Q-Viewer™ User Guide

Version 6.0-3363 (beta)

Q▪Viewer™ is a product of QuasarSoft Ltd.

License

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About this Document

This document assumes that you already have background knowledge of the following:

- The software tools used for building your application, mainly the compiler and linker
- The C Programming language
- The processor

If you feel that your knowledge of C is not sufficient, we recommend The C Programming Language by Kernighan and Richie (ISBN 0-13-1103628), which describes the standard in C-programming and, in newer editions, covers the ANSI C standard.

The Q▪Kernel™ Reference Guide is available to learn the API and the Q▪Kernel™ User Guide to learn how to use Q▪Kernel™.

How to Use this Manual

The intention of this manual is to give you a detailed description for the PIC32.

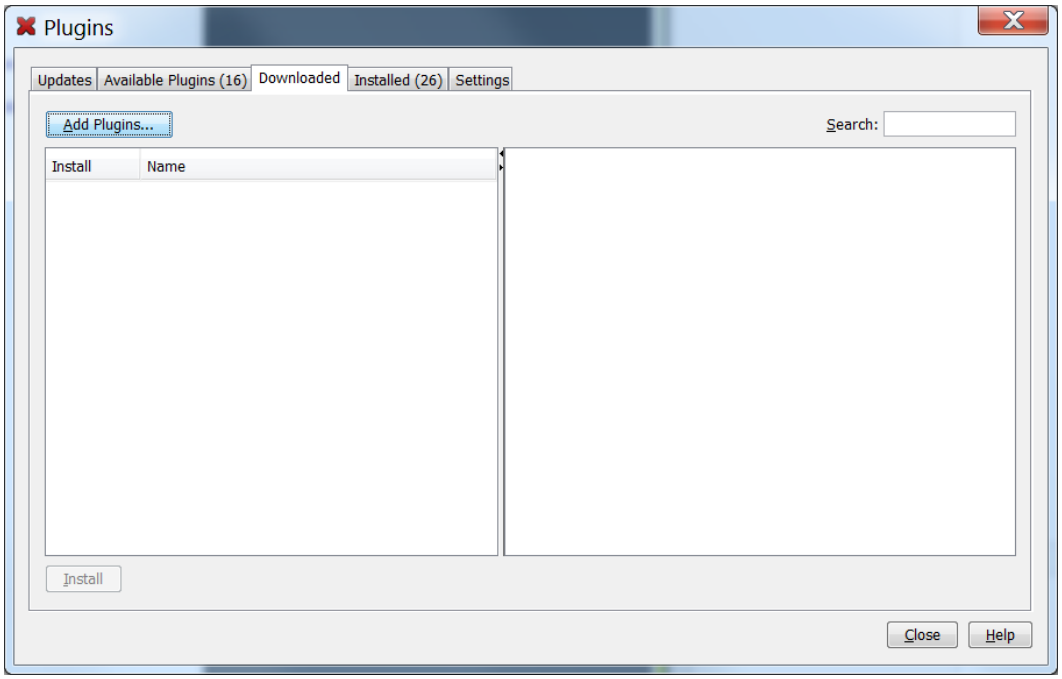
1. Introduction to Q-Viewer

1.1. Supported Q-Kernel version

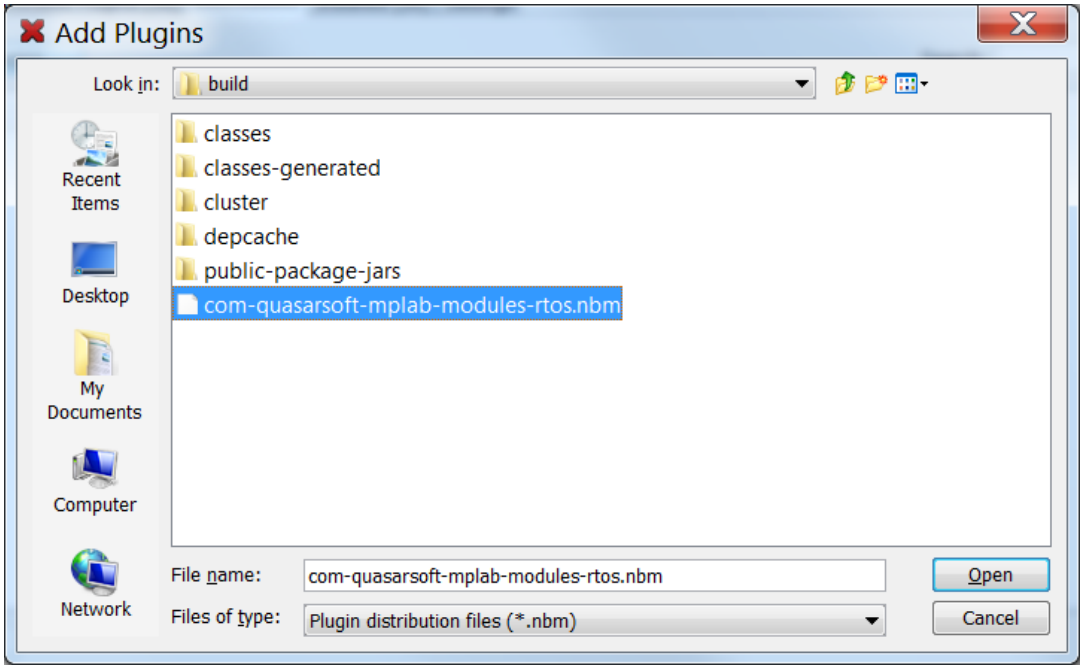
Currently only release 3363 of Q-Kernel for PIC24 and PIC32 is supported in combination with MPLAB-X 2.00 and higher.

2. Installation for MPLAB-X

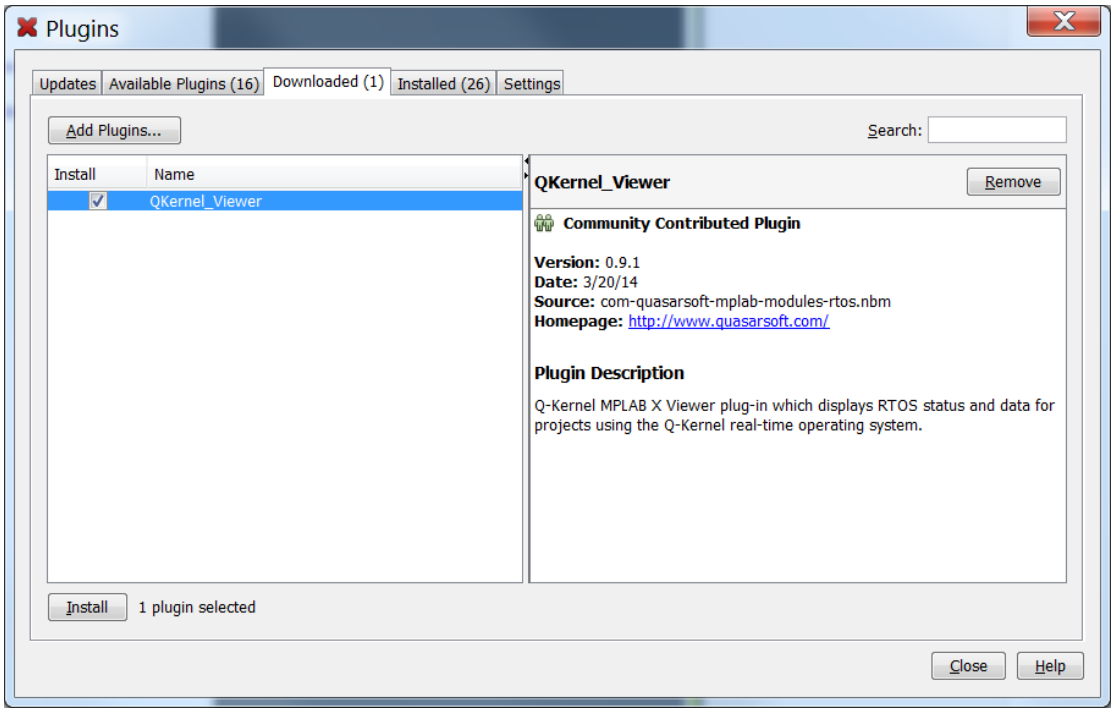
Go to tools and choose plugins.



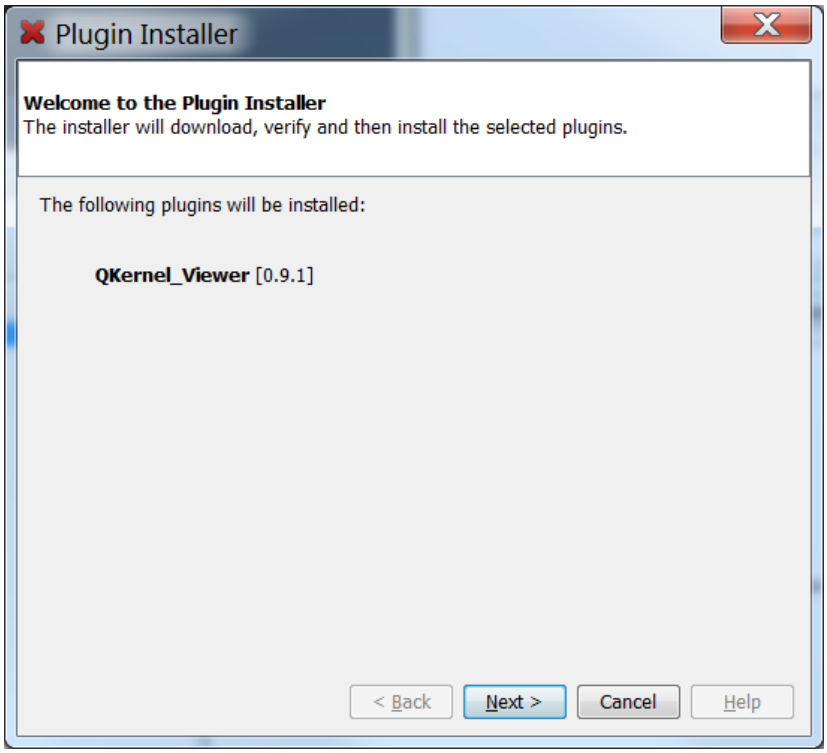
Click on Add Plugins and locate the file with the extension nbm.



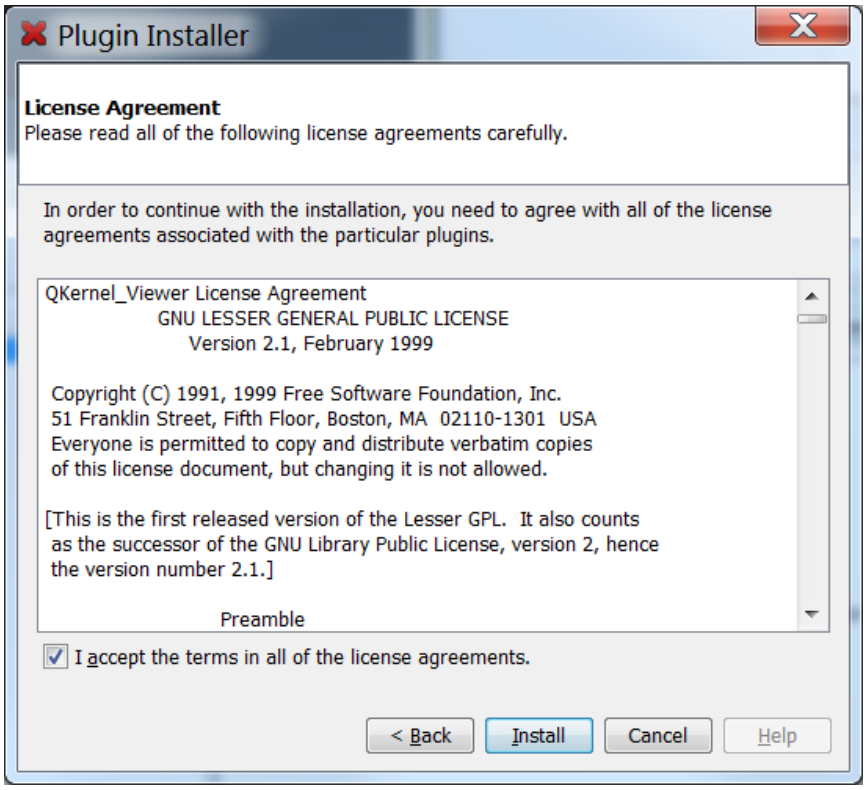
Open the file and the following window will be shown



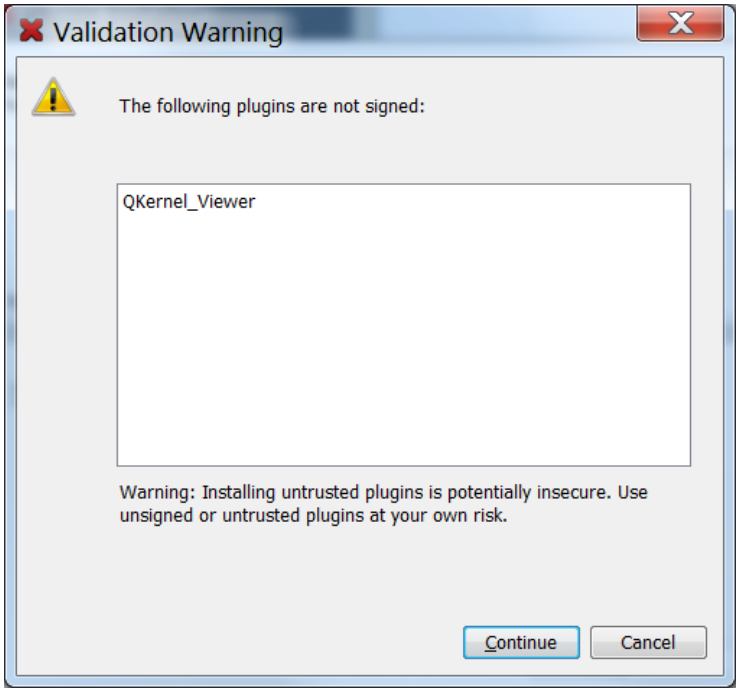
Click Install and the following Window will be shown



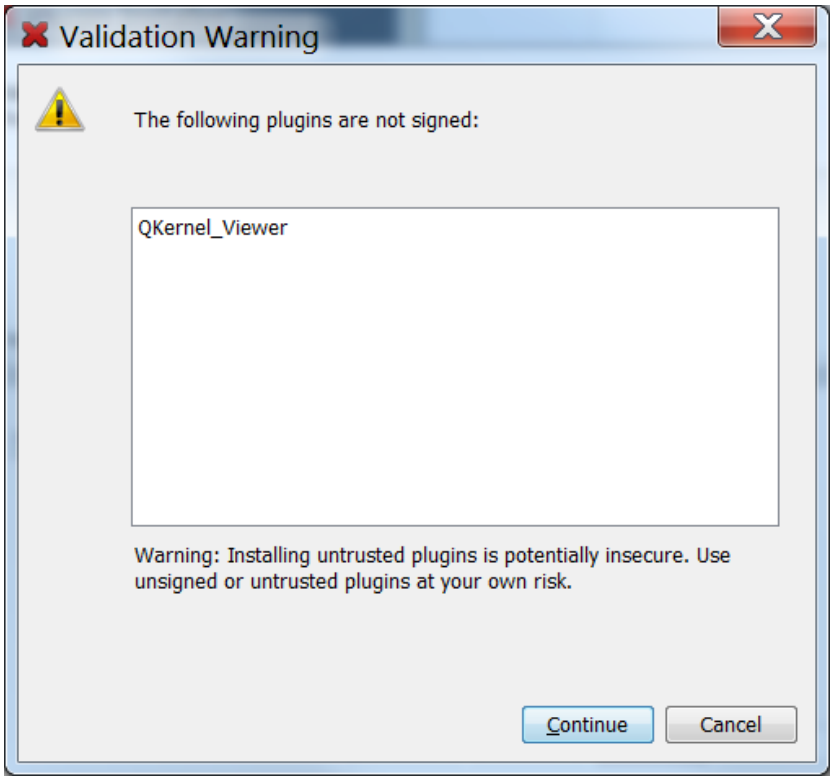
Click Next and the license agreement will be shown.



