



Getting Started with X2C®

X2C® v6.6.4905
Free Edition

October 22, 2026
© Linz Center of Mechatronics GmbH

Contents

I Installation 2

1 Software versions 2

2 Setup with *Scilab* & *Xcos* support 2
- 2.1 Installation . . . 2
- 2.2 Uninstallation . . . 2

II How-To 4

3 *X2C®* code generation with *Scilab* 4

4 Loading and building the demo application Blinky in *Code Composer Studio* 6

5 Loading and building the demo application Blinky in *MPLAB® X* 7

6 Loading and building the demo application Blinky in *STM32CubeIDE* 9

7 Loading and building the demo application Blinky in *DAVE IDE* 12

Part I
Installation

1 Software versions

Following software versions were tested for full *X2C*® functionality:

Software	Version
Required:	
Scilab (www.scilab.org)	6.1.1
Optional (for standalone operation):	
Java Runtime Environment	Java SE 8 / ojdkbuild 13 JRE
Optional (for documentation):	
MiKTeX (www.miktex.org)	2.9
Doxygen (www.doxygen.org)	1.9.0
Graphviz (www.graphviz.org)	2.38
Optional (for programming):	
TI *Code Composer Studio*	11.x
TI Code Generation Tools	c2000_16.9.5.LTS / arm_16.9.4.LTS
TI TivaWare	TivaWare_C_Series-2.x.x.xxx
ST *STM32CubeIDE*	1.15.x
Infineon *DAVE IDE*	4.x.x
Microchip *MPLAB*® *X*	6.xx
Microchip XC16	1.xx

Different versions of these programs may work but without warranty.

2 Setup with *Scilab* & *Xcos* support

2.1 Installation

1. Open *Scilab* and with the *File Browser* navigate to <X2C_ROOT>\System\Scilab\Scripts. Right click on **setup.sce** and click *Execute in Scilab*.
2. Restart *Scilab*
3. The setup command creates a *X2C* configuration file which will automatically load *X2C* libraries and palettes at startup of *Scilab* .

2.2 Uninstallation

1. Open *Scilab* and execute the command `initX2C(%f)` in the *Scilab* console.
2. Restart *Scilab*
3. Once above command was executed, the *X2C* configuration file is deleted and *Scilab* will not load any *X2C* libraries or palettes anymore.

For the unlikely event that Scilab freezes at startup and remains in a deadlock state, the deinstallation can be done manually by deleting the file **scilab.ini** located in the Scilab home directory (for Windows typically C:\Users\<your user name>\AppData\Roaming\Scilab\scilab-6.x.x).

Part II
How-To

3 *X2C®* code generation with *Scilab*

The following section describes *X2C* code generation of a *Xcos* model based on the *Blinky* demo application.

1. Open *Scilab* and in the file browser navigate to your project directory (e.g. <X2C_ROOT>\DemoApplication\Blinky_TI_TMS320F28069_controlSTICK\X2CCode).
2. Double click on **DemoApplication.zcos**. The example project contains a few blocks used to demonstrate the basic function of *X2C* (see Figure 1). The *Inport* and *Outport* blocks define the interface between the generated *X2C* code and the peripheral functions (e.g. ADC or GPIO Pins) on the target. For details about each block function read *X2Copen.Doc.pdf* in the documentation folder of the *X2C* directory.

