

C Compiler

The C compiler is for 8600 family 32-bit MCUs, and it is mostly ANSI compatible. Some specific characteristics are presented in this section.

1.1 Establishing Environment

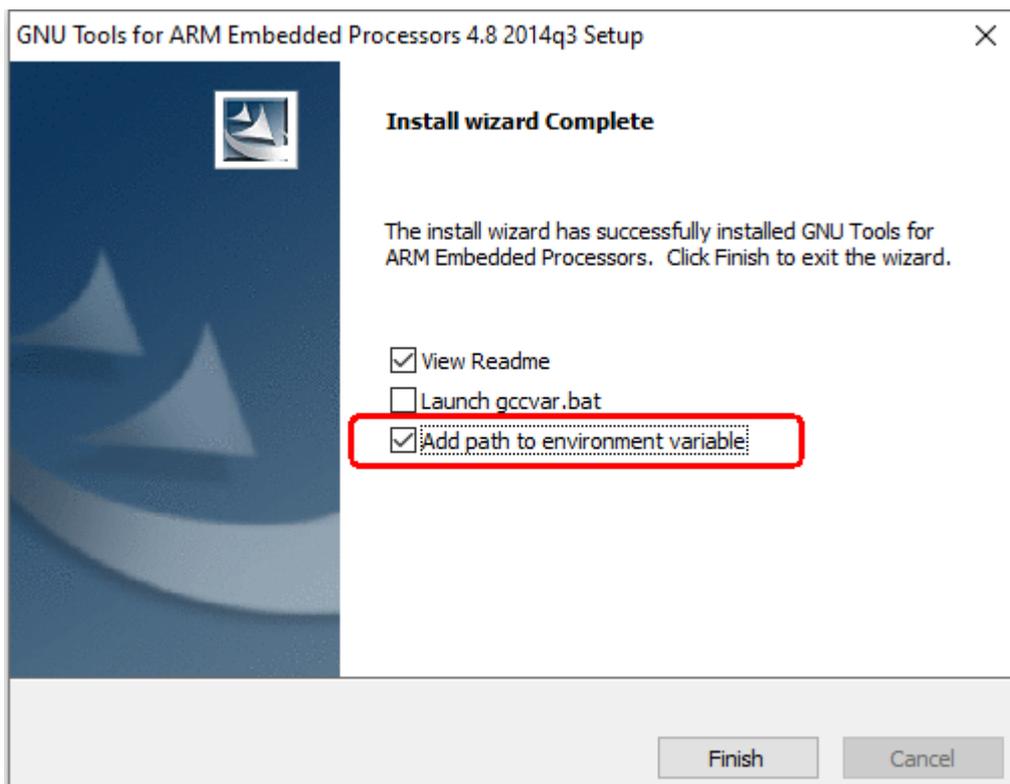
Please follow instructions below to set up the C language development environment on your platform.

1.1.1 C Compiler

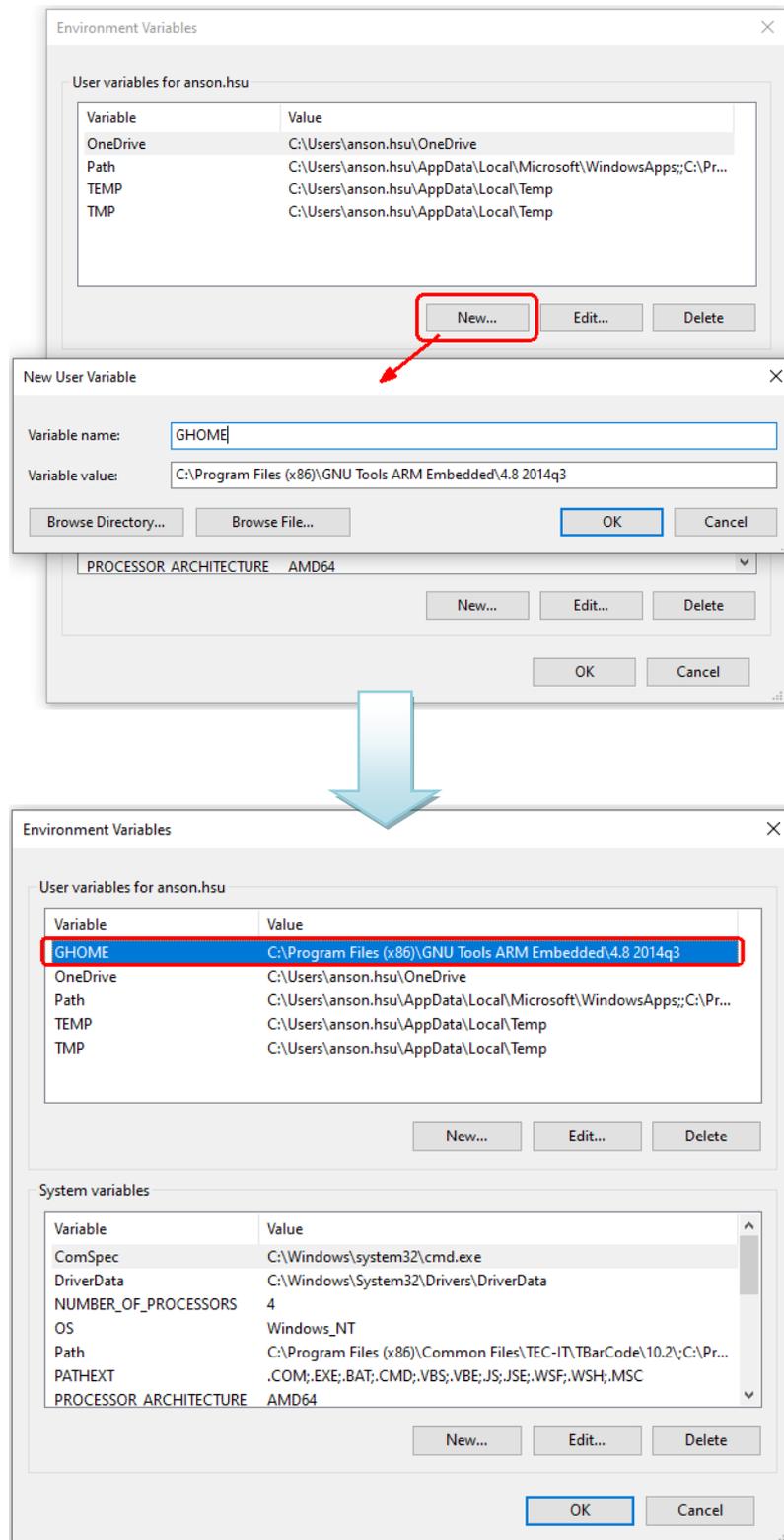
The compiler suite (GNU Arm Embedded Toolchain 4.8-2014-q3-update) can be found on the website at:

<https://launchpad.net/gcc-arm-embedded/4.8/4.8-2014-q3-update>

Perform the setup wizard to install the compiler. In the end of installation, please select the **Add path to environment variable** checkbox and then click **Finish**. This path must be specified so that all executable files (.EXE and .BAT) can be found; or you have to create it on your own.



After you have downloaded & installed the compiler, please create the **GHOME** environmental variable manually as the pictures illustrated below. This variable of path is a must for the compiler to locate all necessary files.



1.1.2 8600 Library

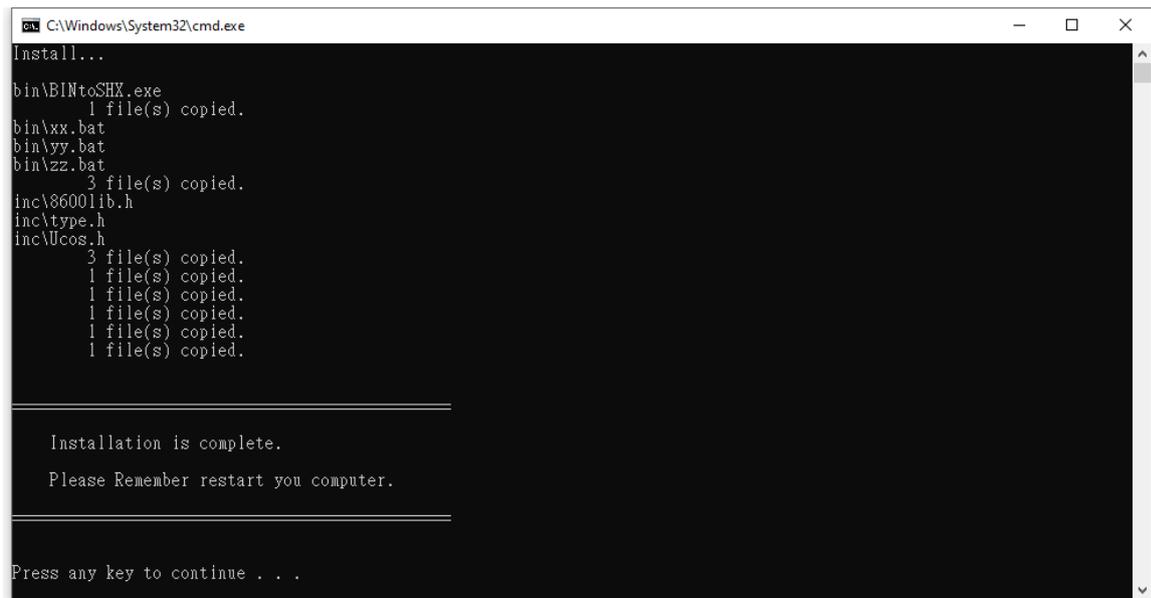
Users have to download the 8600 library 2.0 which can be downloaded from:

<http://ccs.cipherlab.com/>

Unzip the library suit and then click the **Install** (batch file) to proceed with library installation.

Name	Date modified	Type	Size
append	7/13/2020 4:35 PM	File folder	
bin	7/13/2020 4:35 PM	File folder	
inc	7/13/2020 4:35 PM	File folder	
lib	7/13/2020 4:35 PM	File folder	
LINK	7/13/2020 4:35 PM	File folder	
path	7/13/2020 4:35 PM	File folder	
UserExample	7/13/2020 4:36 PM	File folder	
Install	7/13/2020 4:15 PM	Windows Batch File	4 KB
README	3/5/2020 2:17 PM	Text Document	1 KB

You can see the command window displaying installation process. When finished, please press any key to continue.



```
CA:\Windows\System32\cmd.exe
Install...
bin\BINtoSHX.exe
  1 file(s) copied.
bin\xx.bat
bin\yy.bat
bin\zz.bat
  3 file(s) copied.
inc\8600lib.h
inc\type.h
inc\Ucos.h
  3 file(s) copied.
  1 file(s) copied.

Installation is complete.

Please Remember restart you computer.

Press any key to continue . . .
```