CCS Installation for ECE319K/ECE319H, University of Texas

by Jason J. Kacines, Jonathan Valvano and Ramesh Yerraballi

Step 1: Download and install version 20.2.0 of CCS on your personal computer (MSPM0G3507) (If there is a newer version than 20.2.0, ask Valvano or Yerraballi, do NOT install the newer version). Rather, install 20.2.0; this way everyone is using the same version all semester) https://www.ti.com/tool/CCSTUDIO

Click **Downloads** on the right:

Home / Design & development

CCSTUDIO

Downloads

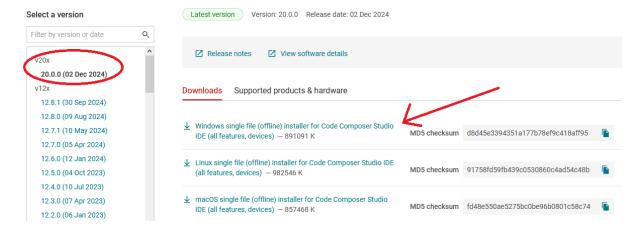
Code Composer Studio™ integrated development environment (IDE)

This will take you to the following screen where you should click on "View all versions" so you can choose the recommended version which is 20.2.0. This is important, otherwise you will end up with a newer version.



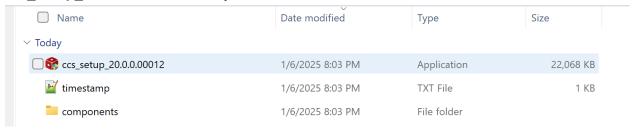
CCSTUDIO

Code Composer Studio™ integrated development environment (IDE)

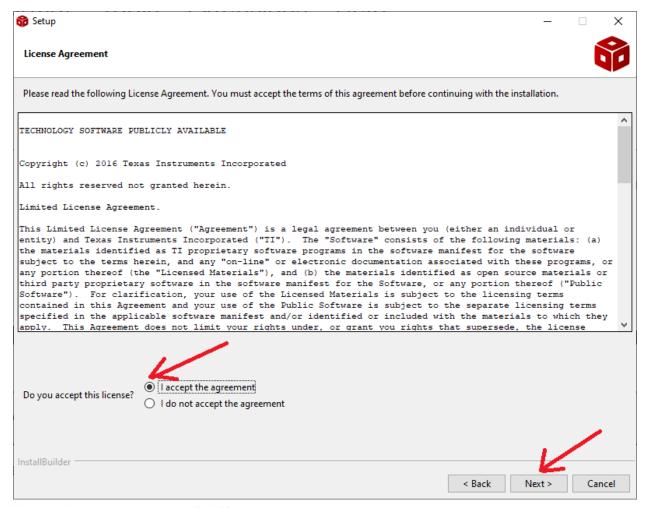


Choose single file (offline) installer for your operating system

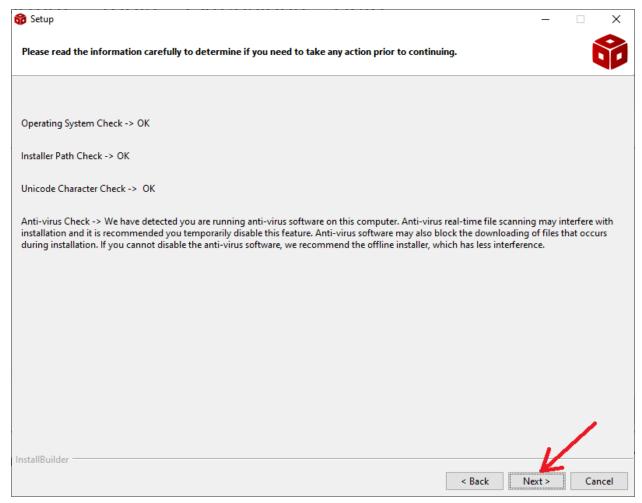
Extract the downloaded CCS20.2.0.xxx zip file into a folder and launch the ccs_setup_20.2.0.00012.exe file you find in the folder:



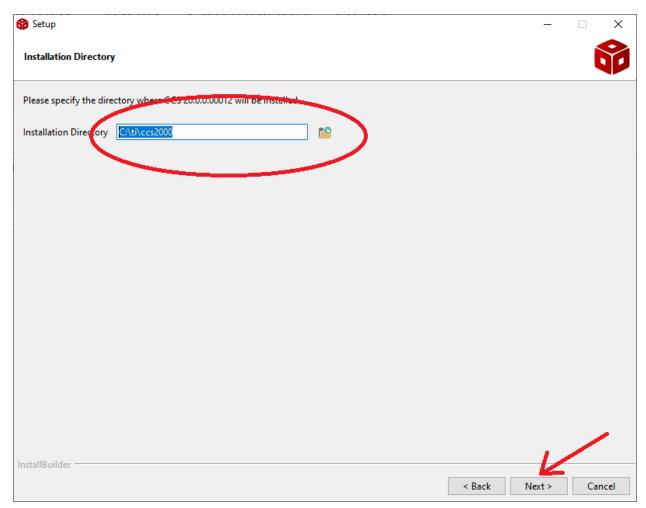
This will open a installation Wizard click Next >