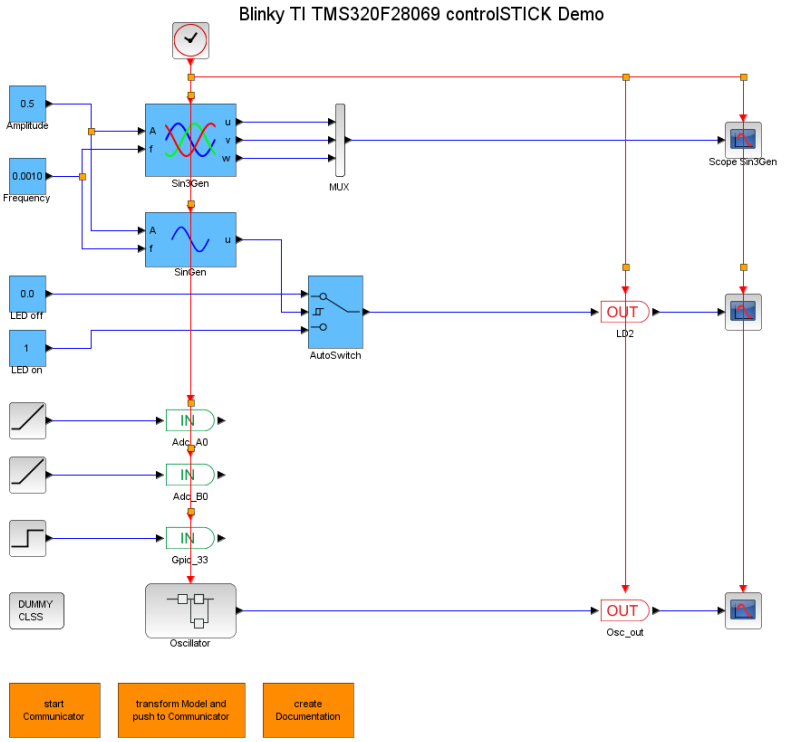


Figure 1: *Blinky* demo application in *Scilab*

3. Double click on **start Communicator**. Some details of the current actions of the *Communicator* are shown in the *Log* area of the *Communicator* window and the *Scilab* command line:

```
Starting Communicator
done
Successfully connected to Communicator
```

4. Double click on **Transform model and push to Communicator** and check the pop-up window for the end of the transformation process.
5. Click **Create Code** in the *Communicator*. Now the files *X2C.h* and *X2C.c* are generated in the <PROJECT_ROOT>\X2CCode directory and the Log screen should contain the lines:

```
[...]
Model updated
Model XML file write: OK
Create code successful.
```

6. The *C* code for the *X2C* application has been created. Depending on the used target start the programming tool (e.g. *Code Composer Studio* , *STM32CubeIDE* or *MPLAB X*) and import the *Blinky* demo application project as described in Section 4, or 5 respectively. Follow the instructions on how to configure and download the application to the target.

4 Loading and building the demo application Blinky in *Code Composer Studio*

The demo application *Blinky* is intended to be used with a *TI F28069 Piccolo controlSTICK*.

1. Connect the *TI F28069 Piccolo controlSTICK* to the computer.
2. Open *Code Composer Studio* (choose workspace directory as you like). Now click **Project** → **Import Existing CCS Eclipse Project**. Browse to the location of the *Blinky* project (<X2C_ROOT>\DemoApplication\Blinky_TI_TMS320F28069_controlSTICK). Click **Finish** to import the project.
3. In the *Code Composer Studio* file structure of the *Blinky* demo project there are two virtual folders *Blocks* and *Core*, which should be linked directly to the *X2C* directory. To ensure this go to **Project** → **Properties** drop down **Resource** and click **Linked Resources**. Double click on folder **X2C_ROOT** and set the correct link to your X2C installation directory (<X2C_ROOT>). After hitting **OK** two times there should not be any warning signs (like shown in Figure 2) at the icons for the linked files in the Blocks and Core folders.

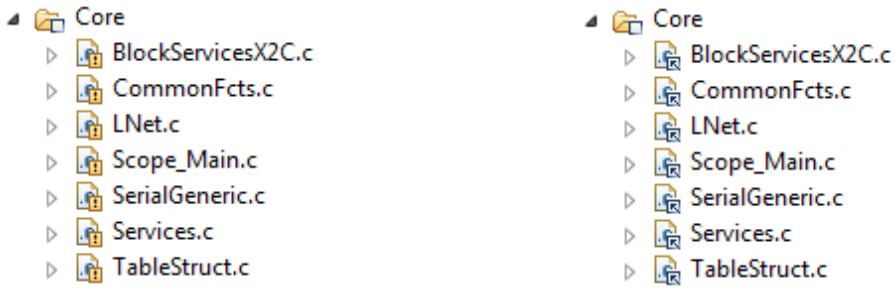


Figure 2: *Code Composer Studio* invalid (left) and valid (right) *X2C* root directory

4. The generated code from *X2C* is located in the folder <X2C_ROOT>\DemoApplication\Blinky_TI_TMS320F28069_controlSTICK\X2CCode. To check if code generation went fine go to the X2CCode folder and open *X2C.c*. Make sure time and date of code generation is plausible.
5. Build the project in *Code Composer Studio* by clicking **Project** → **Build all** or by clicking on the **Hammer** symbol as seen in Figure 3 at the top of the screen. Check for errors while building in the console at the bottom of the screen.

