

IAR Systems J-Link for MSP430 QuickStart Guide

Installation

1. Install the MSP430 IAR Embedded Workbench
2. Connect the computer and the J-Link using the USB cable (do not connect the J-Link to the target board yet). The green LED on the front panel of the J-Link will blink for a few moments while Windows searches for a USB driver.

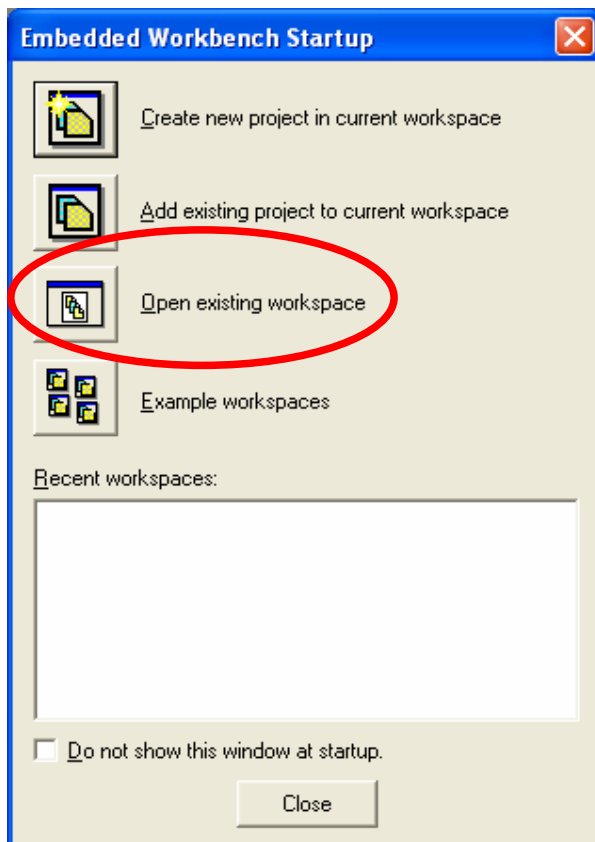
Since this is the first time that you are using J-Link, Windows will open a dialog box and ask you to browse to the USB drivers. The USB drivers can be found in the product installation in the 430\drivers\JLink directory.

```
430\drivers\JLink\jlink.inf
430\drivers\JLink\jlink.sys
```

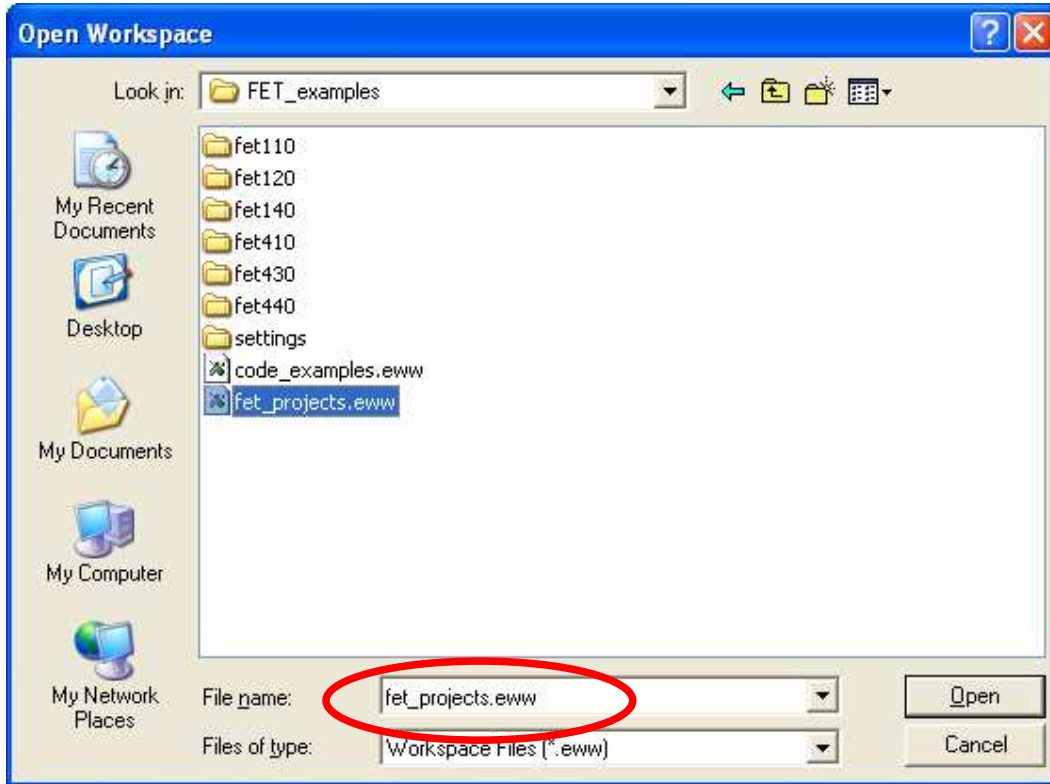
3. Once the initial setup is completed, you will not have to repeat this step. Note that the J-Link will blink each time it is connected until Windows makes the connection.

