project Configuration	
 7.1 Create a New Project 7.2 Import Projects 7.3 Project Configuration 7.3.1 Tool Settings Configuration	
 7.1 Create a New Project 7.2 Import Projects 7.3 Project Configuration	
 7.1 Create a New Project 7.2 Import Projects 7.3 Project Configuration	
 7.1 Create a New Project 7.2 Import Projects 7.3 Project Configuration	

List of Figures

Figure 7-1 New C Project	33
Figure 7-2 Select Platforms and Configurations	34
Figure 7-3 ARM MCU Toolchain and Path	35
Figure 7-4 RISC-V MCU Toolchain and Path	35
Figure 7-5 Import Projects	36
Figure 7-6 Software Toolchain Configuration	37
Figure 7-7 ARM MCU Tool Settings	38
Figure 7-8 RISC-V MCU Tool Settings	38
Figure 7-9 Devices Selection	39
Figure 7-10 Build Project	40
Figure 7-11 Download Project	40
Figure 7-12 Debug Configurations	41
Figure 7-13 Start to Debug	41
Figure 8-1 GMD Uninstallation	42

List of Tables

Table 1-1 Terminology and Abbreviations	. 1
Table 2-1 Processors Supported by GMD	. 4
Table 3-1 Components to Install	. 6
Table 4-1 File Menu	. 15
Table 4-2 Edit Menu	. 16
Table 4-3 Source Menu	. 17
Table 4-4 Refactor Menu	. 17
Table 4-5 Navigate Menu	. 18
Table 4-6 Search Menu	. 19
Table 4-7 Project Menu	. 19
Table 4-8 Run Menu	. 20
Table 4-9 Window Menu	. 20
Table 4-10 Help Menu	. 22
Table 4-11 Tool Bar Options	. 24

1 About This Guide

1.1 Purpose

This manual describes GOWIN MCU Designer (GMD) installation and operation and aims to help users learn the software functions to improve design efficiency. The software screenshots and the supported products listed in this manual are based on GOWIN MCU Designer V1.2. As the software is subject to change without notice, some information may not remain relevant and may need to be adjusted according to the software that is in use.

1.2 Related Documents

The latest user guides are available on GOWINSEMI Website. You can find the related documents at <u>www.gowinsemi.com</u>:

- IPUG536, Gowin_EMPU_M1 IDE Software Reference Manual
- IPUG928, Gowin EMPU(GW1NS-4C) IDE Software Reference Manual
- IPUG919, Gowin_EMPU_M3 IDE Software Reference Manual
- IPUG910, Gowin PicoRV32 IDE Software Reference Manual

1.3 Terminology and Abbreviation

Table 1-1 shows the abbreviations and terminology used in this manual.

Table 1-1 Terminology	and Abbreviations
-----------------------	-------------------

Terminology and Abbreviation	Full Name	
ARM	Advanced RISC Machine	
FPGA	Field-Programmable Gate Array	
IDE	Integrated Development Environment	
GCC	GNU Compiler Collection	
GDB	GNU Debug	
GMD	GOWIN MCU Designer	
GNU	GNU is Not Unix	

Terminology and Abbreviation	Full Name	
MCU	Microcontroller Unit	
OpenOCD	Open On-Chip Debugger	
PC	Personal Computer	
RISC	Reduced Instruction-Set Computer	
RISC-V	RISC Five	

1.4 Support and Feedback

Gowin Semiconductor provides customers with comprehensive technical support. If you have any questions, comments, or suggestions, please feel free to contact us directly by the following ways:

Website: www.gowinsemi.com

E-mail: support@gowinsemi.com

2 GMD Software Overview

2.1 Introduction

GMD is a new generation of MCU software development environment designed in-house by GOWIN according to its own FPGA+MCU SoC architecture features. It's based on GNU GCC compilation toolchain and open source Eclipse framework. It supports C/C++ embedded software programming language and helps users to quickly implement code compilation and linking, generate mapping files and download, etc. GND also integrates an on-line debugging tool for users to quickly locate and analyze software programming issues.

GMD supports the MCU compilation toolchain of ARM architecture and RISC-V architecture and also supports MCU compilation, linking, downloading and debugging of ARM Cortex-M1, ARM Cortex-M3 and RISC-V architecture.

GMD provides a GUI for projects. Users can employ this software to quickly edit codes, check the running results, and start the GOWINSEMI FPGA download tool immediately to download the mapping file to the chip and implement the required functions. GMD GUI is as shown in Figure 2-1.

Figure 2-1 Givi	D Sultwal	e miten	ace					
🔆 C/C++ - cm3_led/USER/main.c - G	GOWIN MCU Designer						-	• ×
<u>File Edit Source Refactor Navig</u>	gate Se <u>a</u> rch <u>P</u> roject <u>R</u> un	<u>W</u> indow <u>H</u> elp						
	🕹 🐂 👭 🎋 🕶 🕭 /	🔗 🕶 🗾 🐼 🔲	■ [⊕] ▼ [⊕]	• * 🗢 🗢 = 🗢	~	Quick Acc	ess 🛛 😭 🛛	🔤 🎋 🏪
Project Explorer ⊠ □ □	<pre>@ mainc &</pre>	int32_t delay_m int32_t delay_m itializes syste //Initializes 6 100,GPI0_Pin_0)	s); m PIO ; //LED1 on				To the second se	B P D olatile uint32 int int int ivoid i void i void i void i void
	<pre>28 GPI0_SetBit(GPI0 29 delay_ms(500); 30 }</pre>	0,GPIO_Pin_0);	//LED1 of	f		,		
	🖹 Problems 🖉 Tasks 🖳 G	onsole 🛛 🛄 Pro	perties	4	ፕ 🔊 🔤 🖗	<u>a</u> ∺ ⊫k t	5 🖻 🗕 🖸	•
	Invoking: Cross ARM GNU P arm-none-eabl-sizeform text data bss 1108 1084 36 Finished building: cm3_le	rint Size at=berkeley "cm dec hex 2228 8b4 d.siz	3_led.elf" filename cm3_led.elf					^
	15:35:57 Build Finished (τοοκ 5s.261ms)						~
	¢	Writable	Smart Incert	21 . 3				,
		witable	smart insert	2113				: 💼

Figure 2-1 GMD Software Interface

2.2 Processors Supported

The processors, architectures, and chips that GMD supports are listed in Table 2-1.

Table 2-1 Processors Supported by GMD

Processor	Architecture	Chip
Gowin_EMPU (GW1NS-4C)	ARM Cortex-M3	GW1NS-4CGW1NSR-4CGW1NRSER-4C
Gowin_EMPU_M1	ARM Cortex-M1	 GW1N-9 GW1NR-9 GW1N-9 Version C GW1NR-9 Version C GW2A-18 GW2AR-18 GW2AR-18 Version C GW2AR-18 Version C GW2AR-18 Version C GW2ANR-18 Version C GW2A-55 GW2A-55 Version C GW2AN-18X GW2AN-9X GW2AN-55 Version C GW5AT-138 Version B GW5AST-138 Version B
Gowin_EMPU_M3	ARM Cortex-M3	 GW2A-55 GW2A-55 Version C GW2AN-55 Version C

Processor	Architecture	Chip	
Gowin_PicoRV32	RISC-V	 GW1N-9 GW1NR-9 GW1N-9 Version C GW1NR-9 Version C GW2A-18 GW2AR-18 GW2AR-18 Version C GW2AR-18 Version C GW2ANR-18 Version C GW2A-55 GW2A-55 Version C GW2AN-18X GW2AN-9X GW2AN-55 Version C 	

Note!

The supported processors may vary according to the software version in use. Please refer to the software you use for more detailed processor information.