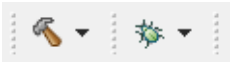


Figure 3: *Code Composer Studio* build and debug buttons

6. If your target is connected to the computer click **Run** → **Debug** or click on the *Bug* symbol as seen in Figure 3 at the top. The program is now transferred to the target and can be started with the **green arrow** button at the top.
7. After starting the program the on-board LED of the *TI F28069 Piccolo controlSTICK* should be blinking!

5 Loading and building the demo application Blinky in *MPLAB® X*

The demo application *Blinky* is build for the combination of the *Microstick II* with the *dsPIC33FJ128MC802* processor and the *MicrostickPlus* developer board (for details see www.microstick.com).
Info: To download a new application only the *Microstick II* needs to be connected with the computer.

1. Connect the *Microstick II* with the computer.

2. Open *MPLAB X* and click **File** → **Open Project**. Browse to the location of the *Blinky* demo application in the *X2C* directory <X2C_ROOT>\DemoApplication\. . . \Blinky_Microchip_dsPIC33Fxxxx_MicrostickPlus. Click **Open Project**.

3. In the case the demo application is copied/moved to a different location, the include paths have to be adapted. To ensure the compiler uses the correct path variables right click on the **Projectname** → **Properties** → **XC16 Global Options** → **xc16-gcc**. In the drop down menu **Option categories** choose **Preprocessing and messages**. Click on the dots beside *C include dirs*. There are relative paths to the needed include files listed as seen in Figure 4. Correct the links by double clicking on the path variables.
Info: Only the links to the *Library* and *Controller* path need to be updated.

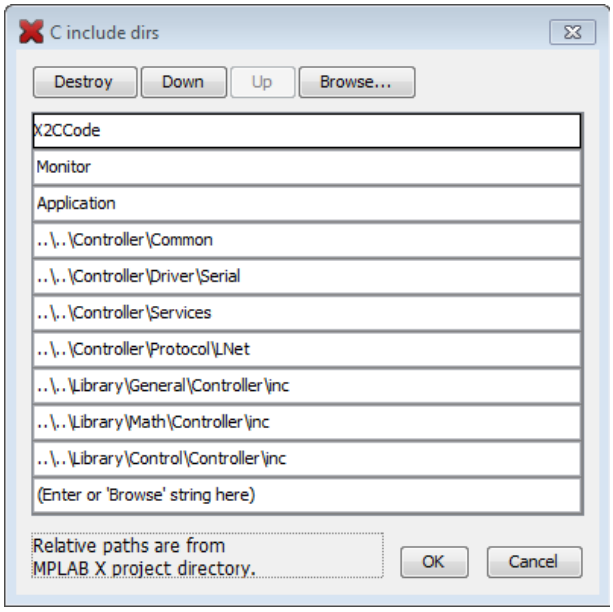


Figure 4: Default path variables for the include files

4. Go to **Run** → **Clean and Build Main Project** or click the *hammer with brush* button as seen in Figure 5. After building there should be a message `BUILD SUCCESSFUL` in the message area at the bottom of the screen.

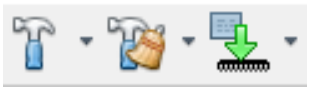


Figure 5: *MPLAB X Clean and Build Main Project* button

5. If the build process was successful go to **Run** → **Run Main Project** or click the *Green*

Arrow button as seen in Figure 5. If there is a message similar to *MICROSTICK not Found* try to select the *Starter Kits (PKOB)* item which represents your board.

6. After starting the program the LED (RB12) on the *MicrostickPlus Board* should be blinking!

6 Loading and building the demo application Blinky in *STM32CubeIDE*

The demo application *Blinky* is intended to be used with the *ST STM32F072RB Nucleo* or the *ST STM32G474RE Nucleo* kit.

1. Connect the ST development kit with the computer. You may have to install the ST-Link USB driver (available on www.stm.com) to get the board recognized by your operating system.