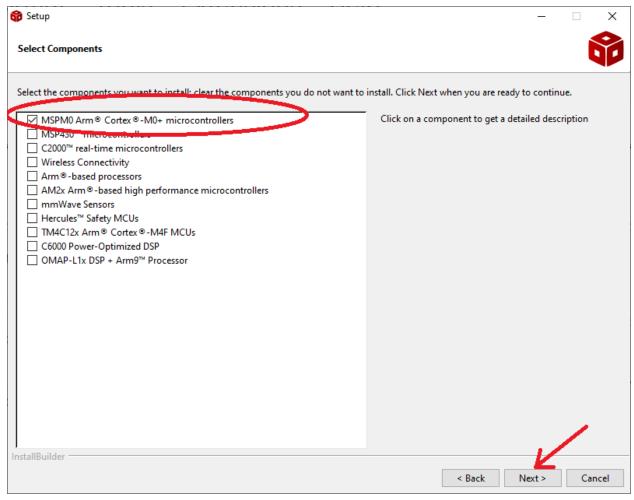
Accept the agreement and click Next >



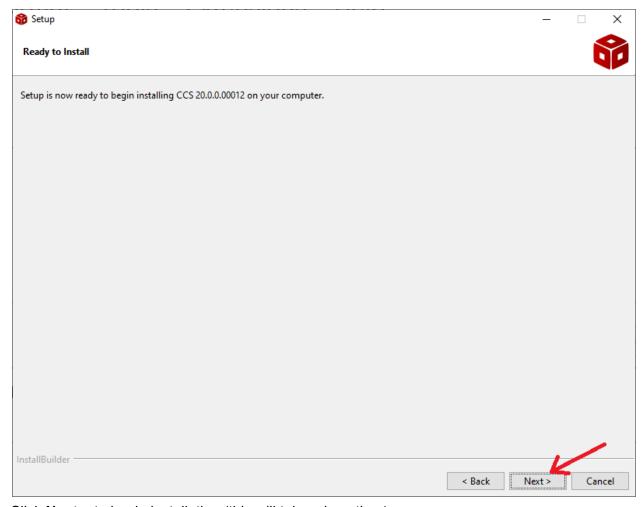
Click Next > It will ask to reboot, but do it later. (use Version 20.2.0 for Fall 2025)



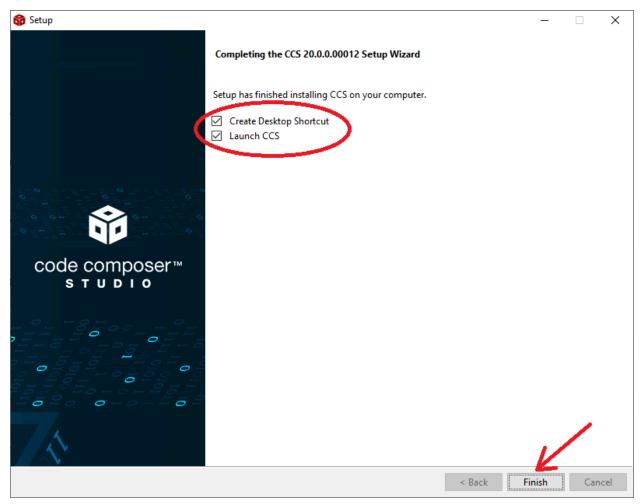
Note: It is recommended to leave the Installation Directory as the default. If you would like to change the installation directory, <u>make note of the location</u> that you are installing Code Composer Studio and ensure the directory includes \text{ti\cs2020} in the path.



Select MSPM0 Arm Cortex-M0+ Microcontrollers and click Next >

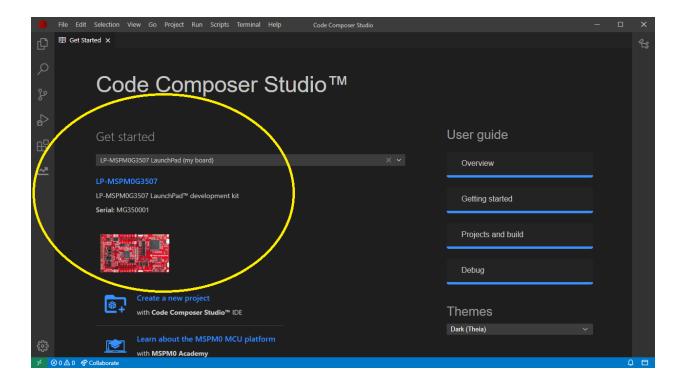


Click **Next >** to begin installation (this will take a long time)



CCS is now installed.

Launch Code Composer Studio. The following screen will appear. If the LaunchPad is plugged in, then CCS will recognize it.