3 Install GMD Software

3.1 Environment Requirement

Windows: Win7/8/10(64bit)

3.2 Software Download

You can download GMD installation package (GMD_V1.2.exe) via Gowin official website: https://www.gowinsemi.com/en/support/database

Note!

Users need to register and log on to the Gowin website before downloading the installation package;

3.3 Software Installation

Note!

- You must close anti-virus programs, such as 360 or Kingsoft AntiVirus, etc. before installing GMD.
- The installation path should not contain any Chinese characters or spaces.
- Before installing any new versions of GMD, old versions should be uninstalled.
- Table 3-1 shows the product options for the installation of GOWIN MCU Designer.

Table 3-1 Components to Install

Components	Description	MCU Supported	Remarks
GMD Framework	GMD frame	-	Executable file: GMD_V1.2.exe
SEGGER J-Link Debugger Driver	SEGGER J-LINK debugger driver software	ARM Cortex M1 and M3	-
Olimex Debugger Driver	Olimex debugger driver software	RISC-V	-

The steps of installing GMD Software is as follows:

1. Double click the installation package to open the wizard; click "Next", as shown in Figure 3-1.



2. Click "I Agree", as shown in Figure 3-2.

Figure 3-2 License Agreement

🐳 GMD V1.2 Setup	-		×
License Agreement			
Please review the license terms before installing GMD V1.2.			~~
Press Page Down to see the rest of the agreement.			
END USER LICENCE AGREEMENT FOR GOWIN SOFTWARE INSTALLATION	DN		^
The terms and conditions that follow and any other terms that are spec to this software("Software") set forth a legal agreement ("Agreement") (either an individual or an entity) and Guangdong Gowin semiconductor LTD. ("Gowin semiconductor"). You should carefully read these terms and conditions of the Agreement copying or using the Software. Installing, copying and using the Softwar your agreement to be bound by these terms and conditions.	fic term betwee technole before i re will si	s relatin <u>c</u> n you ogy co., installing, gnify	,
			~
If you accept the terms of the agreement, dick I Agree to continue. You agreement to install GMD V1.2. GOWIN Semiconductor Corp	must a	ccept the Car	ncel

3. Select "Framework", and click "Next", as shown in Figure 3-3.

0	1	
🐳 GMD V1.2 Setup		– 🗆 X
Choose Components		**
Choose which features of GMI	0 V1.2 you want to install.	~~
Check the components you wa install. Click Next to continue.	ant to install and uncheck the co	mponents you don't want to
Select components to install:	Framework	Description
		Position your mouse over a component to
		see its description.
Space required: 2.5 GB		
GOWIN Semiconductor Corp —		
	< <u>B</u> ack	<u>N</u> ext > Cancel

Figure 3-3 Choose Components

4. Select the installation path, and the default path C:\GMD is recommended; click "Install", as shown in Figure 3-4.

Figure 3-4 Choose Installation Location

🐳 GMD V1.2 Setup		—		×
Choose Install Location				
Choose the folder in which to install GMD V1.2.				Ŵ
Setup will install GMD V1.2 in the following folder. To i and select another folder. Click Install to start the ins	nstall in a differen tallation.	nt folder, c	lick Brov	vse
Destination Folder		B <u>r</u> ow	se	
Space required: 2.5 GB Space available: 49.2 GB				
GOWIN Semiconductor Corp	<u>B</u> ack <u>I</u> ns	tall	Can	ncel

5. The installation process is as shown in Figure 3-5.

Figure 3-5 Installing

🐝 GMD V1.2 Setup	_		\times
Installing Please wait while GMD V1.2 is being installed			
ricase ware while Grid V1.215 being installed.			••
Extract: firmware.h 100%			
Output folder: C:\GMD\amsi\Gowin_PicoRV32\V1.2.2\driver\source Extract: simpleuart.c 100% Extract: wbgpio.c 100% Extract: wbgpic100%			^
Extract: wbspiflash.c 100% Extract: wbuart.c 100% Output folder: C:\GMD\amsi\Gowin_PicoRV32\V1.2.2\ib Extract: firmware.c 100%			
Extract: firmware.h 100%			~
GOWIN Semiconductor Corp	xt >	Ca	ancel

 After installing GMD, select whether to install Arm Debugger Driver (J-Link) and RiscV Debugger Driver (Olimex). If you choose to install, you can go on; if you do not choose to install, the GMD installation is completed. Click "Finish", as shown in Figure 3-6.

Figure 3-6 Debug Driver Installation Option



7. If you choose "Install Arm Debugger Driver (J-Link)", then J-Link wizard pops up. Click "Next", as shown in Figure 3-7.

Figure 3-7 J-Link Wizard



8. Figure 3-8 shows the license agreement, and click "I Agree".

	0	
SEGGER - J-Link V6.49c	Setup	• •
	License Agreement Please review the license terms before installing SEGGER - J-Link V6.49c.	J Link
	Press Page Down to see the rest of the agreement.	
Embedded Studio Powerful C/C++ IDE available for • Windows • macOS • Linux	Important - Read carefully: DEFINITIONS: For the purpose of this agreement, the terms shall have the following meaning when the entire word is marked bold: The "software" means all J-Link related software components included in the J-Link software & documentation pack provided by SEGGER which can be downloaded at: http://www.segger.com/link-software.html "Licensor" shall mean SEGGER except under the following circumstances: If you accept the terms of the agreement, click I Agree to continue. You must accept the agreement to install SEGGER - J-Link V6.49c.	ne
Download Trial	< Back I Agree Cz	ancel

Figure 3-8 J-Link Installation License Agreement

9. Select J-Link driver components. select "Update existing installation" in "Choose destination" option. Default settings are recommended. Click "Install", as shown in Figure 3-9.

Figure 3-9 J-Link Components Selection

🔜 SEGGER - J-Link V6.49	c Setup	- • •
SEGGER	Choose optional components Choose optional components to be installed.	J Link
loT 🔊	 ✓ Install USB Driver for J-Link (requires admin rights) ✓ Create entry in start menu 	
	 Add shortcuts to desktop Update DLL in other applications (requires admin rights) Choose destination: Update existing installation 	
Discover SEGGER solutions for the Internet of Things	Install a new instance Select: Install for all users O Install for this user only Destination Folder C:\Program Files (x86)\SEGGER.\Link	Browse
Learn More	< Back	Instal Cancel

10. Click "Finish" when J-Link driver installation is completed, as shown in



11. If you select "Install RiscV Debugger Driver (Olimex)" in step 6, the Olimex driver software installation wizard pops up, as shown in Figure 3-11.

Figure 3-11 Olimex Debugger Driver

Zadig		
Device Options Help		
		▼
Driver	WinUSB (v6. 1. 7600. 16385)	More Information WinUSB (libusb)
WCID ²	Install WCID Driver	libusb-win32 libusbK WinUSB (Microsoft)
No new version of Zadig v	vas found	Zadig 2.5.730

Note !

Make sure that the Olimex debugger is connected to PC before the driver installation.

12. Select "Options > List All Devices" in the menu bar, as shown in Figure 3-12.

	1	List All Devices			
	\checkmark	Ignore Hubs or Composite Parents			▼ □ Ed
	~	Create a Catalog File		Mo	re Information
Driver	~	Sign Catalog & Install Autogenerated Certificate		Wir	nUSB (libusb)
JSB II		Advanced Mode		libu	isb-win32
WCID		Log Verbosity	•	Wir	NUSB (Microsoft)

Figure 3-12 Configure List All Devices

13. After selecting "List All Devices", you can see all the devices connected to the PC, select "Olimex OpenOCD JTAG ARM-USB-TINY-H (Interface 0)", as shown in Figure 3-13.