Running the demo applications in the Embedded Workbench

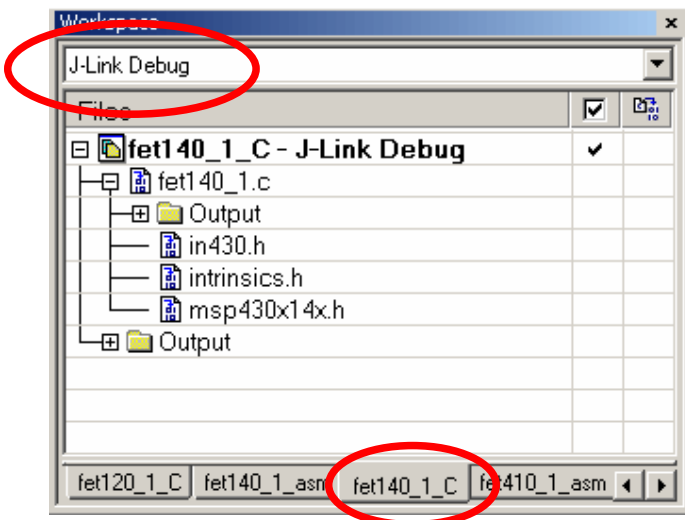
- 1 Launch the MSP430 IAR Embedded Workbench.
- 2 Click **Open existing workspace** in the **Embedded Workbench Startup** dialog box.



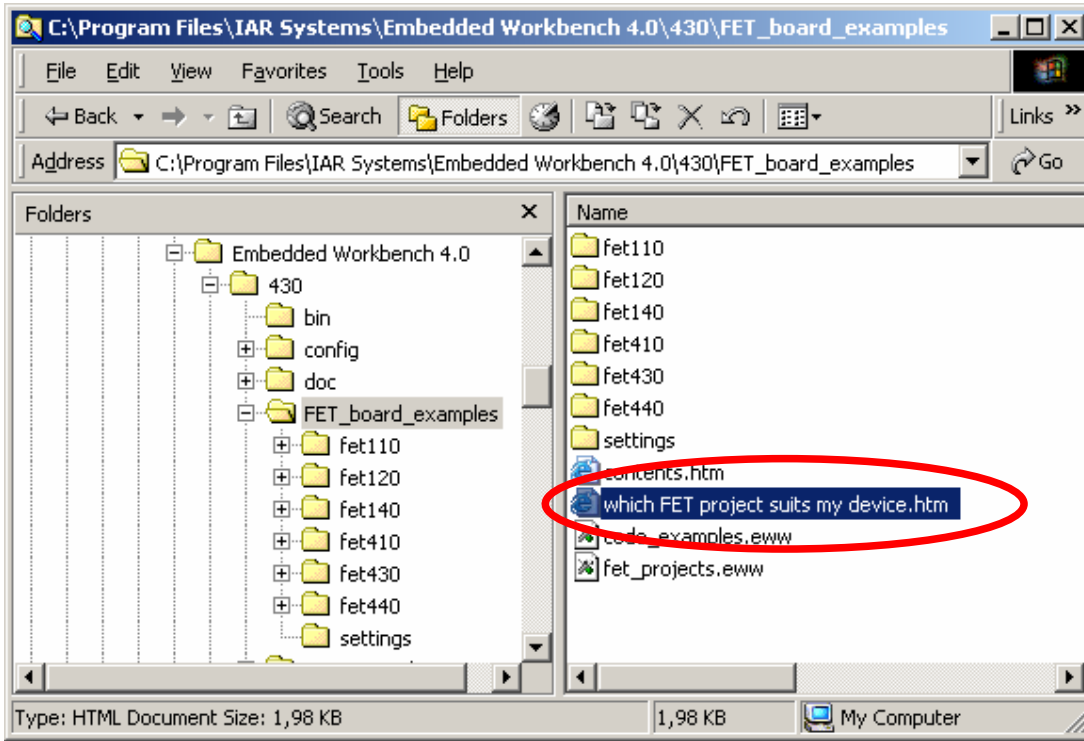
- 3 Select `fet_projects.eww` in the `FET_examples` subdirectory and click **Open**.