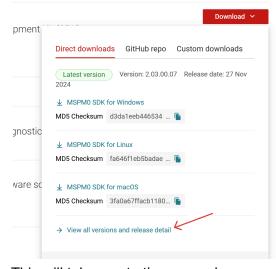


Close Code Composer Studio and install the SDK (next steps)

Step 2: Download and install version 2.05.00.05 of MSPM0-SDK — MSPM0 Software Development Kit (SDK) https://www.ti.com/tool/MSPM0-SDK

Do not install the newest, rather install Version: 2.05.00.05 (this way all of ECE319K is running the exact same installation) mspm0_sdk_2_05_00_05

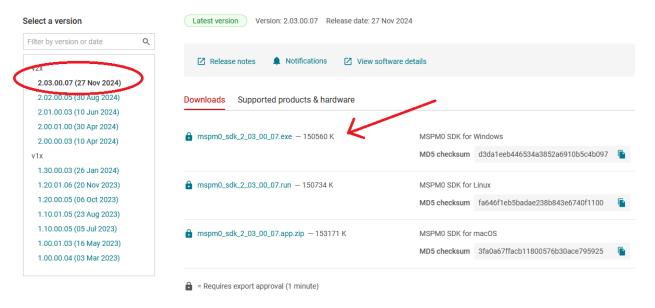
On the SDK page, click on Downloads and you will find the following dropdown options where you can click on "View all versions and releases detail"



This will take you to the page where you choose the version 2.05.00.05.

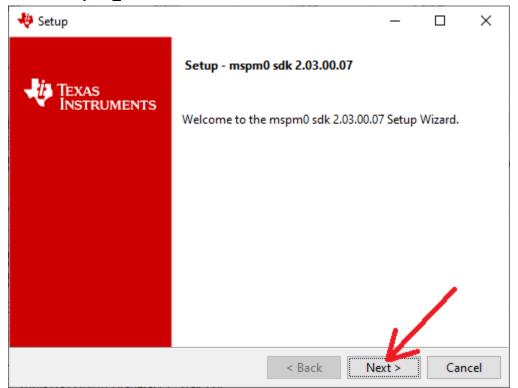
MSPM0-SDK

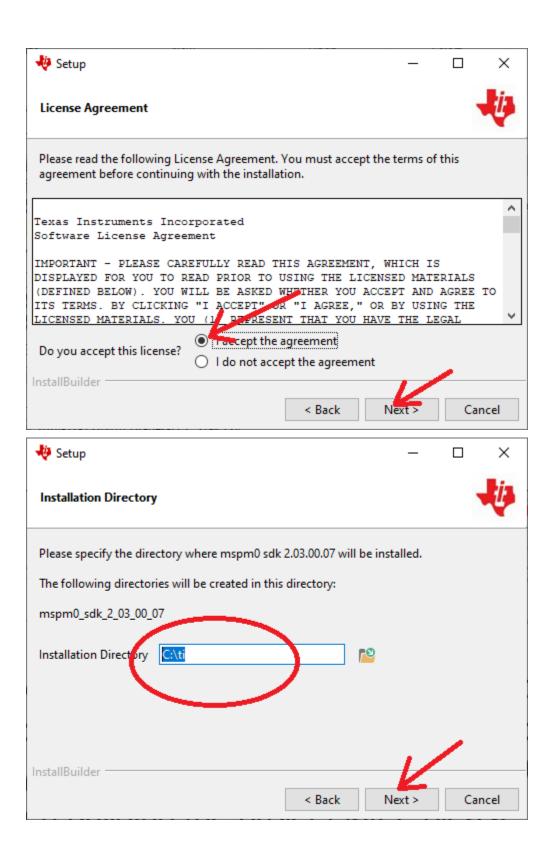
MSPM0 Software Development Kit (SDK)



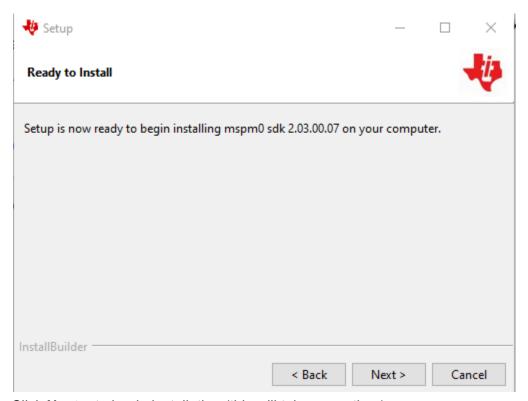
Download the SDK for your operating system. If you are asked to create an account do so.

Run the mspm0_sdk executable to download the SDK

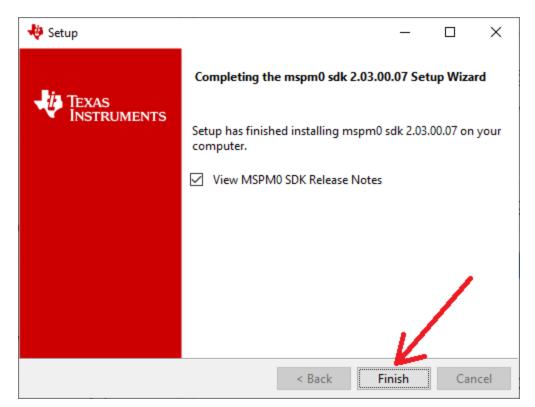




Note: This installation directory **MUST** be the same as the one used for Code Composer Studio. If you did not previously change the installation directory from the default, do **NOT** change it here. If you DID previously change the installation directory, update it accordingly here. If you encounter errors when building the project later, please check the FAQ.