Figure 3-13 Olimex OpenOCD JTAG ARM-USB-TINY-H (Interface 0)

14. Select the driver type "libusbK (v3.0.7.0)", as shown in Figure 3-14.

Figure 3-14 Driver Type

Olimex	OpenOCD JTAG ARM-USB-TINY	'-H (Interface 0)	▼
Driver	libusbK (v3.0.7.0)	libusbK (v3.0.7.0)	More Information
USB ID	15BA 002A 00		libusb-win32

15. Click "Install Driver" or "Reinstall Driver" to start installing Olimex Debugger Driver software, as shown in Figure 3-15.

Figure 3-15 Install Olimex Debugger Driver Software



- 16. Figure 3-16 shows the Olimex degugger driver software installation process, and the Interface 0 device is successfully installed.
- Figure 3-16 Interface 0 Device Installation Successful

Zadig		
<u>D</u> evice <u>O</u> pti	Driver Installation	
Olimex Oper	The driver was installed successfully.	💌 🗖 Edit
Driver libus	Close	ormation ibusb) 32
WCID ? 🗡	Reinstall Driver	<u>K</u> <u>SB (Microsoft)</u>
Driver Installatio	n: SUCCESS	Zadig 2.5.730

17. After "Olimex OpenOCD JTAG ARM-USB-TINY-H (Interface 0)" is installed successfully, please continue to select "Olimex OpenOCD JTAG ARM-USB-TINY-H (Interface 1)" in the list of devices, as shown in Figure 3-17.

Figure 3-17 Configure Interface 1



- 18. Repeat steps 5 to 7 to install "Olimex OpenOCD JTAG ARM-USB-TINY-H (Interface 1)".
- After "Olimex OpenOCD JTAG ARM-USB-TINY-H (Interface 0)" and "Olimex OpenOCD JTAG ARM-USB-TINY-H (Interface 1)" are installed successfully, " libusbK USB Devices > Olimex OpenOCD JTAG ARM-USB-TINY-H (Interface 0)" and " Olimex OpenOCD JTAG ARM-USB-TINY-H (Interface 1)" can be displayed in the PC device management.

4 GMD Software GUI

Figure 4-1 shows GMD software GUI. It consists of the title bar, menu bar, tool bar, Project Explorer View, Code Editor, Console View, C/C++ Perspective, etc.

Figure 4-1 GUI

W C/C++ - cm3_led/USER/main.c	- GOWIN MCU Designer	– 🗆 ×
<u>F</u> ile <u>E</u> dit <u>S</u> ource Refactor <u>N</u> a	vigate Se <u>a</u> rch <u>P</u> roject <u>R</u> un <u>W</u> indow <u>H</u> elp	
📑 🕶 🔚 💿 🚳 🕶 🔦 🕶 🗟	\[\lambda : \frac{1}{2} :	12 10 10 10
쀁 Project Explorer 🛛 👘 🗖	🖻 main.c 🛿 🦳 🗁 🔚 🔁 🖉	D 🖲 B 🗖 🗖
E 🕏 🌣	3⊕ * @file main c. Tool Bar Title Bar _ □ ↓ 2	≷ 🖋 ● 💥 ▽
✓ [™] cm3_led	10 /* Includes Menu Bar Perspective gwi	Ins4c.h
> 🐝 Binaries	11 #include "gw1ns4c.h"	ay_ms(volatile uint32
> 🔊 Includes	12 13 /* Declarations	Olnit(void) : void
> 👝 CORE	14 void delay_ms(_IO uint32_t delay_ms);	n(void) : int
> 🔁 Debug	15 void GPIOInit(void);	Olnit(void) : void
	17 /* Functions	ay_ms(volatile ulnt32
	18⊖ int main(void)	
V CH USER	20 SystemInit(); //Initializes system	
> h gw1ns4c conf.h	21 SPIOInit(); //Initializes GPIO	
> 🔂 gw1ns4c_it.c	22 while(1)	
> 🔓 gw1ns4c_it.h		
> 💽 main.c	26 delay ms(500);	
gw1ns4c_flash.ld	27 Code Editor	
	28 GPIO_SetBit(GPIO0,GPIO_Pin_0); //LED1 off Code Editor	
	30 }	
		· · · · ·
	🖹 Problems 🧟 Tasks 📮 Console 🕱 🔲 Properties 🕹 🗘 😫 🔜 🖬 🖷 🖳 🛃	• 🖻 • 🗆 🗖
Broject Explorer View	CDT Build Console [cm3_led]	
Project Explorer view	Toyoking: Cross ARM GNU Print Size	^
	arm-none-eabi-sizeformat=berkeley "cm3_led.elf"	
	text data bss dec hex filename	
	Finished building: cm3_led.siz	
	Concolo View	
	15:35:57 Build Finished (took 5s.261ms)	
	<	>
	Writable Smart Insert 21:3	:

4.1 Title Bar

Title bar shows the current project path, name, and the name of the file that is currently open.

4.2 Menu Bar

Menu bar provides common used menus and start tools for projects, including the options of File, Edit, Source, Refactor, Navigate, Search, Project, Run, Window, and Help. See the following for details.

4.2.1 File

The file menu is as shown in Table 4-1.

Table	4-1	File	Menu
-------	-----	------	------

Menu Item	Sub-menu Item	Shortcut	Functional Description
	Makefile Project with Existing Code		Create C/C++ project containing makefile
	C++ Project		Create C++ project
	C Project		Create C project
	C/C++ Project		Create C/C++ project
	Project		Create C, C++, C/C++project
New	Convert to a C/C++ Project (Adds C/C++ Nature)	Alt+Shift+N	None-C/C++ project addsC/C++ features, C/C++ tool chain enable
	Source File		Create C/C++ source file
	Header File		Create C/C++ header file
	File from Template		Create C/C++ template file
	Class		Create C/C++ class structure
	Source Folder		Create a source folder
	Folder		Create a folder
Open File…	-	-	Open the existed file
Open Projects from File System	-	-	Import the project wizard from file system
Close	-	Ctrl+W	Close the active editor
Close All	-	Ctrl+Shift+W	Close all editors
Save	-	Ctrl+S	Save the content of the active editor
Save As	_	-	Save the content of the active editor under a new name
Save All	-	Ctrl+Shift+S	Save all editor's content and the unsaved changes
Revert	-	-	Revert the content of the active editor as the saved content
Move	-	-	Move resources
Rename	-	F2	Rename resources
Refresh	_	F5	Refresh selected elements based on local file system (If not started from the specified option, refresh all)
Convert Line Delimiters	Windows	-	Windows system format
То	Unix	-	Unix system format
Print	-	Ctrl+P	Print the content of the active editor
Switch Workspace	_	-	Switch workspace and restart workspace
Restart	-	-	Restart GMD

Menu Item	Sub-menu Item	Shortcut	Functional Description
Import	-	_	Import the project wizard
Export	-	-	Export the project wizard
Properties	-	Alt+Enter	Properities configuration
Exit	-	-	Exit GMD

4.2.2 Edit

The edit menu is as shown in Table 4-2.