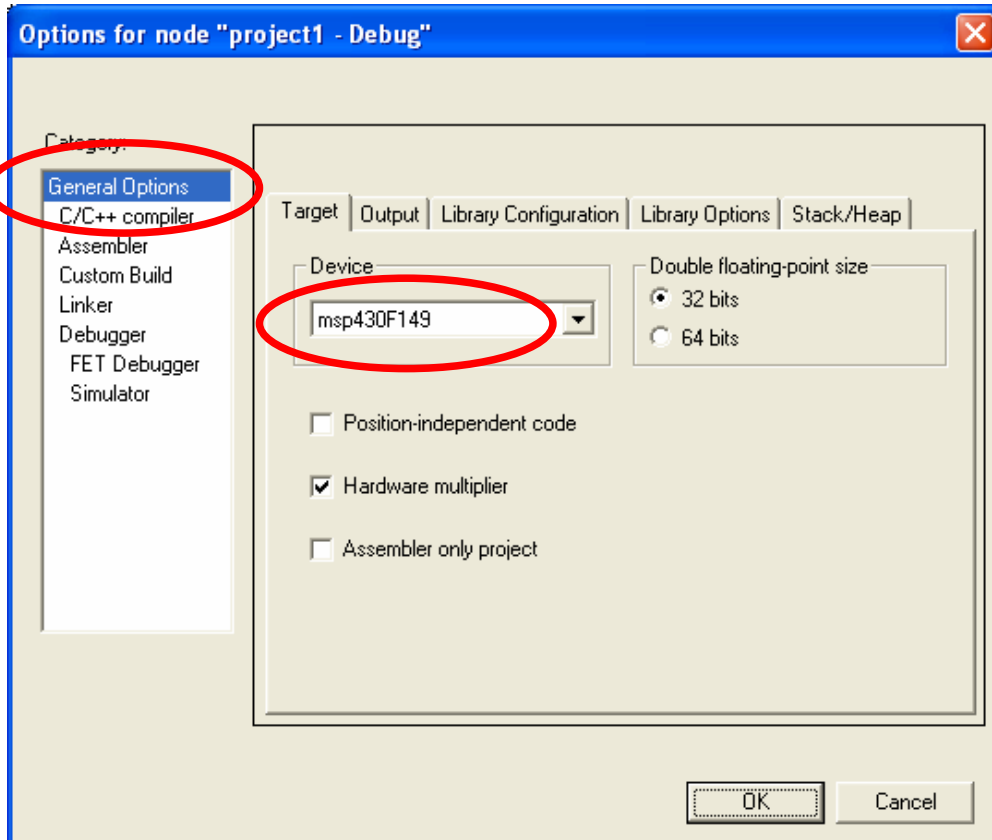
- 4 In the Workspace window, click the appropriate tab at the bottom to open the project based on the device you have. Select the **J-Link Debug** configuration in the **Configuration** drop down list.



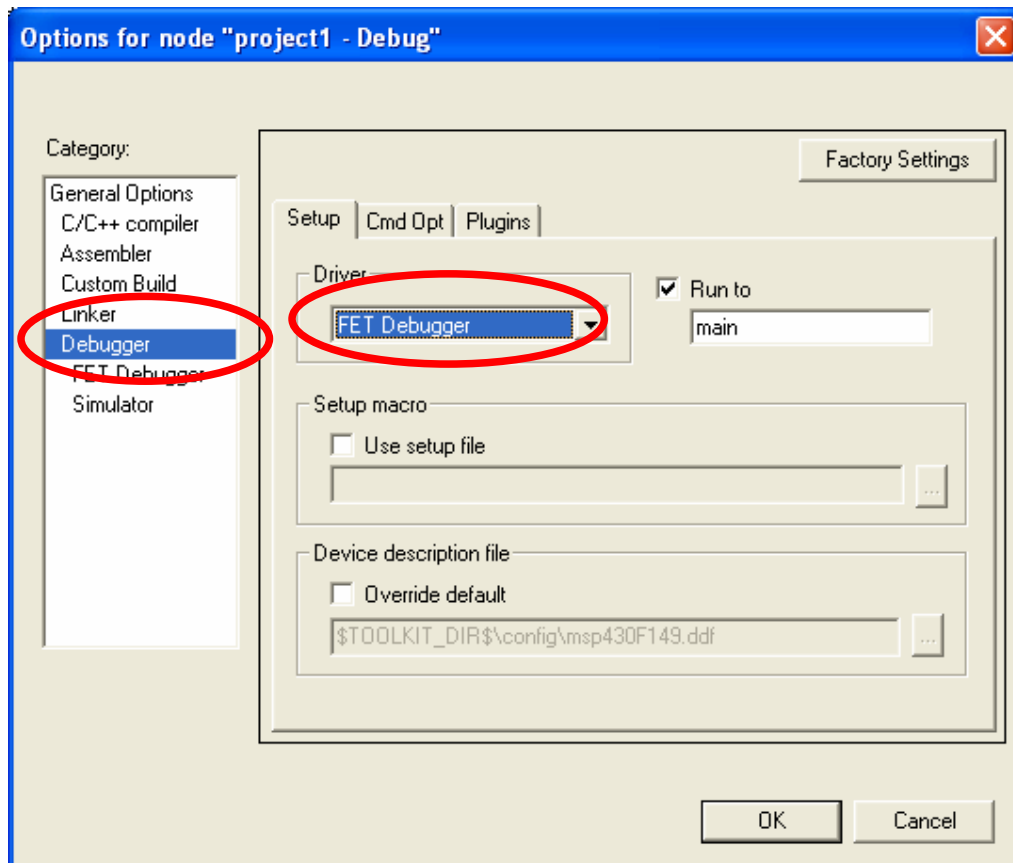
If you don't know which project to choose, read the document in the `FET_examples` directory (below).



