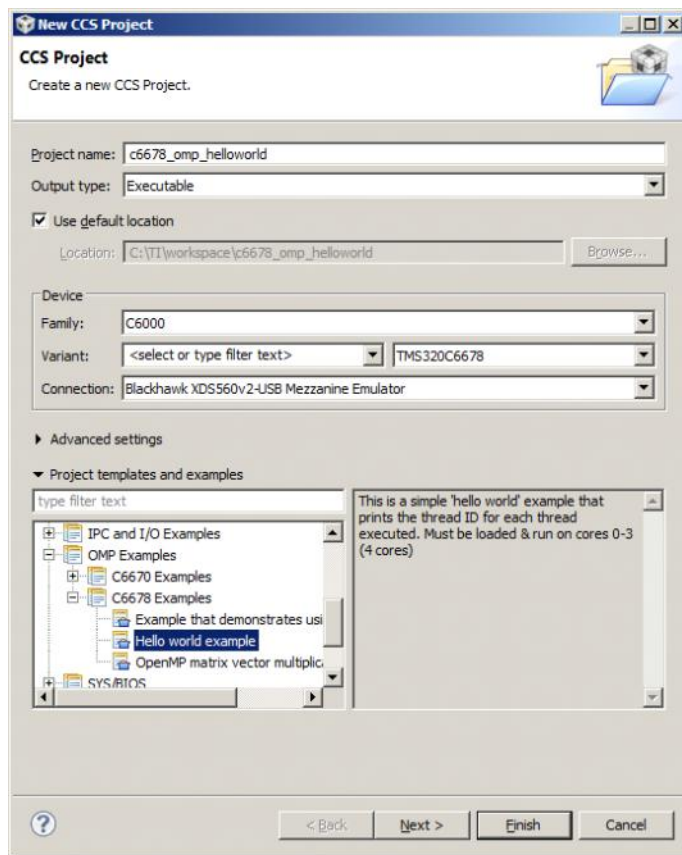


C6678 OMP HW

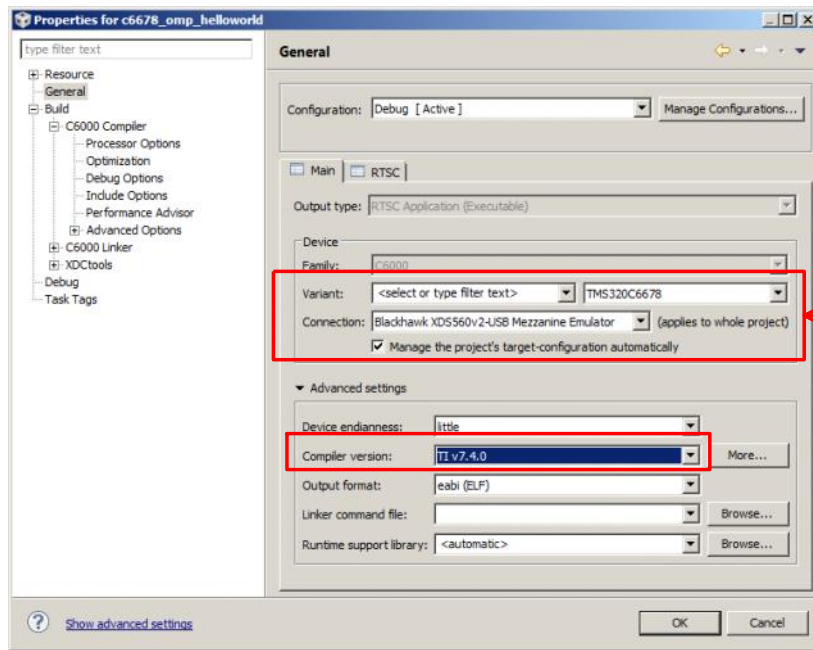
Tuesday, April 09, 2013
8:27 AM

Create a new CCS project

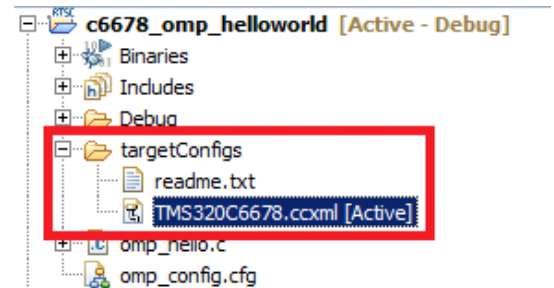


From Project Explorer, right-click on the project name,
select Properties:

Be sure Compiler version is 7.4.0



Specifying the chip variant and connection will automatically generate a target configuration (but will still need to attach the GEL file)



Double-click on the target configuration

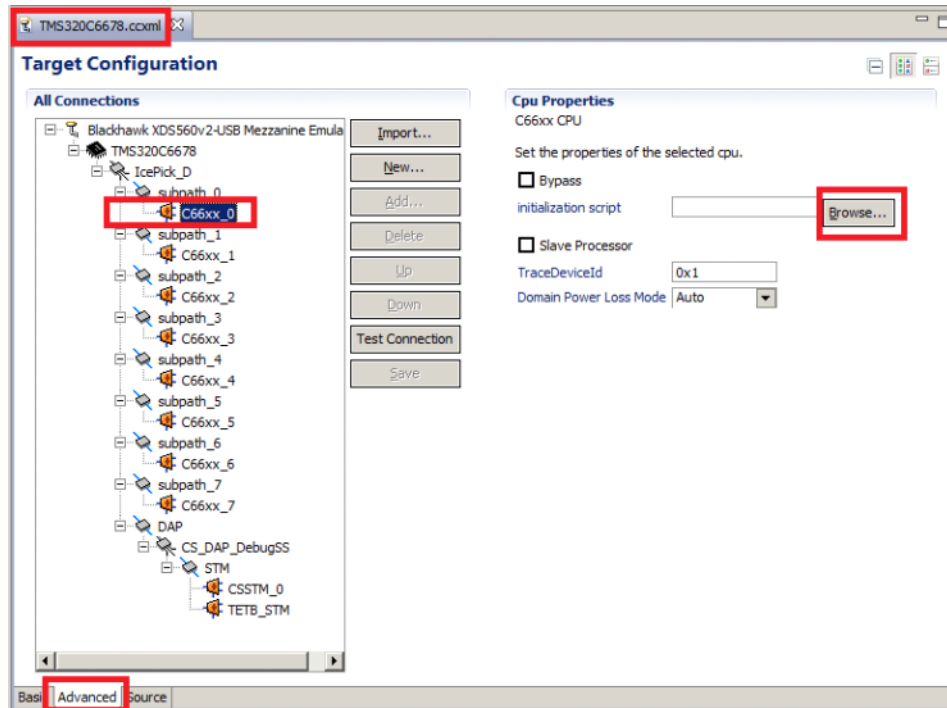
Click on the 'Advanced' tab

Select 'C66xx_0' from subpath_0

Press Browse... to navigate to the GEL; the path will be something like:

C:\TI\ccsv5\ccs_base\emulation\boards\evmc6678\gel

Press Save



Project Modifications

One modification to the example project is required.

In the **Project Explorer** window, expand the set of files available under the new project. Open the file *omp_config.cfg* by double-clicking on it. The edit window has two tabs on the bottom left. Select the **Source** tab. Find the source line which begins **var**

OpenMP ... Change the code as follows ...

```
var OpenMP = xdc.useModule('ti.omp.utils.OpenMP'); // no change
OpenMP.setNumProcessors(4); // no change
OpenMP.autoDnldCore = false; // add this line
```

The new line disables the feature called auto-download. A side effect of auto-download is that printf works only on core 0. Save the change to the configuration file by entering control+S or selecting **File | Save**.