Table 4-2 Edit Menu

Menu Item	Shortcut	Functional Description
Undo	Ctrl+Z	Undo the previous step
Redo	Ctrl+Y	Redo the cancelled changes
Cut	Ctrl+X	Cut
Сору	Ctrl+C	Сору
Paste	Ctrl+V	Paste
Delete	Delete	Delete the selected text or element option
Select All	Ctrl+A	Select all the editor's content
Find/Replace	Ctrl+F	Find/Replace
Find Word	-	Find the selected word
Find Next	Ctrl+K	Find the next word of the current selected text
Find Previous	Ctrl+Shift+K	Find the previous word of the current selected
Incremental Find Next	Ctrl+J	Start incremental find mode to find the next
Incremental Find Previous	Ctrl+Shift+J	Start incremental find mode to find the previous
Add Bookmark	-	Add bookmark to the current selected text or elements
Add Task	_	Add user-defined task to the current selected text or elements
Show Tooltip Description	F2	Display the value of the current cursor position as floating instructions
Content Assist	Alt+/	Open content assist view at the current cursor position to display the auxiliary syntax sample of the programming code
Quick Fix	Ctrl+1	If the cursor is at the location of the problem, the content assist view will be opened and the possible corrections will be provided.
Parameter Hints	Alt+?	If the cursor is at the location of the referential parameters, the parameter information will be displayed as floating instructions
Set Encoding	-	Switch the current content coding

4.2.3 Source

The source menu is as shown in Table 4-3.

Menu Item	Shortcut	Functional Description
Toggle Comment	Ctrl+7	Toggle comment on all lines containing the selected text of the current line
Add Block Comment	Ctrl+Shift+/	Comment on all blocks containing the selected text of the current line
Remove Block Comment	Ctrl+Shift+\	Remove the blocks containing the selected text of the current line
Shift Right	-	Increase indent in the selected line
Shift Left	Shift+Tab	Reduce indent in the selected line
Correct Indentation	Ctrl+I	Indent rule applying to the selected line
Format	Ctrl+Shift+F	Program code formatter can be used to format the current text selection
Add Include	Ctrl+Shift+N	Add include to the reference of the selected type
Organize Includes	Ctrl+Shfit+O	Add Include to the selected compilation organizes
Sort Lines	Ctrl+Shift+S	Sort lines according to the specified order
Implement Method	_	The method of replacing or implementing the current type
Generate Getters and Setters	_	Generate Getters and Setters for the field of the current line type
Surround With	Alt+Shift+Z	Evaluate all exceptions that must be caught for the selected statement

Table 4-3 Source Menu

4.2.4 Refactor

The Refactor menu is as shown in Table 4-4.

Table 4-4 Refactor Menu

Menu Item	Shortcut	Functional Description
Rename	Alt+Shift+R	Rename the selected element and update all the reference of the elements
Extract Local Variable	Alt+Shift+L	Create a new variable and specify it to the selected expression and replace the selected as the new variable's reference
Extract Constant	Alt+C	Creates the static final field from the selected expression and replaces the field reference, rewriting to the other locations where the same expression occurs
Extract Function	Alt+Shift+M	Create a new variable and specify it to the selected statement and replace the selected as the new variable's reference
Toggle Function	Alt+Shift+T	Move the selected function from the header file to the implementation file or return
Hide Method	—	Hide Method
Apply Script	_	Apply the saved refactor list
Create Script	_	Export the refactor list for later use

Menu Item	Shortcut	Functional Description
History	_	Display the refactor history

4.2.5 Navigate

The Navigate menu is listed in Table 4-5.

Table 4-5 Navigate Menu

Menu Item	Sub-menu Item	Shortcut	Functional Description
Go Into	_	-	Set the view input to the current selected element
	Back	-	Back: Set the view input to the previous input
	Forward	-	Forward: Set the view input to the next input
Go To	Up One Level	-	Up One Level: Set the current view input to the input parent element
	Resource	_	Browse to find resources and display them in the current view
Open Declaration	-	F3	Display the Open Declaraction view to open a declaration in the editor
Open Type Hierarchy	-	F4	Parse the element referenced by the current program code options and open it in the Type Hierarchy view
Open Call Hierarchy	-	Ctrl+Alt+H	Open Call the element referenced by the current program code options and open it in the Call Hierarchy view
Open Include Browser	-	Ctrl+Alt+I	Display Include Browser
Open Element	_	Ctrl+Shift+T	Display the Open Element view to open an element in the editor
Open Type In Hierarchy	-	Ctrl+Shift+H	Display the Open Type view to open a type in the editor and Type Hierarchy view
Open Element in Call Hierarchy	_	-	Display the Open Element view to open an element in the editor and Call Hierarchy view
Open Resource	_	Ctrl+Shift+R	Display all resources
	Problem Details		Display Problem Details view
	Include Browser		Display Include Browser view
Show In	C/C++ Projects	Alt+Shift+\//	Display C/C++ Projects view
	Project Explorer	AILTOIIIILTV	Display Project Explorer view
	System Explorer		Display System Explorer view
	Properties		Display Properties view
Quick Outline	-	Ctrl+O	Open quick outline for the current selected type
Next Annotation	-	Ctrl+.	Navigate to the next item
Previous Annotation	-	Ctrl+,	Navigate to the previous item
Last Edit Location	-	Ctrl+Q	Display the last edit location
Go to Line	-	Ctrl+L	Open a dialog box to enter the line number to indicate which line the editor should move

Menu Item	Sub-menu Item	Shortcut	Functional Description
Back	-	Alt+Left	Navigate to the previous resource that previously viewed in the editor
Forward	-	Alt+Right	Navigate and restore the result of previous commands

4.2.6 Search

The search menu is as shown in Table 4-6. Table 4-6 Search Menu

Menu Item	Sub-menu Item	Shortcut	Functional Description
Search	_	Ctrl+H	Search
File	-	_	Search File
C/C++	-	-	Search C/C++
Remote	-	_	Search Remote
Text	Workspace	Ctrl+Alt+G	Search for the selected element throughout the workspace
	Project	-	Search for the selected element in the projects that contains the selected element
	File	-	Search for the selected element in the files that contains the selected element
	Working Set	-	Search for the selected element in the working set

4.2.7 Project

The project menu is as shown in Table 4-7.

Table 4-7 Project Menu

Menu Item	Sub-menu Item	Shortcut	Functional Description
Open Project	-	-	Select to open the closed items
Close Project	-	-	Close the currently selected items
Build All	-	Ctrl+B	Perform incremental compilation of all items in the workspace
	Set Active	-	SetRelease or Debug as active
	Manage	-	Manage configuration
Duild One financtions	Build by Working Set	-	Set to build the working set
Build Configurations	Set Active by Working Set	-	Set Working Set as active
	Manage Working Sets	_	Manage Working Sets
Build Project	-	_	Perform incremental compilation on the selected projects

Menu Item	Sub-menu Item	Shortcut	Functional Description
Build Working Set	Select Working Set	-	Perform incremental building of all projects in the Working Set
Clean	-	-	Clean building results
Build Automatically	-	-	Build all projects in the workspace automatically
	Create	-	Create
Build Targets	Build	Shift+F9	Build
	Rebuild Last Target	-	Rebuild the last target
Properties	-	-	Properities configuration

4.2.8 Run

The run menu is as shown in Table 4-8.

Table 4-8 Run Menu

Menu Item	Shortcut	Functional Description
Programmer	-	Start Gowin Programmer
Debug	F11	Start Debugging mode
Debug History	-	Use the last debug configuration in the history
Debug As	-	A shortcut to start the debug dialog box
Debug Configuration	-	Configure debug options and start debugging
Toggle Breakpoint	Ctrl+Shift+B	Add or remove breakpoints based on the current content
Toggle Line Breakpoint	-	Add or remove breakpoints of current executable code line
Toggle Method Breakpoint	-	Add or remove breakpoints based on the current binary method
Toggle Watchpoint	-	Add or remove watchpoints of current field
Skip All Breakpoints	-	Skip all breakpoints in the workspace
Remove All Breakpoint	Ctrl+Alt+B	Remove all breakpoints in the workspace Permanently
Breakpoint Types	_	Configure breakpoint types (C/C++ Breakpoint or C/C++ Dynamic Printf)

4.2.9 Window

The window menu is as shown in Table 4-9. Table 4-9 Window Menu

Menu Item	Sub-menu Item	Shortcut	Functional Description
New Window	_	-	Open a new workbench window with the same perspective as the current one
	Toggle Split Editor (Horizontal)	Ctrl+_	Open a new copy of the active editor horizontally
Edit	Toggle Split Editor (Vertical)	Ctrl+(Open a new copy of the active editor vertically
	Clone	_	Copy a new copy of the active editor

Menu Item	Sub-menu Item	Shortcut	Functional Description
Appearance	Hide Toolbar	-	Hide Tool bar
Appearance	Toggle Full Screen	Alt+F11	Full screen toggle
	Build Targets	-	Display the Build Targets view in the active perspective
	C/C++ Projects	-	Display C/C++ Projects view in the active perspective
	Console	Alt+Shift+Q,C	Display Console view in the active perspective
	Documents	-	Display documents in the active perspective
	Include Browser	-	Display Include Browser view in the active perspective
	Navigator	-	Display Navigator in the active perspective
Show View	Outline	Alt+Shift+Q,O	Display Outline in the active perspective
	Problem Details	_	Display Problem Details view in the active perspective
	Problems	Alt+Shift+Q,X	Display Problem view in the active perspective
	Project Explorer	-	Display Problem Explorer view in the active perspective
	Properties	-	Display Properties view in the active perspective
	Search	Alt+Shift+Q,S	Display Search view in the active perspective
	Tasks	_	Display Tasks view in the active perspective
	Other	Alt+Shift+Q,Q	Open all views
	Open Perspective	-	Open the perspective of sub-menus
	Customize Perspective	-	Change the visibility of various elements in the active perspective
Perspective	Save Perspective As	_	Save the active perspective as a new name view
	Reset Perspective	_	Remove the user-defined perspectives
	Close Perspective	-	Close the active perspective
	Close All Perspectives	-	Close all perspectives
	Show System Menu	Alt+-	Show system menu
	Show View Menu	_	Show vew menu
Navigation	Quick Access	Ctrl+3	Open quick access
inavigation	Maximize Active View or Editor	Ctrl+M	Maximize active view or editor
	Minimize Active View or Editor	-	Minimize active view or editor
	Active Editor	F12	Start editor

Menu Item	Sub-menu Item	Shortcut	Functional Description
	Next Editor	Ctrl+F6	Start the next editor in the list of recently used editors
	Previous Editor	Ctrl+Shift+F6	Start the previous editor in the list of recently used editors
	Switch to Editor	Ctrl+Shift+E	Switch to the open editor
	Next View	Ctrl+F7	Start the next view in the list of recently used views
	Previous View	Ctrl+Shift+F7	Start the previous view in the list of recently used views
	Next Perspective	Ctrl+F8	Start the next perspective in the list of recently used perspectives
	Previous Perspective	Ctrl+Shift+F8	Start the previous perspective in the list of recently used perspectives
Preferences	_	_	Configure the preferences for the active workspace

4.2.10 Help

The Help menu is as shown in Table 4-10. Table 4-10 Help Menu

Menu Item	Shortcut	Description
Welcome	-	Welcome page
Help Contents	-	Help page
Search	-	Search the Help contents
Show Contextual Help	-	Show the Help contents in related topics
Show Active Keybindings	Ctrl+Shift+L	Show active keybindings
Tips and Tricks…	_	Tips and Tricks
Cheat Sheets	-	Cheat Sheets…
License Content	-	Display license content
About GOWIN MCU Designer		Display GMD information

Click "Help > Help Contents" on the menu bar to view the user manuals of GMD, Gowin_EMPU (GW1NS-4C), Gowin_EMPU_M1, Gowin_EMPU_M3, and Gowin_PicoRV32, as shown in Figure 4-2.

Figure 4-2 Help Contents

🗱 Help - GOWIN MCU Designer		-		×
Search: Go Scope: All topics				
Contents 👜 🗸 🕅 🔁 🗖	令 今	۵	🕸 📲	🗎 🗖
🗄 🧇 Workbench User Guide				
🗄 🧼 C/C++ Development User Guide	COWIN MCU Designer User Cuide			
🖻 😫 GOWIN MCU Designer User Guide	GOWIN MCO Designer Oser Guide			
🗉 🛄 GMD				
Gowin_EMPU(GW1NS-4C)	Contents			
IPUG928-1.2E_Gowin_EMPU(GW1NS-4C) IDE				
IPUG929-1.3E_Gowin_EMPU(GW1NS-4C) Series	• <u>GMD</u>			
IPUG930-1.3E_Gowin_EMPU (GW1NS-4C) Qui	 Gowin EMPU(GW1NS-4C) 			
IPUG931-1.3E_Gowin_EMPU(GW1NS-4C) Soft	<u>Gowin EMPU M1</u>			
IPUG932-1.3E_Gowin_EMPU(GW1NS-4C) Har	Gowin EMPU M3			
IPUG1013-1.0E_Gowin EMPU(GW1NS-4C) Sol	• Gowin PicoRV32			
RN933-1.3E_Gowin_EMPU (GW1NS-4C) Softw				
IPUG531-1.9E_Gowin_ENPU_MIT Hardware De IPUG522 1 0E_Gowin_EMPU_MIT Download P				
DUG522 1 75 Gowin EMPLI M1 Softwara Dro				
IPUG533-1.7E_Gowin_EMPU_M1 Software Pro				
IPUG535-1 9E Gowin EMPLI M1 Serial Debug				
IPUG536-1.8E Gowin EMPU M1 IDE Software				
RN537-1.9E Gowin EMPU M1 Software and E				
Gowin EMPU M3				
IPUG919-1.1E Gowin EMPU M3 IDE Software				
IPUG920-1.1E_Gowin_EMPU_M3 Serial Debug				
IPUG921-1.1E_Gowin_EMPU_M3 Quick Design				
IPUG922-1.1E_Gowin_EMPU_M3 Software Prc				
IPUG923-1.1E_Gowin_EMPU_M3 Hardware De				
RN924-1.1E_Gowin_EMPU_M3 Software and H				
Gowin_PicoRV32				
IPUG910-1.4E_Gowin PicoRV32 IDE Software				
IPUG911-1.3E_Gowin PicoRV32 Software Proc				
IPUG913-1.4E_Gowin PicoRV32 Software Dow				
■ IPUG914-1.4E_Gowin PicoRV32 Hardware De:				
🙆 😭 🚀 💵				

Click "Help > About GOWIN MCU Designer" on the menu bar to view GMD information, as shown in Figure 4-3.

Figure 4-3 About GOWIN MCU Designer



4.3 Tool Bar

Tool bar provides quick accesses to some commonly used functions, mainly including Build, Run, Stop, New Wizards, Save, Save All, Manage, Restart, Debug, Search, etc. as shown in Table 4-11.

Table 4-11 Tool Bar Options

Tool Bar Options	lcon	Functional Description
New	1	New a project or a file
Save		Save the content of the active editor
Save All	ø	Save the content of the active editor under a new name
Manage Configurations	*	Manage configurations (Debug and Release)
Build····	≪ -	Perform incremental compilation on the selected projects
Build All	010	Perform incremental compilation of all items in the workspace
Skip All Breakpoints	Ø	Skip all breakpoints in the workspace during debugging
Restart	C.	Restart GMD
Make the C/C++ Packs perspective visible		Load the device information of ARM processor
Debug	校 •	Debugging
Programmer	↓ 뮘	Start Programmer.
Open Element	2	Display the Open Element view to open an element in the editor
Search	A •	Search
Toggle Mark Occurrences		Toggle mark occurrences of C/C++ editor
Toggle Work Wrap	R	Toggle Work Wrap
Toggle Block Selection Mode		Toggle Block Selection Mode
Show Whitespace Characters	Π	Show Whitespace Characters
Next Annotation	∲	Navigate to the next item
Previous Annotation	•	Navigate to the previous item
Last Edit Location	\$	Display the last edit location
Back	<p td="" ▼<=""><td>Navigate to the previous resource that previously viewed in the editor</td></p>	Navigate to the previous resource that previously viewed in the editor
Forward	⇔	Navigate and restore the result of previous commands

4.4 Project Area

The project area shows projects and the related files. Users can check or change the project device information, user design files, etc.

4.5 Source File Editing Area

Users can view and edit source files in the source file editing area. The newly-built or opened files from the File window will be displayed in the source file editing area.

To close the file currently displayed, click "File > Close" on the menu bar or click on the icon " \times " that appears in the upper-right of the file editing area.

To close all the files in the file editing area, click "File > Close All" on the menu bar.

4.6 Information Output area

The information output area displays the processing information when the software is running. Users can verify different outputs by manually switching between the tabs:

- Console
- Problems

5 License Management

5.1 License Application

When users start GMD for the first time after it is installed, the prompt for the License installation and registration pops up. Please apply for a License before starting GMD for the first time.

The information as follows is required to apply for a license:

- MAC address (Mandatory)
- Computer name (Optional)

5.2 License Installation

After GMD is installed and started for the first time, a license configuration dialog box pops up, as shown in Figure 5-1. Figure 5-1 A Starting License Prompt



If users have no License, click "Exit" and apply for a License. If users have the License, click "Install now", import the License file, and click "OK", as shown in Figure 5-2.

Figure 5-2 License Installation

🐝 Configure License		
There is no GOWIN MCU Designer license installed.		
Please configure an existed license file:		
C:\GMD\license\gowin_mcu_70B5E839FCAF.lic	•	Browse
Apply for license, please contact FAE/Sales.		
?	ОК	Exit

As shown in Figure 5-3, when the License installation is complete, "License verify successfully!" pops up. Click "OK", and GMD starts. Figure 5-3 License Verification

🙀 Conf	figure License	
There	is no GOWIN MCU Designer license installed.	
Please	configure an existed license file:	
D:\gn	🖥 Manage License	<u></u>
Apply j	License verify successfully!	
		ок
l	*	
(?)		OK Exit

5.3 License Management

Before the License is due to expire, users can apply for a new License and reinstall.

Click Window > Perferences on the menu bar to open the "Perferences" view. Select "License > Manage" and import the new License file, as shown in Figure 5-4.

Figure 5-4 License Management

🐝 Preferences		
type filter text	Manage 🔶	• <> • •
> General	Please deploy a license file.	
Automatic Updates > C/C++ > Help	License file: C:\GMD\license\gowin_GMD_xxxxxxxxxxxxxxlic	<u>B</u> rowse
✓ License Manage	Apply for license, please contact FAE/Sales.	
 MCU Remote Systems Run/Debug Team Terminal 		
?	ОК	Cancel

5.4 License Check

After the License is installed and verified, click "Help > License Content" on the menu bar to check the installed License information, as shown in Figure 5-5.

Figure 5-5 License Check

₩ License	— 🗆 X	
Product:	GOWIN MCU Designer	
License Type:	Activation File	
License Issuer:	Gowin Semiconductor	
Expiration Date:	2024-01-13	
Redistributor:	lk	
	OK Cancel	

6 GMD Software Configuration

If the default path "C:\GMD" is used, GMD software is configured by default and users do not need to configure the toolchain; if you choose another path, re-configure the toolchain.

Click "Window > Perferences" on the menu bar to open the Perferences dialog box, configure "Global ARM Toolchains Paths", "Global Build Tools Path", "Global OpenOCD Path", "Global RISC-V Toolchain Path" and "Global RISC-V Toolchain Path", "Global RISC-V Toolchains Paths", and "Global SEGGER J-Link Path" in "MCU" option, as shown in Figure 6-1.

_	_	X
⇔ →	⇒ •	•
CLI Eclipse specific preferences		
co coipse specific preferences.		
		_
Restore <u>D</u> efaults	<u>A</u> pply	
OK C	ancel	
	OK C	OK Cancel

Figure 6-1 Software Toolchains Configuration

6.1 Global ARM Toolchains Paths Configuration

Click "Global ARM Toolchains Paths" to configure ARM MCU software toolchain, as shown in Figure 6-2 .

Figure 6-2 Global ARM Toolchains Paths

W Preferences	- L X
type filter text	Global ARM Toolchains Paths 🔅 🔹 👻
Automatic Updates ^ > C/C++ > Help	Configure the locations where various GNU ARM toolchains are installed. The values are stored within Eclipse. Unless redefined more specifically, they are used for all projects in all workspaces.
> License	Default toolchain: GNU MCU Eclipse ARM Embedded GCC 🗸
Global ARM Toolchains P	Toolchain name: GNU Tools for ARM Embedded Processors
Global Build Tools Path Global OpenOCD Path	Toolchain folder: C:\GMD\toolchain\ARM_toolchain\bin <u>B</u> rowse xPack
Global pyOCD Path	
Global QEMU Path	
Global RISC-V Toolchains	
Global SEGGER J-Link Pat	
Workspace ARM Toolcha	
Workspace Build Tools P	
Workspace OpenOCD Pa	
Workspace pyOCD Path	
Workspace QEMU Path	
Workspace RISC-V Toolc	
Workspace SEGGER J-Lin	
> Remote Systems	
> Run/Debua	Restore Defaults Apply
(?)	OK Cancel

6.2 Global Build Tools Path Configuration

Click "Global Build Tools Path" to configure build software toolchain, as shown in Figure 6-3.

Figure 6-3 Global Build Tools Path



6.3 Global OpenOCD Path Configuration

Click "Global OpenOCD Path" to configure OpenOCD debugger, as shown in Figure 6-4.

Figure 6-4 Global OpenOCD Path



6.4 Global RISC-V Toolchains Paths Configuration

Click "Global RISC-V Toolchains Paths" to configure the RISC-V MCU software toolchain, as shown in Figure 6-5.

Figure 6-5 Global RISC-V Toolchains Paths

hune filter text	Global RISC V Ta	alabaina Datha	6.	
Automatic Updates ^	Configure the loca stored within Eclip	tions where various GNU RISC-V toolcha se. Unless redefined more specifically, th	ins are installed. [•] ey are used for a	The values a Il projects in
> Help	workspaces.			
> License	Default toolchain:	GNU MCU RISC-V GCC		
~ MCU	Toolchain name:	GNU MCU RISC-V GCC		
Global ARM Toolchains P	rooichain name.		_	
Global Build Tools Path	Toolchain folder:	C:\GMD\toolchain\RISC-V_toolchain\bir	<u>B</u> rowse	xPack
Global OpenOCD Path				
Global pyOCD Path				
Global QEMU Path				
Global RISC-V Toolchains				
Global SEGGER J-Link Pat				
Workspace ARM Toolcha				
Workspace Build Tools P				
Workspace OpenOCD Pa				
Workspace pyOCD Path				
Workspace QEMU Path				
Workspace RISC-V Toolc				
Workspace SEGGER J-Lin				
> Remote Systems			Restore Defaults	App
Kun/Debua	<			>
	1			
			011	o 1

6.5 Global SEGGER J-Link Path Configuration

Click "Global SEGGER J-Link Path" to configure ARM MCU debugger, as shown in Figure 6-6.

Figure 6-6 Global SEGGER J-Link Path

W Preferences				×
type filter text	Global SEGGER J-Link Path	¢	• <> •	•
Automatic Updates C/C++ Help License MCU Global ARM Toolchains P Global Build Tools Path Global OpenOCD Path Global QEMU Path Global QEMU Path Global SISC-V Toolchains Workspace ARM Toolcha Workspace QpenOCD Path Workspace QPenOCD Path Workspace QEMU Path Workspace RISC-V Toolc Workspace SEGGER J-Lin	Configure the location where SEGGER J-Link is installed. T Eclipse. Unless redefined more specifically, they are used workspaces. After installing SEGGER updates, restart Eclipse for the de use the Restore Defaults button to configure the new loca Executable: JLinkGDBServerCL.exe Folder: C:/Program Files (x86)/SEGGER/JLink	The values are st for all projects efaults to be re- ation.	tored within in all evaluated ar xPack	nd
> Run/Debua V	Res	store <u>D</u> efaults	Apply	
?		ОК	Cancel	

7 Using GMD Software

7.1 Create a New Project

Click "File > New > C Project" on the menu bar or " \square " on the toolbar to open "New C Project" dialog box.

Create a New Project

- Select "Empty Project" in "Project type".
- If you create a new ARM MCU software project, select "ARM Cross GCC" in "Toolchains".
- if you create a new RISC-V MCU software project, select "RISC-V Cross GCC" in "Toolchains".
- Select workspace, or use "Use default location" in "Location".
- Enter the new project name in "Project name".
- Click "Next", as shown in Figure 7-1.

Figure 7-1 New C Project

🐳 C Project			×
C Project Create C project of selected type			\$
Project name: test Use default location Location: C:\GMD\workspace\test		B <u>r</u> owse	
Choose file system: default Project type: Toolchains: Executable Empty Project Hello World ARM C Project Hello World ARSC-V C Project Hello World RISC-V C Project Show project types and toolchains only if they are supported	on t	he platfo	rm
? < <u>B</u> ack <u>N</u> ext > <u>F</u> inish		Cance	el

Select Platforms and Configurations

Select "Debug" and "Release", and click "Next", as shown in Figure 7-2.

Figure 7-2 Select Platforms and Configurations

W C Project		— 🗆 X
Select Configurations Select platforms and configura	tions you wish to deploy on	
Project type: Executable Toolchains: ARM Cross Ge Configurations: ☑ ⑲ Debug ☑ ᅠᅠ	cc	Select all Deselect all Advanced settings
Use "Advanced settings" button Additional configurations can b Use "Manage configurations" b	n to edit project's properties. De added after project creation. Duttons either on toolbar or on property	pages.
?	< <u>B</u> ack Next > Fir	nish Cancel

Select the Toolchain and Path

If the default path "C:\GMD" is used, GMD software is configured by default and users do not need to configure the software toolchain; if you choose another installation path, re-configure the software toolchain.

If it is an ARM MCU software project, select an ARM MCU software toolchain, as shown in Figure 7-3.

194107 01						
W C Project						×
GNU ARM Cross	Toolchain ain and configure path					\$
Toolchain name:	GNU MCU Eclipse ARM	Embedded GC	C (arm-non	e-eabi-g	Icc)	~
Toolchain path:	C:\GMD\toolchain\ARM_	toolchain\bin			Brow	vse
?	< <u>B</u> ack	<u>N</u> ext >	<u>F</u> inish		Cance	əl

Figure 7-3 ARM MCU Toolchain and Path

If it is a RISC-V MCU software project, select a RISC-V MCU software toolchain, as shown in Figure 7-4.

🐳 C Project	-		×
GNU RISC-V Cros	ain and configure path		\$
Toolchain name:	GNU MCU RISC-V GCC (riscv-none-embed-gcc)		~
Toolchain path:	C:\GMD\toolchain\RISC-V_toolchain\bin	Brow	vse
?	< <u>B</u> ack <u>N</u> ext > <u>Finish</u>	Cance	4

7.2 Import Projects

Click "File > Import" on the menu bar, select "General > Existing Projects into Workspace", and the "Import Projects" dialog box opens to import the existing projects, as shown in Figure 7-5.

0 1	,				
🐳 Import			_		×
Import Projects Select a directory to sear	ch for existing	Eclipse pro	jects.		
• Select roo <u>t</u> directory:	C:\GMD\dem	o\Gowin_EN	IPU(GW1NS- 🗸	B <u>r</u> ows	e
○ Select <u>a</u> rchive file:			~	B <u>r</u> ows	e
<u>P</u> rojects:					
⊂ cm3_uart (C:\GMI)\demo\Gowir	n_EMPU(GW	INS-4C)\V1.2\cr	<u>S</u> elect	All
Options Search for nested pro <u>C</u> opy projects into we Hide projects that alr	ojects orkspace eady exist in t] he workspac	e		
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Add projec <u>t</u> to work	ing sets			Ne <u>w</u>	
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Figure 7-5 Import Projects

If the default path "C:\GMD" is used, GMD software is configured by default and users do not need to configure the software tool chain; if you choose another installation path, re-configure the software tool chain of the imported project.

Right-click the project in "Project Explorer", click "Properties" to open "Properties" dialog box; click "C/C++ Build > Settings", select the "Toolchains" tab, and configure "Toolchain path" and "Build tools Path", as shown in Figure 7-6.

In "Toolchain path", click "global"; if it is an ARM MCU software project, select "Global ARM Toolchains Paths"; if it is a RISC-V MCU software project, select "Global RISC-V Toolchains Paths".

In "Build tools Path", click "global" and select "Global Build Tools Path".

Properties for cm3_uart			- 0
type filter text	Settings		← ▼ ⇒ ▼
> Resource			
✓ C/C++ Build			
Build Variables	Configuration: Debug	; [Active] ~	Manage Configurations
Environment			
Logging	N Tool Settings	Toolchains 🔳 Devices 🔌 Build Steps 🚇 Build Artifac	t 🔜 Binany Parsers ()
Settings	Tool settings	Devices / Build Steps _ Build Artifact	
C/C++ General	Name: 0	SNU Tools for ARM Embedded Processors (arm-none-eabi	-gcc)
> MCU	Architecture:	ARM (AArch32) v	
Project References	Prefix	arm-none-eahi-	
Run/Debug Settings			
	Suffix:		
	C compiler:	JCC	
	C++ compiler:	3++	
	Archiver: a	ar	
	Hex/Bin converter:	зыјсору	
	Listing generator:	bjdump	
	Size command: s	ize	
	Build command:	nake	
	Pomovo commande a		
	Keniove command:		
	Toolchain path:	:\GMD\toolchain\ARM toolchain\bin	
	. (†	o change it use the global or workspace preferences page	s or the project properties (
	Build tools path:	GMD\toolchain\GNU MCU Eclipse\Build Tools\2.11-2018	0428-1604\bin
	4.	o change it use the global or workspace preferences page	s or the project properties (
	(o change it use the <u>grobal</u> of <u>workspace</u> preferences page	s of the <u>project</u> properties (
	Create flash image		

Figure 7-6 Software Toolchain Configuration

7.3 Project Configuration

7.3.1 Tool Settings Configuration

Right-click the project in "Project Explorer", and click "Properties" to open Properties dialog box; click "C/C++ Build > Settings", and select the "Tool Settings" tab; the ARM MCU "Tool Settings" configuration is shown in Figure 7-7, and the RISC-V MCU "Tool Settings" configuration is shown in Figure 7-8.