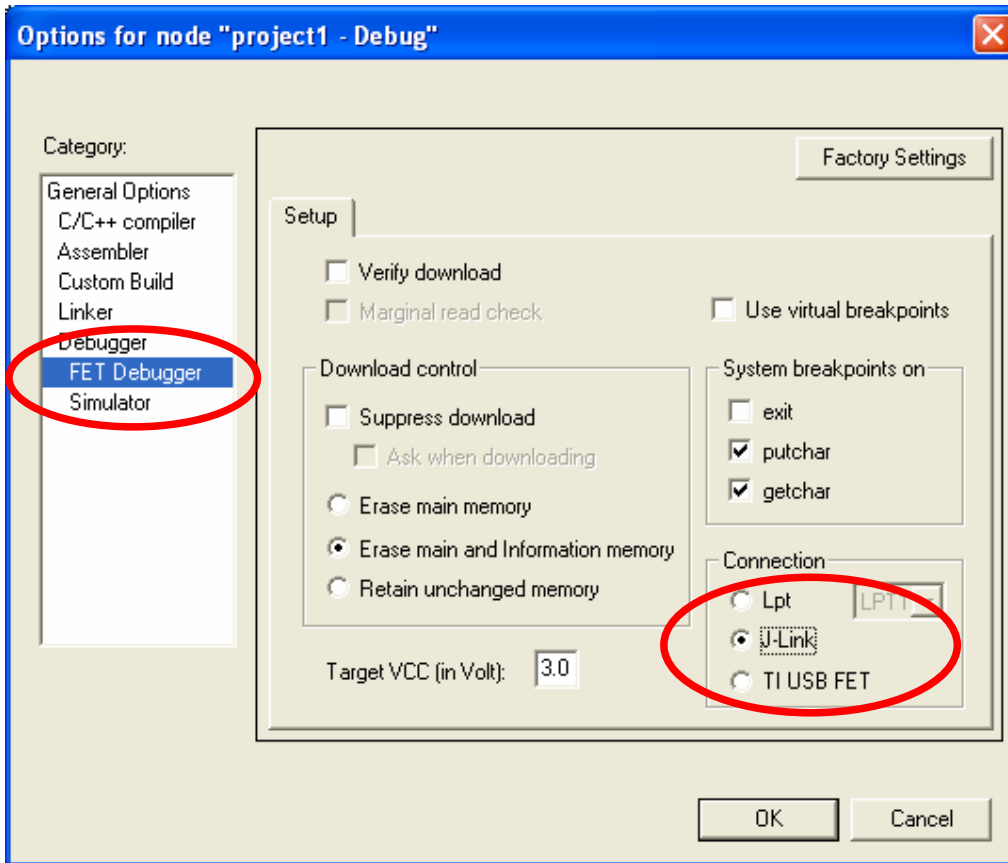
- 5 Choose **Project>Options** and select the exact device you will be using in the **General Options** category.



- 6 In the **Debugger** category, make sure that **Driver** is set to **FET Debugger**.



- 7 In the **FET Debugger** category, make sure that **Connection** is set to **J-Link**.



- 8 Click **OK**.
- 9 Connect the J-Link to the target board.
- 10 Choose **Project>Debug**. This should compile and download your application to the FET board, and then start the debugging session.
- 11 To execute the application in the debugger, choose **Debug>Go**.