# **DSX** usage information

### **General Information**

- <u>DsxDocumentation</u> is a general presentation of the DSX tool
- <u>DsxInstall</u> where you should really start
- <u>DsxUsage</u>, something looking like an User Manual
- DsxCookBook
- DsxExamples
- MipegCourse [fr] That could be a good tutorial
- <u>DebuggingYourDesign</u>
- <u>DevelopmentTips</u>

## Software application design

- DsxResource, the software resources available throught DSX/L
- SrlApi, the API one for accessing those resources from you software code
- DsxTasks, DsxTaskModel, the DSX verbs to define your tasks
- DsxTcg, the TCG declaration

#### Hardware architecture

- <u>DsxArchitectureCreation</u>
- SocLibInteraction
- SoclibComponents
- DSX metadata in SoCLib components
- DsxAsNetlister
- <u>flattened device tree support</u>

### **DSX** internals

• DsxDrivers

## Watch development

## **RSS Feeds**

- Full Trac timeline:
  - https://www-asim.lip6.fr/trac/dsx/timeline?milestone=on&ticket=on&changeset=on&wiki=on&max=50&daysback=
- Repository checkins:
  - https://www-asim.lip6.fr/trac/dsx/timeline?ticket=on&max=50&daysback=90&format=rss

Watch development 1