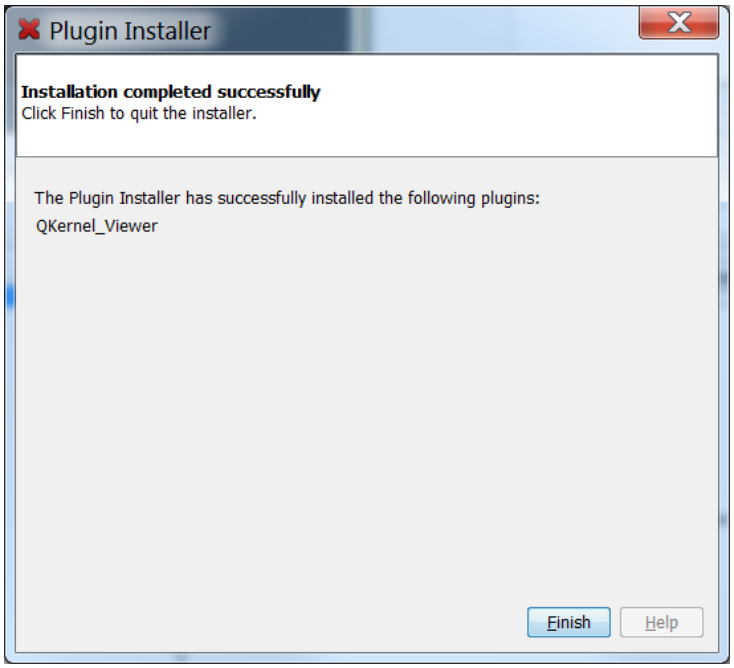
Click Accept and Install



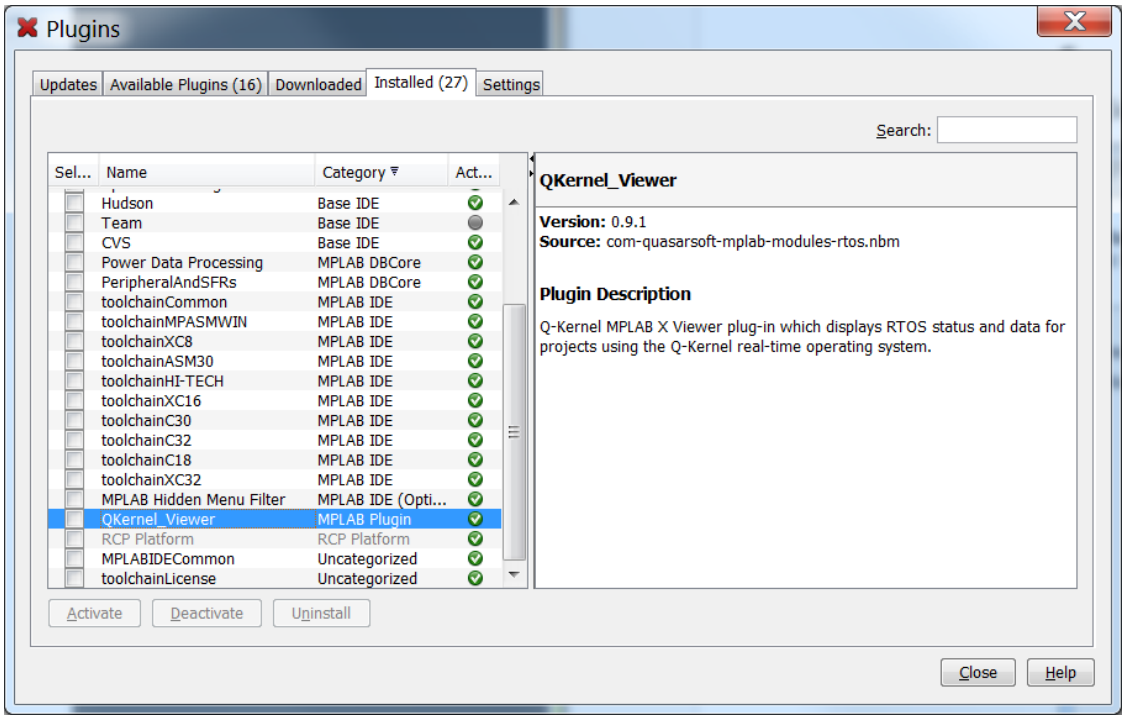
Because the viewer is not signed yet a warning is displayed