Click **Next >** to begin installation (this will take some time)

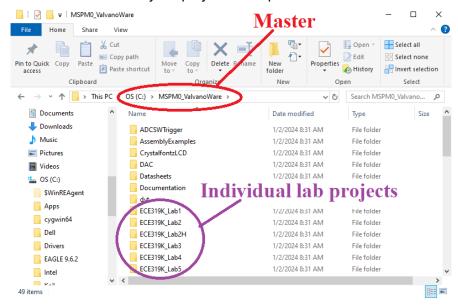


Click Finish >

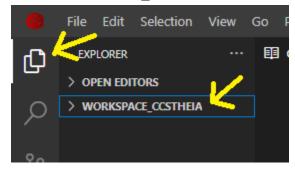
REBOOT YOUR COMPUTER

Step 3: Download and unzip the projects for ECE319K called MSPM0_ValvanoWare. You will find the zip file here: MSPM0_ValvanoWare_Fall25.zip (updated 8/27/2025)

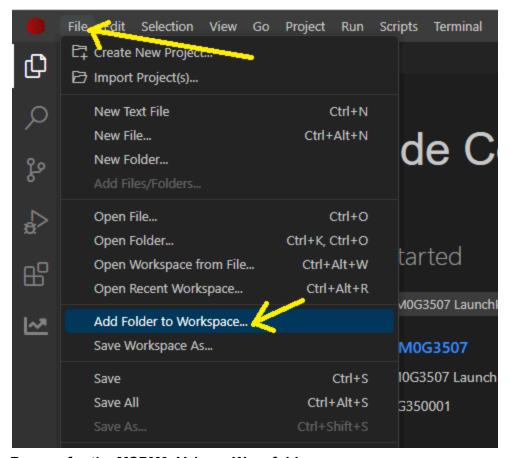
Put the folder **MSPM0_ValvanoWare** somewhere it is easy for you to find and edit. Notice there is one master directory, 42 subdirectories containing individual lab projects. Make sure this is the exact structure of your project workspace.



Step 4: Plug the MSPM0G3507 LaunchPad into a USB port. **Open CCS, Click Explorer, then click WORKSPACE_CCSTHEIA**

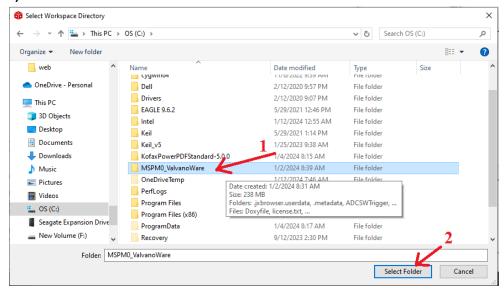


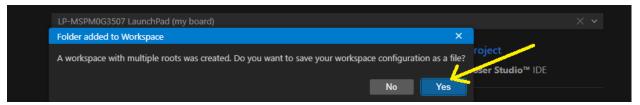
Execute File->Add Folder to Workspace



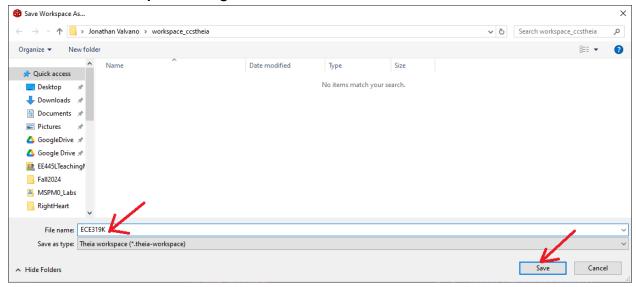
Browse for the MSPM0_ValvanoWare folder

- 1) Single click on MSPM0_ValvanoWare folder
- 2) Execute Select Folder

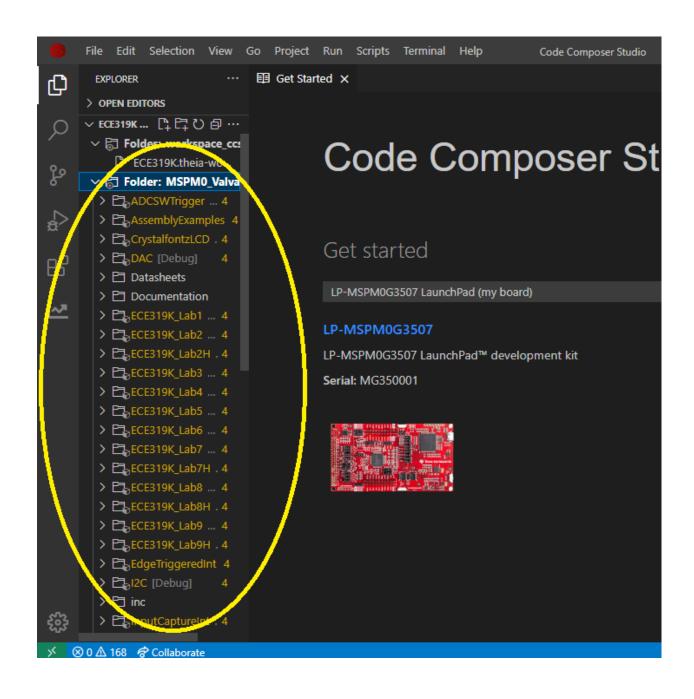




Notice the path to the MSPM0_ValvanoWare folder matches where you put it. Click Launch. Save workspace configuration as a file



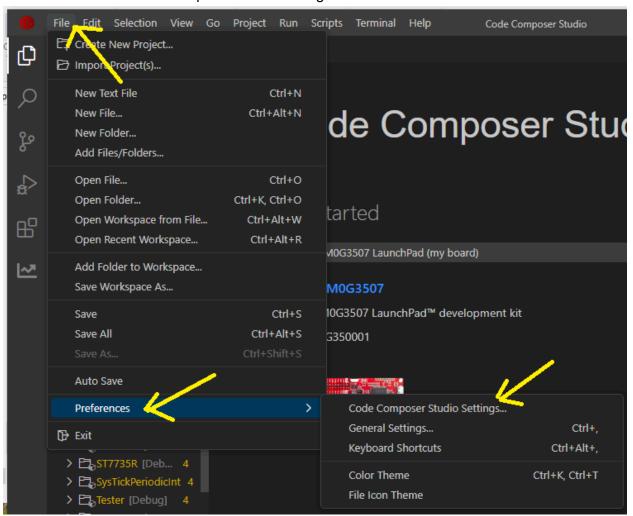
Notice all the projects, You should now see all of the projects on the left hand side of CCS



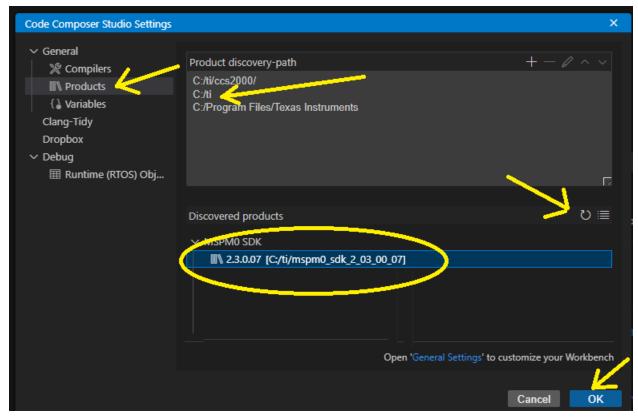
Step 5) Click on Lab1 and execute **Project->Build**. It should compile. The console should output **** **Build Finished** **** without any errors, if you get errors check the FAQ or ask a TA on the class forum for help



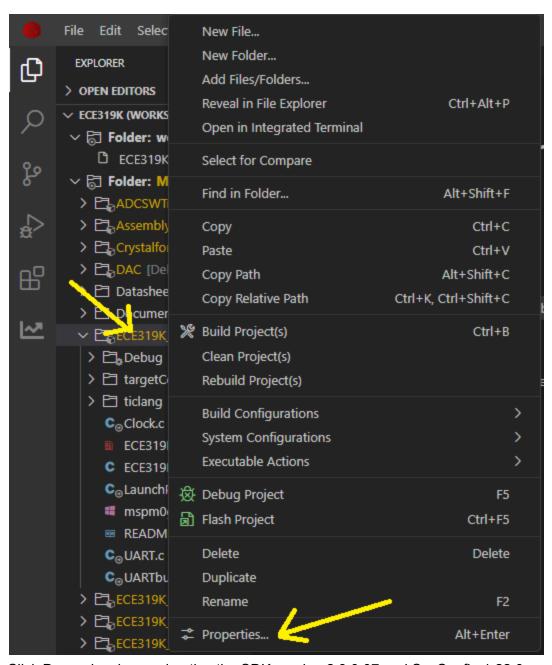
If it get can't find SDK, execute these steps (if it builds, go to Step 6) File->Preferences->CodeComposerStudio Settings



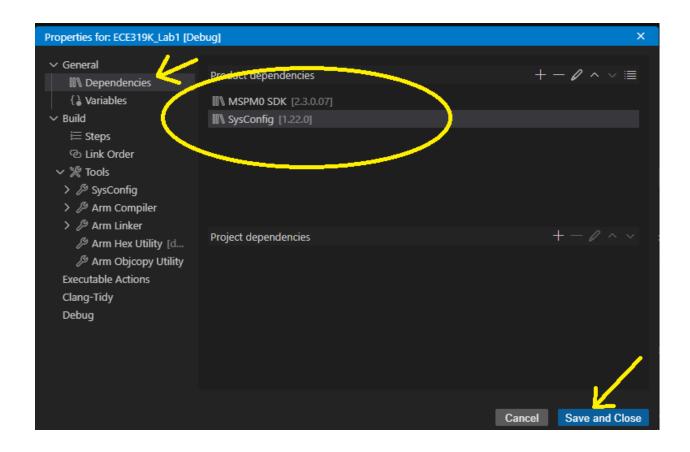
Products, SDK should be in C:/ti, click refresh to find the SDK, then OK