Figure 7-7 ARM MCU Tool Settings

Figure 7-8 RISC-V MCU Tool Settings



7.3.2 Devices Configuration

Configure "Devices > Device selection" of ARM MCU. Select "ARM Cortex M3 > ARMCM3" for ARM Cortex-M3 and select "ARM Cortex M1 > ARMCM1" for ARM Cortex-M3 device, as shown in Figure 7-9.

Figure	7-9	Devices	Selection
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e filter text	Settings				(= • =
Resource C/C++ Build					
Build Variables Environment Logging	Configuration: Debug [A	ictive j		✓ Manag	je Configuratio
Settings Tool Chain Editor	🛞 Tool Settings 🛞 Too	Ichains 📕 Devices	Build Steps	👚 Build Artifa	ct 🗟 Binary
C/C++ General	Name	Details	3 7		^
MCU Designed Backgrounds	ARM Cortex	M1 Eamily (12	8 kB RAM 256 k	B ROM)	
Project References Run/Debug Settings	ARMCM1	Device (Co	ortex-M1. Rev r1	0, 10 MHz)	
Nully bebug betaligs	> ARM Cortex	M23 Family (25	6 kB RAM, 4096	kB ROM)	
	✓ ARM Cortex	M3 Family (12	8 kB RAM, 256 k	B ROM)	
	ARMCM3	Device (Co	ortex-M3, Rev r2p	o1, 10 MHz)	
	> ARM Cortex	M33 Family (25	6 kB RAM, 4096	kB ROM)	
	> ARM Cortex	M4 Family (12	8 kB RAM, 256 k	B ROM)	
	ARM Cortex	M7 Family (12	8 kB RAM, 256 k	B ROM)	>
	Device core: Cortex-M3				
	Memory map (Warning: ARMCM3	Not yet used to gene	rate the linker sc	ripts!)	
	Section Start	Size	Startup		
	IRAM1 0x200000	00 0x00020000	0		
	IROM1 0x000000	00 0x00040000	1		
	Edit				

7.4 Build Project

After completing the project configuration and coding, build the project; click build button "", or right-click the project to select "Build Project", as shown in Figure 7-10.

🔆 C/C++ - cm3_led/USER/main.c - GOWIN MCU Designer		– 🗆 ×
<u>Eile Edit Source Refactor N</u> avigate Se <u>a</u> rch <u>P</u> roject	<u>R</u> un <u>W</u> indow <u>H</u> elp	
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Project Explorer 🛛 🦳 🗖 🗟 main.c 🕅		— 🗆 🏪 о 🛛 🔁 о 🛞 в — 🗖
<pre>Project txplorer ≥ □ I I manc ≥ 3</pre>	<pre>main.c[ms4c.h" ns4c.h" ns (_IO wint32_t delay_ms); (void);); //Initializes system //Initializes GPIO tBit(GPI00,GPI0_Pin_0); //LED1 on 500);</pre>	 I² 2 2 2 4 2 I² 3 2 4 2 I² 4 2 3 2 I² 4 3 2
28 GPIO_SetB 29 delay_ms(it(GPI00,GPI0_Pin_0); //LED1 off 500);	
30 }		× · · · · · · · · · · · · · · · · · · ·
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Invoking: Cross A arm-none-eabi-size text data 1108 1084 Finished building:	1 GNU Print Size format=berkeley "cm3_led.elf" bss dec hex filename 36 2228 8b4 cm3_led.elf cm3_led.siz	^
16:50:19 Build Fin	- ished (took 674ms)	Į
< د		>
	Writable Smart Insert 3:1	6

Figure 7-10 Build Project

7.5 Download Project

Use the download tool Programmer to download the software programming Binary file.

Click "Run > Programmer" on the menu bar or "III" on the toolbar to open Programmer, as shown in Figure 7-11.

Figure 7-11 Download Project

🐝 C/C++ - cm3_led/USER/main.c - GOWIN MCU Designer –	×
File Edit Source Refactor Navigate Search Project Run Window Help	
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• ● • ● • • • • • • • • • • • •	¥ ♥ itile uint32 : void t : void tile uint32
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😰 Problems 🧔 Tasks 🖳 Console 🔅 🗔 Properties 🕹 🗘 😫 🛄 📰 🗮 📑 🖳 🖝 🖳 🕶	
Invoking: Cross ARM GNU Print Size arm-none-abi-size -format-berkeley "cm3_led.elf" text data bss dec hex filename 1108 1084 36 2228 804 cm3_led.elf Finished building: cm3_led.siz	^
16:50:19 Build Finished (took 674ms)	•
	>
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7.6 Debug Projects

Select "Run > Debug Configurations > GDB SEGGER J-Link Debugging" on the menu bar, right-click and select "New" to configure debugging, as shown in Figure 7-12. Lim

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	C
Ype filter text € C/C++ Application € C/C++ Attach to Application € C/C++ Postmortem Debugger € C/C++ Remote Application € GDB Hardware Debugging € GDB PoPOCD Debugging € GDB SCEDU Debugging € GDB SEGEEN ► Launch Group ► Delete	 Configure launch settings from this dialog: Press the 'New' button to create a configuration of the selected type. Press the 'Duplicate' button to copy the selected configuration. Press the 'Delete' button to remove the selected configuration. Press the 'Filter' button to configure filtering options. Edit or view an existing configuration by selecting it. Configure launch perspective settings from the 'Perspectives' preference page.
?	Debug Clos

After debugging configuration, click "Debug" to step through, as shown in Figure 7-13.

Figure 7-13 Start to Debug

Wworkspace_cm1 - Debug - cm1_led/USER/main.c - GOWIN MCU Designer		- 🗆 X
File Edit Source Refactor Navigate Search Project Run Window		
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✓		20 🕫 🖻 📑 🗢
✓ 2 cm1_led.elf	Name	Туре
✓		31-
main() at main.c:28 0x654		
JLinkGDBServerCL.exe	1	
🚚 arm-none-eabi-gdb		
🗸 Semihosting and SWV	-	0
i main.c ⊠		lutline 🛛 🗖 🗖
<pre>// britinit(); //Initializes bride 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2</pre>		GOWIN_M1.h GPUOInt(void) : void + delay(volatile uint32_t) : void + delay(volatile uint32_t) : void • GPIOInit(void) : void • delay(volatile uint32_t) : void
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cm1_led Debug [GDB SEGGER J-Link Debugging] JLinkGDBServerCL.exe		
Setting breakpoint @ address 0x00000642, Size = 2, BPHandle = 0x0	01D	-
Breakpoint reached @ address 0x00000654		
Reading all registers		
Demoving bresknoint & address avaaaaa617 Size - 7		>
	Emart Incort 29 - 1	
writable		3 💷

8 GMD Software Uninstallation

Under GMD installation path, double-click "uninst.exe" to uninstall GMD software, as shown in Figure 8-1.

Figure 8-1 GMD Uninstallation

⊜ GMD V1.2 Uninstall	-		\times
Uninstalling Please wait while GMD V1.2 is being uninstalled.			8
Delete file: C:\GMD\demo\Gowin_EMPU_M1\V1.7\cm1_led\PERIPHERAL\	nc\GOW	IN_M1_	rtc.h
Delete file: C:\GMD\demo\Gowin_EMPU_M1\V1.7\cm1_led\GOWIN_M1_ Delete file: C:\GMD\demo\Gowin_EMPU_M1\V1.7\cm1_led\PERIPHERAL Delete file: C:\GMD\demo\Gowin_EMPU_M1\V1.7\cm1_led\PERIPHERAL	_flash.ld .\inc\GO' .\inc\GO' .\inc\GO' .\inc\GO' .\inc\GO' .\inc\GO' .\inc\GO'	WIN WIN WIN WIN WIN WIN WIN	*
GOWIN Semiconductor Corp	2	Can	cel