2. Open *STM32CubeIDE* and click **File** → **Import...**. Select **General/Existing Projects into Workspace** and clickt **Next**. Select the root directory of the *Blinky* project (either <X2C_ROOT>\DemoApplication\Blinky_ST_STM32F072RB_Nucleo or <X2C_ROOT>\DemoApplication\Blinky_ST_STM32G474RE_Nucleo). Click **Finish** to import the project.

3. In the *STM32CubeIDE* file structure of the *Blinky* demo project are two virtual folders *X2C-Blocks* and *X2C-Core*, which are linked relatively to the *X2C* directory. If the *Blinky* demo project is copied/moved to a different location, the resource property *X2C_ROOT* as seen in Figure 6 and the build variable *X2CDirPath* as seen in Figure 7 have to be adapted.

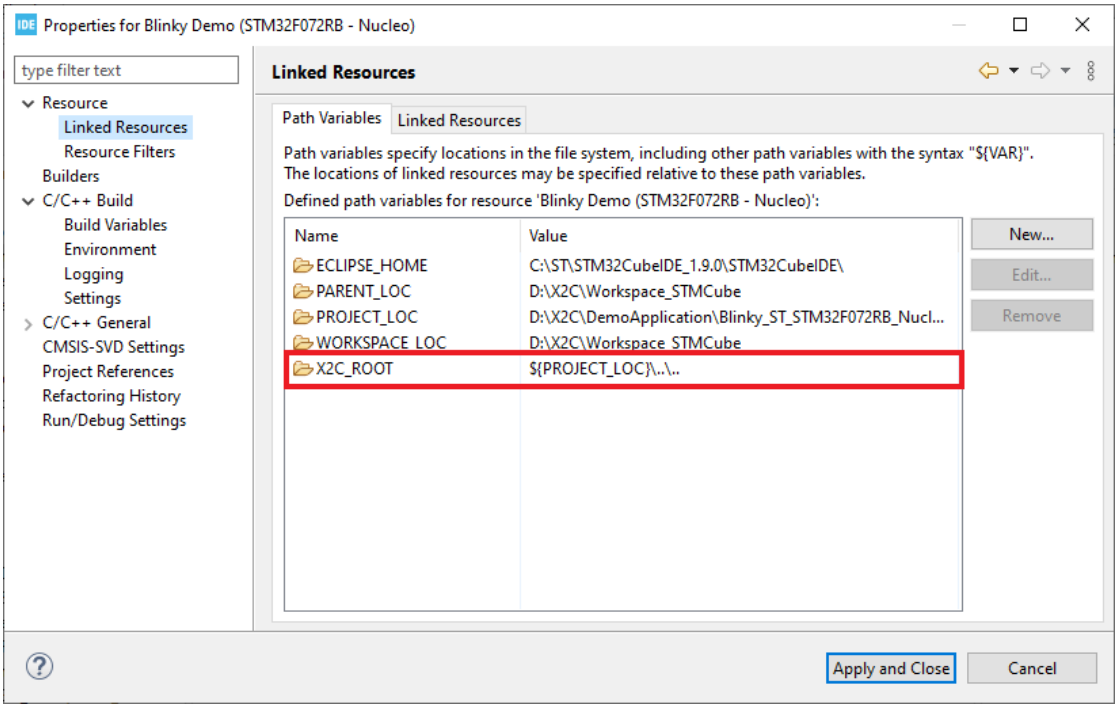


Figure 6: *STM32CubeIDE* resources settings

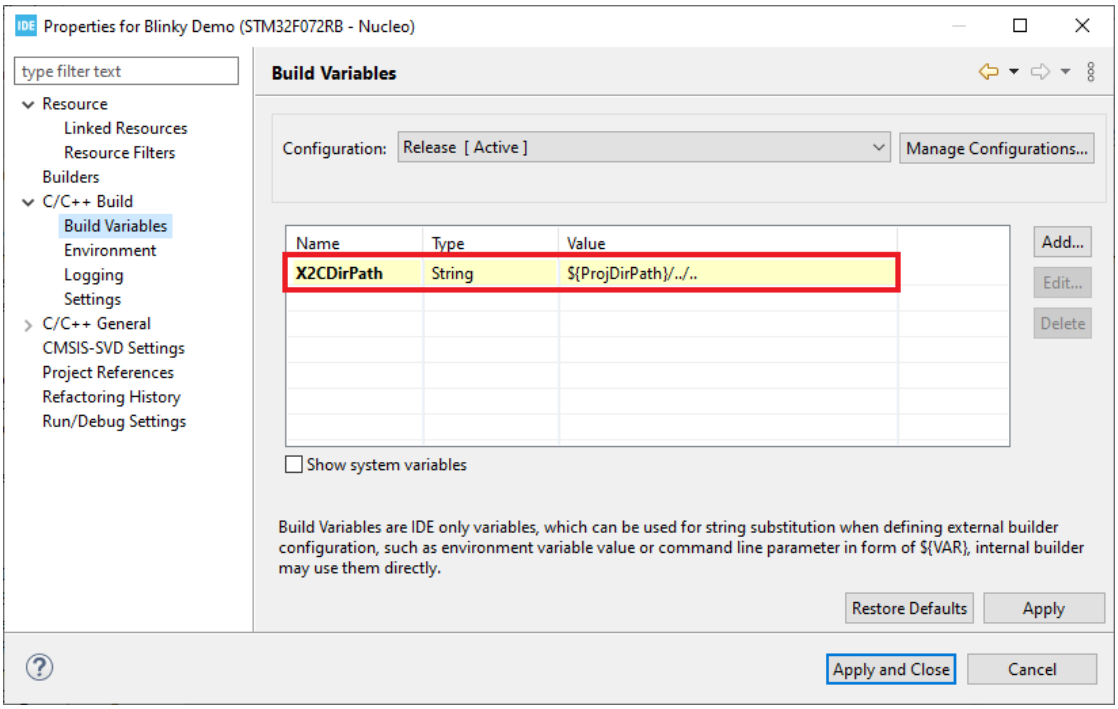


Figure 7: *STM32CubeIDE* build variables setting

To open shown windows go to **Project** → **Properties**.

4. The generated code from *X2C* is located in the X2CCode folder (eg. <X2C_ROOT>\DemoApplication\Blinky_ST_STM32F072RB_Nucleo\X2CCode). To check if code generation went fine go to the X2CCode folder and open *X2C.c*. Make sure time and date of code generation are plausible.

5. Before building the project the first time some hardware specific code has to be generated. Open the STM32CubeMX configuration window with a double-click on the **.ioc* file in STM32CubIDE's project explorer. Then the code can be generated with **Project** → **Generate Code** or by clicking on the *Code Generation* icon as seen in Figure 8.