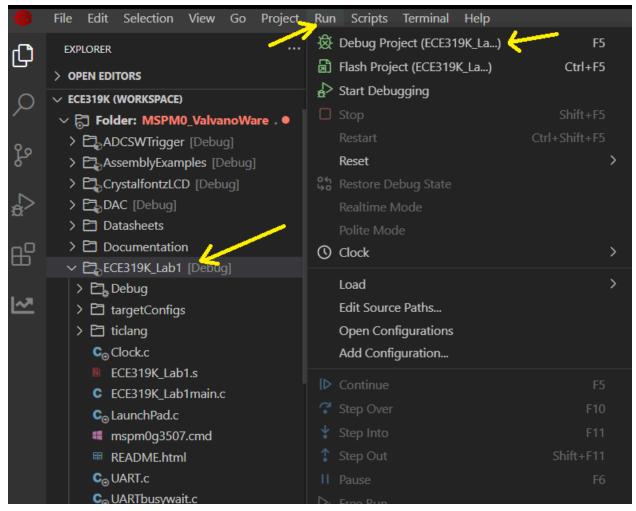
Double check the connection to SDK. Click Lab1 project, right click and execute Properties



Click Dependencies, and notice the SDK version 2.3.0.07 and SysConfig 1.22.0

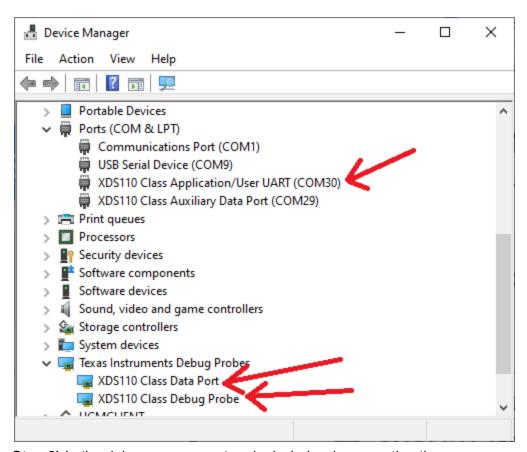


Step 6) Verify the MSPM0G3507 LaunchPad is connected to a USB port. Click on the ECE319K_Lab1 project and execute **Run->Debug Project**. This will erase flash ROM, program flash ROM with the object code, and launch the debugger. The first time it debugs it will ask to update the firmware. Click ok and do update firmware.

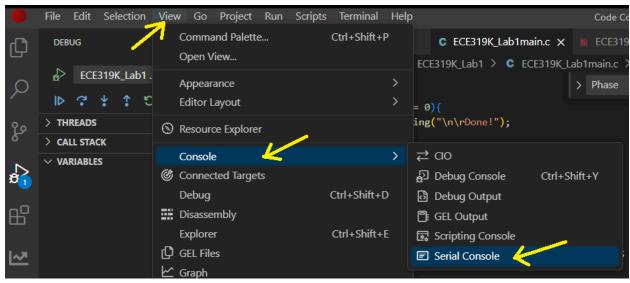


In the debugger you will see it is ready to run the main program, which is the debugger

Step 7) (Windows only, Macbook skip this step) Plug in the LaunchPad. Open the Device Manager and make note of the COM port number for the **XDS11 Class Application/User UART** (COM30 on this computer, your computer will be a different COM port number). Notice also the Texas Instruments Debug Probes.



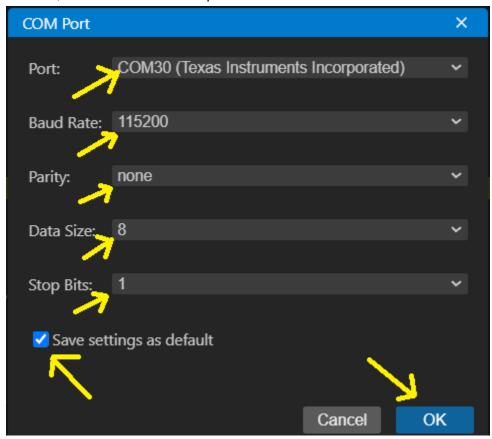
Step 8) In the debugger, open a terminal window by executing the menu command **View->Console->SerialConsole**



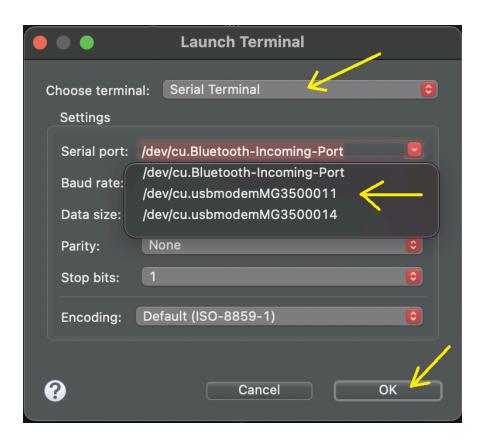
Open a Terminal by clicking Serial Console (bottom of the screen) and then clicking the Connect/Disconnect COM port icon



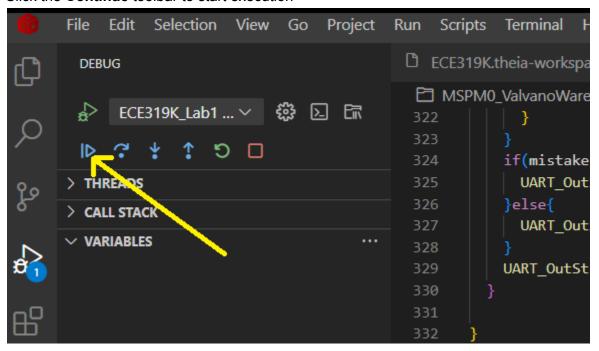
Select the COM port for **XDS11 Class Application/User UART (Windows version)**, baud rate of 115200 bits/sec, no parity, 8 data bits, 1 stop, save as default. Your COM port will probably be different, but make it match Step 7 above.



Choose **Serial Terminal** and select one of the /dev/cu.usbmodem device. My mac used the MG3500011 device (**Macintosh version**)



Click the **Continue** toolbar to start execution



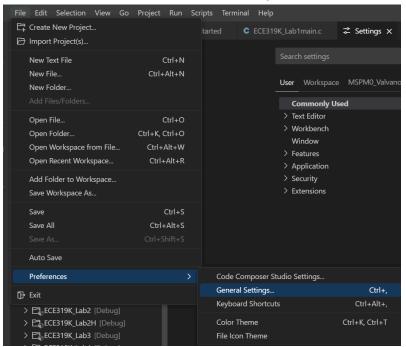
See the ECE319K Lab 1 results in the Serial Console window





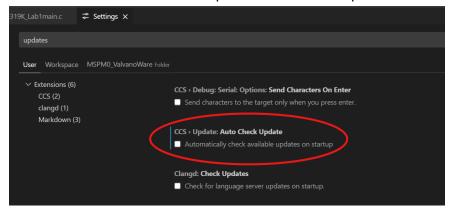
Step 9) Disable Auto Check Update

Go to File->Preferences->General Settings...



In Search settings, type in "updates"

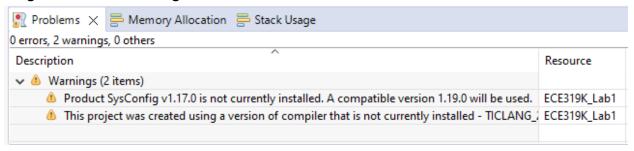
Uncheck the box under CCS>Update: Auto Check Update



Continue to Part a on the Lab 1 document

FAQ (these need updating for CCS 20.2)

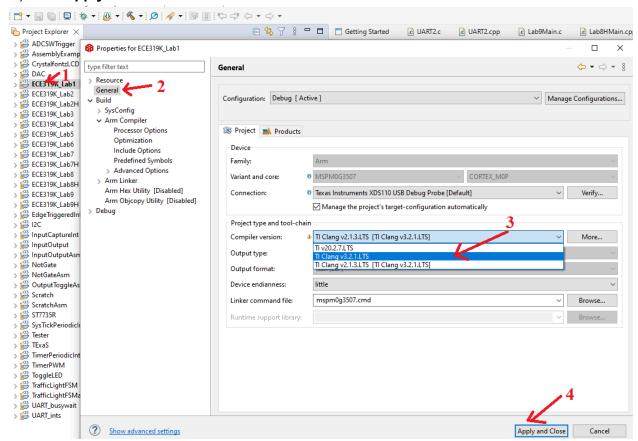
0. I get these two warnings when I build



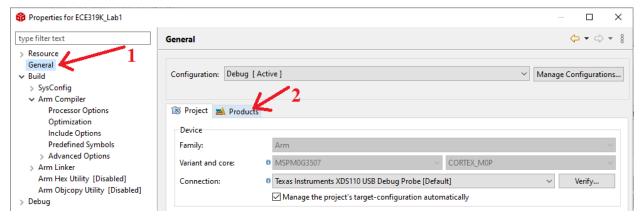
Problem 0. Valvano built the **MSPM0_ValvanoWare** projects, then TI upgraded CCS from 12.4 to 12.5 then to 12.6 within the space of a month, rendering all the project settings obsolete. **Solution 0a.** Ignore these two warnings. *Don't ignore all warnings*. We do not use SysConfig and any compiler version is ok

Solution 0b. If the warnings bother you, you could change the preferences for all 30 projects

- 1) Right-click the project name in the Project explorer, select **Properties**
- 2) Select General
- 3) Pull down Compiler version and select the newest Clang compiler
- 4) Click Apply and Close

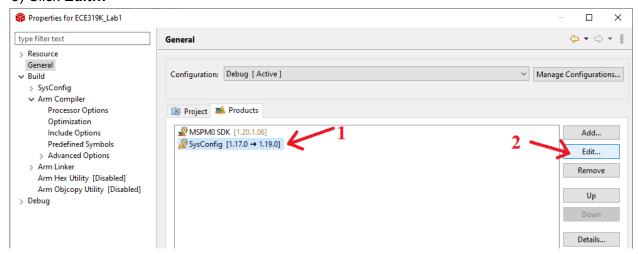


- 1) Right-click the project name in the Project explorer, select **Properties**
- 2) Select General
- 3) Click the **Products** tab

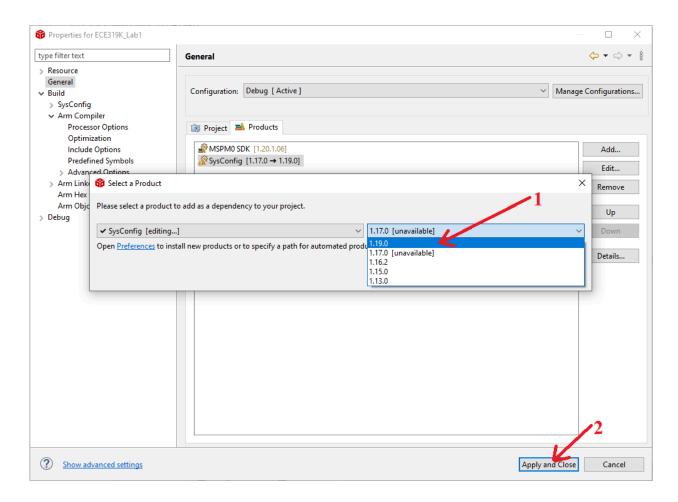


4) Click SysConfig

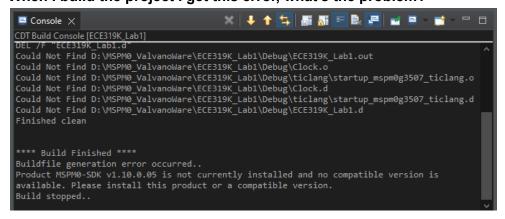
5) Click Edit...



- 6) Select the newest SysConfig installed on your system
- 7) Click Ok
- 8) Click Apply and Close



1. When I build the project I get this error, what's the problem?

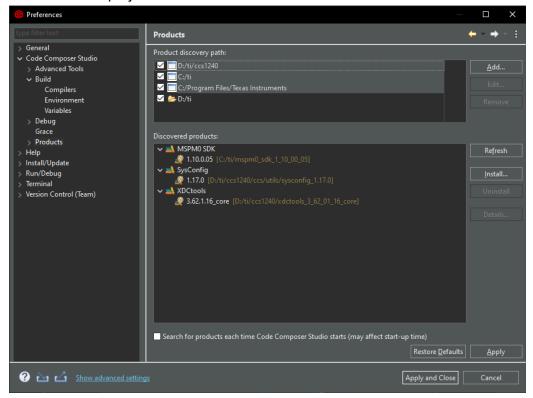


Problem 1: When installing CCS or the SDK, the default location was changed and not updated correctly

Solution 1: Re-install the SDK and double check that it is located in the same directory as CCS. Find where you installed CCS (ex: C:/ti/ccs...) and install the SDK in C:/ti/

Problem 2: CCS cannot locate the SDK in its current location

Solution 2: Open **Window > Preferences**. In the Product discovery path, add the location of the SDK. This issue will often arise if you decide to install CCS and the SDK on a different drive from the default. Once the new discovery path has been added you should see the SDK appear in the Discovered products window. Click **Apply and Close** and rebuild the project.



Problem 3: CCS cannot debug

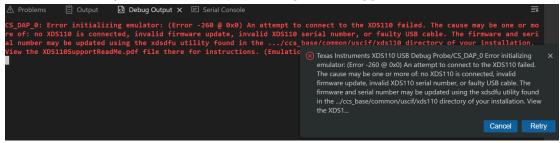
Solution 3: Verify the board is plugged in and the Texas Instruments Debug Probes are visible in the Device Manager

Problem 4: You get red errors when launching the debugger.

Solution 4: How to unbrick the MSPM0G3507:

- 1) Press-and-hold the BSL_Invoke button (S1, near LED) while pressing and releasing the Reset button.
- 2) The device should go to BSL and stay in Active mode for ~10secs.
- 3) Attempt to program immediately after releasing the reset button.
- 4) Release the BSL Invoke button (S1, near LED).

Problem 5: You get this error when launching the debugger.



Solution 5: This error is usually caused by the board not having the correct firmware. Ensure your firmware is up-to-date when prompted. Some computers are unable to update the board's firmware (especially Surfacebooks with Snapdragon CPUs), but you can plug in the board to another laptop with CCS and update the firmware from there.

Problem 6: launch.json is not a valid JSON file. Missing debug configuration properties. **Solution 6:** This issue is caused by having multiple root directories in the workspace. Sometimes, CCS will have an extra root directory called ccs/theia (anyone have a screenshot of this?). Right click it and remove it from the workspace. Your workspace should look like this:



General Troubleshooting:

CCS is finicky. Sometimes doing some combination of these things will work.

- Check the jumpers
- Unplug/replug the board
- Restart CCS/restart computer
- Build the project then do Run→Flash before Run→Debug
- Close and reopen the serial console
- Change USB cable
- Try the BSL thing in Solution 4
- Factory reset the board