Click continue and installation is completed

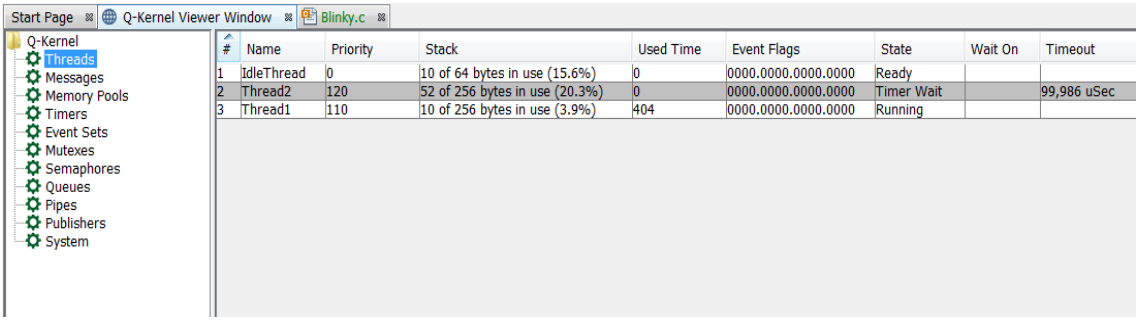


You can now inspect if the viewer is installed

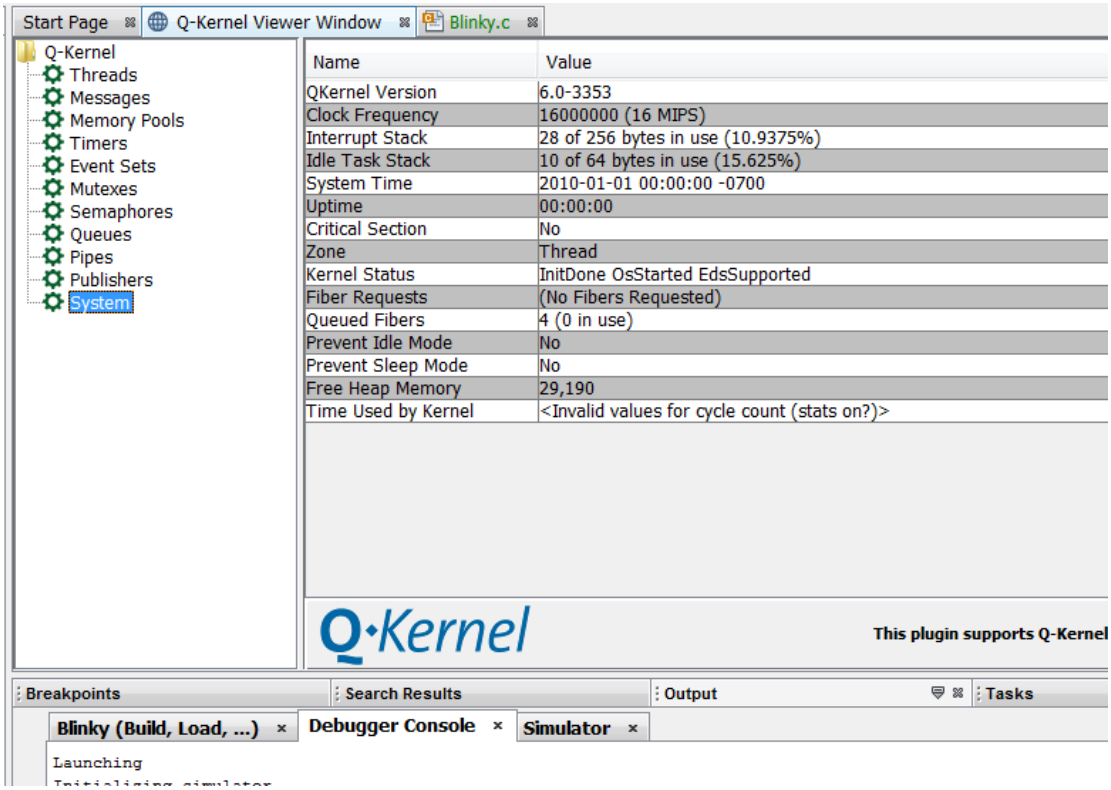


Now exit MPLAB and restart it. The viewer can be started by clicking Tools and then Embedded.

With a simple program (blinky) you will see something like this for thread



And this for system



3. Functionality