Figure 8: *STM32CubeIDE* menu icons - Code Generation

6. Build the project in *STM32CubeIDE* by clicking **Project** → **Build Project** or by clicking on the *Build* icon as seen in Figure 9. Check for errors while building in the console at the bottom of the screen.



Figure 9: *STM32CubeIDE* menu icons - Build

7. If your target is connected to the computer click **Run** → **Run** or click on the *Run* icon as seen in Figure 10. The program is now transferred to the target and is automatically started.



Figure 10: *STM32CubeIDE* menu icons - Run

8. After starting the program the green on-board LED of the ST development kit should be blinking!

7 Loading and building the demo application Blinky in *DAVE IDE*

The demo application *Blinky* is intended to be used with the *Infineon XMC4700 Relax Kit*.

1. Connect the Infineon development kit with the computer. Use a Micro-USB cable to connect the USB port of the computer with the USB port labeled X101 on the kit.

2. Open *DAVE IDE* and click **File** → **Import...**. Select **General/Existing Projects into Workspace** and clickt **Next**. Select the root directory of the *Blinky* project (<X2C_ROOT>\DemoApplication\Blinky_Infineon_XMC4700_RelaxKit). Click **Finish** to import the project.

3. In the *DAVE IDE* file structure of the *Blinky* demo project are two virtual folders *X2C-Blocks* and *X2C-Core*, which are linked relatively to the *X2C* directory. If the *Blinky* demo project is copied/moved to a different location, the resource property *X2C_ROOT* as seen in Figure 11 and the build variable *X2CDirPath* as seen in Figure 12 have to be adapted.

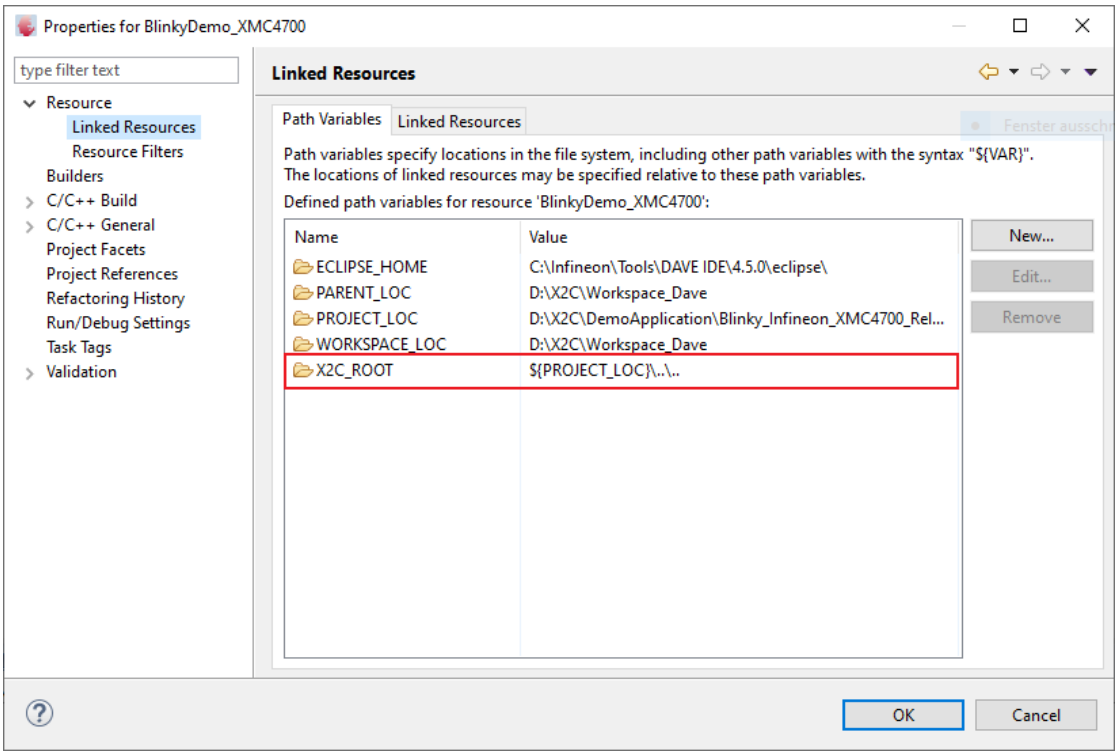


Figure 11: *DAVE IDE* resources settings

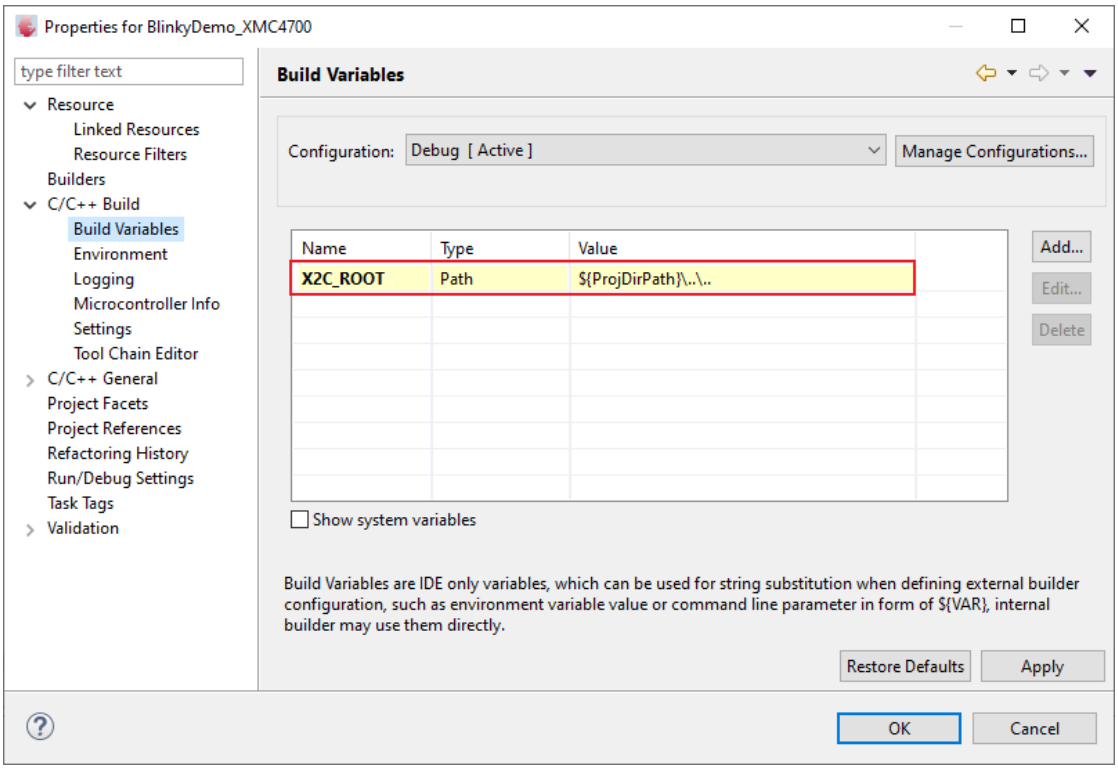


Figure 12: *DAVE IDE* build variables setting

To open shown windows go to **Project** → **Properties**.

4. The generated code from *X2C* is located in the X2CCode folder (eg. <X2C_ROOT>\DemoApplication\Blinky_Infineon_XMC4700_RelaxKit). To check if code generation went fine go to the X2CCode folder and open *X2C.c*. Make sure time and date of code generation are plausible.

5. Before building the project the first time some hardware specific code has to be generated. Right-click on the project name in the project tree to open the context menu and select **Set Active Project**. This activates the menu icons which are needed for code generation and project building.

   The hardware specific code can be generated with **DAVE** → **Generate Code** or by clicking on the *Generate Code* icon as seen in Figure 13.



Figure 13: *DAVE IDE* menu icons - Code Generation

6. Build the project in *DAVE IDE* by clicking **Project** → **Build Active Project** or by clicking on the *Build Active Project* icon as seen in Figure 14. Check for errors while building in the console at the bottom of the screen.



Figure 14: *DAVE IDE* menu icons - Build

7. If your target is connected to the computer click on the *Debug* icon as seen in Figure 15.



Figure 15: *DAVE IDE* menu icons - Debug

When the debug session is started for the first time a *Debug Configurations* window will open. Double-click on the *GDB SEGGER J-Link Debugging* entry on the left hand side. This will create a debug configuration as depicted in Figure 16.

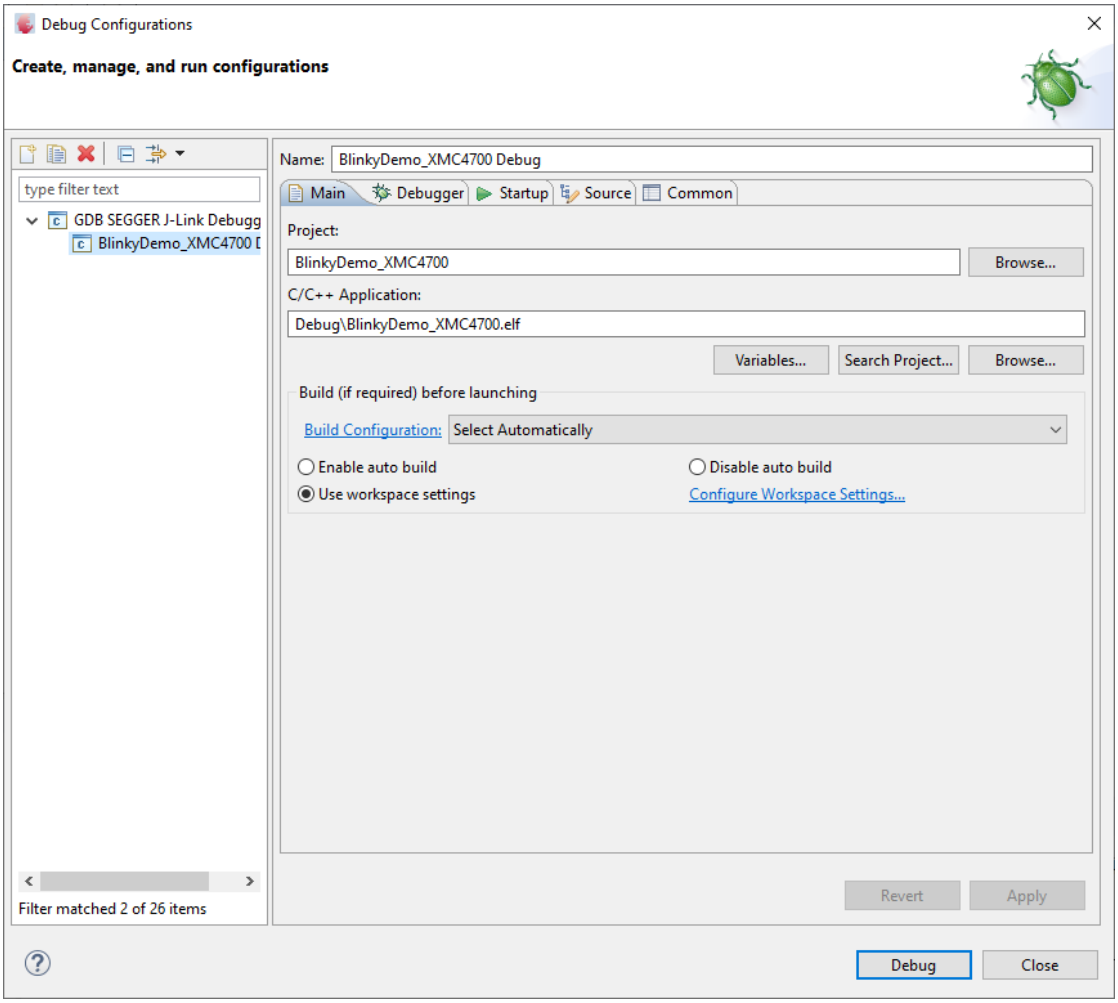


Figure 16: *DAVE IDE* Debug configuration

A click on **Debug** will start the debug session. This means the application will be transferred to the target and *DAVE IDE* will switch to the debug perspective.

8. To start the execution of the application press **F8** or click on the *Resume* icon as seen in Figure 17.

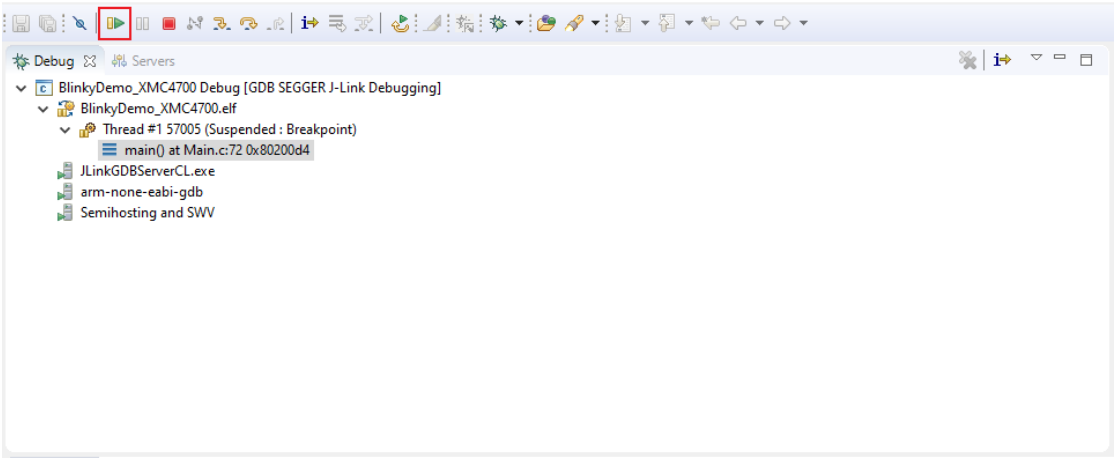


Figure 17: *DAVE IDE* Debug view

9. After starting the program the red on-board LED1 of the Infineon Relax Kit should be blinking!