Pasted from <http://processors.wiki.ti.com/index.php/OpenMP_on_C6000>

Build and Load

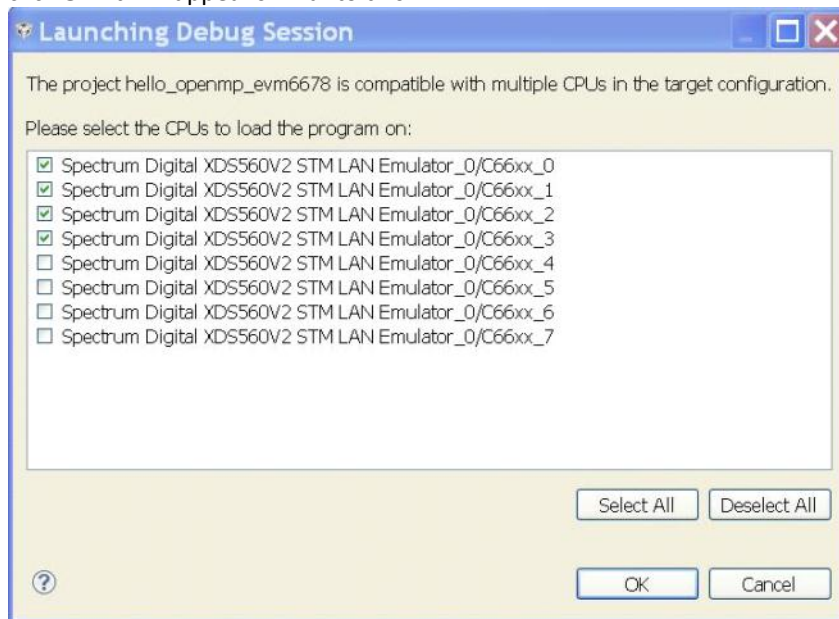
In the **Project Explorer** window, insure the new project is selected.

Select the Debug icon.



Debug icon

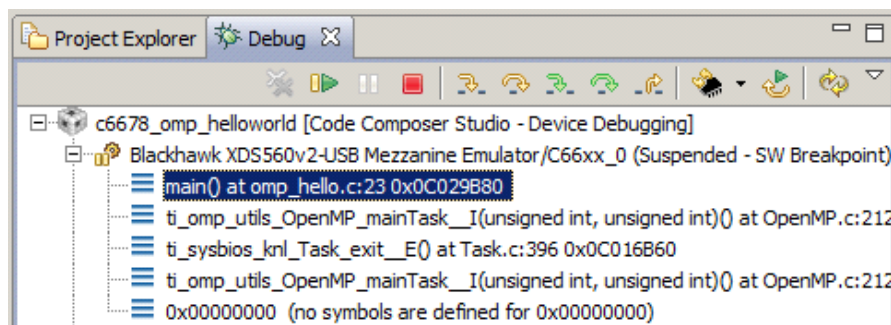
Next a dialog will come up which asks which CPU cores to load the program on. Select cores 0-3, then click **OK**. It will appear similar to this ...

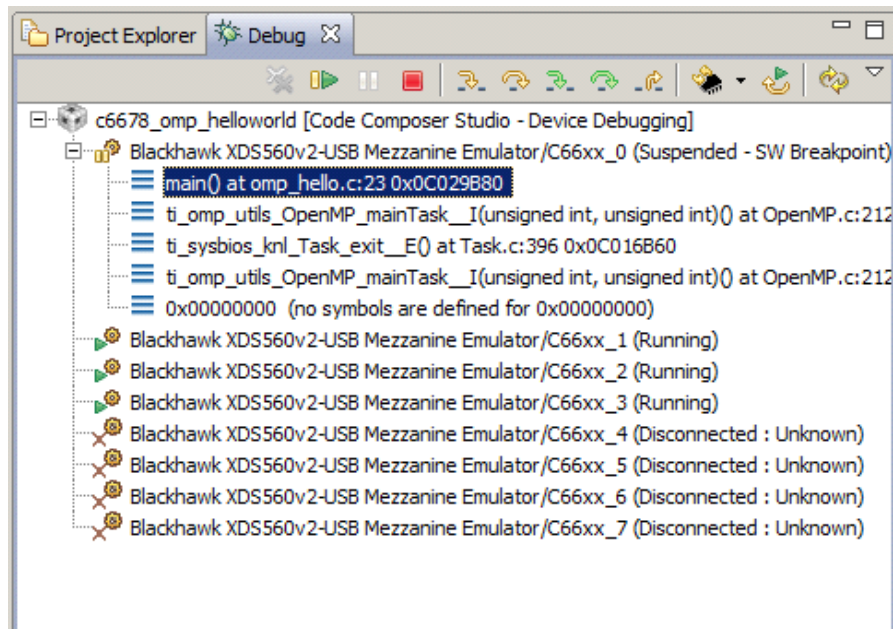


Select cores 0-3

Pasted from <http://processors.wiki.ti.com/index.php/OpenMP_on_C6000>

No cores should automatically begin "running". If they do, the likely cause is a missing GEL file.





Press F8 (Resume)

The Debug and Console should look like this after the program runs:

