BSP Installation Notes for Momentics 6.5.0 BSPs#

This guide is a quick overview on how to install and get started with 6.5.0 style BSPs under Momentics 6.5.0. For complete information please refer to the SDP 6.5.0 Installation Notes which can found here.

Importing BSPs in the IDE#

Before working with a BSP in the IDE, you must first import it. When you import the BSP source, the IDE creates a *System Builder* project.

To import the BSP source code:

1. Select the **File - Import** menu item.
2. Expand the **QNX** folder.
3. Select **QNX Source Package and BSP** from the list. Click **Next**.
4. In the **Select a method to import source package** dialog, click **Import from local archive file**, and browse for the BSP archive using the file browser.
5. Choose the BSP you want. You'll see a description of the BSP you've chosen.
6. Click **Next**.
7. Select a working set. Default names are provided for the **Directory for Projects** and the **Project Prefix** that you can override if you choose.
8. Click **Finish**.

All the projects will be created and the sources brought from the archive. You'll then be asked if you want to build all the projects you've imported.

If you answer Yes, the IDE will start the build process. If you decide to build at a later time, you can do a **Rebuild All** from the main **Project** menu when you're ready to build.

Where to go From Here#

Refer to the BSP specific release notes on the steps required to get the image running on the board.

Note to maintainers: this page is referenced outside of Foundry27, please do not move to a different URL