

sphinxcompiler

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Installation

The Sphinx distribution consists of three directories: sphinx0, sphinx1, and sphinx2. The following installation instructions also serve as an introductory tutorial to Sphinx. Please read and follow them carefully.

Part 1

1. Open sphinx0\sphinx.spin in the Propeller Tool (or equivalent).
2. Edit the clock settings and pin assignments at the top of the file to match your Propeller system.
3. Compile and save to your Propeller's EEPROM (press F11 in PropTool).

Part 2

1. Insert an SD card into your PC. If necessary, format it as FAT16 with clusters at least 32k bytes in size.
2. Copy the *contents* of the sphinx1 directory to the SD card. There should be two dozen or so files in the root directory of the SD card.
3. Move the SD card to your Propeller.

Part 3

1. Boot up your Propeller. On the screen you should see something like this:

```
===== Sphinx xxxxxx =====
video @ pin 24
keyboard @ pin 13
SD @ pin 16
>_
```
2. Time to build the editor. Most of the editor's sub-objects are already compiled, but you have to compile a couple to get some practice. Enter the following commands:

```
c tvtexted (this will compile the editor's video driver)
cl ed (this compiles and links the editor)
```
3. Now edit a simple Spin program:

```
ed hello1.spn
```

Note that source files end with ".spn" (Sphinx only supports short (8.3) filenames).
4. Ed is a simple full-screen editor. Use the arrow keys to move the cursor. Edit the clock settings and video pin as appropriate for your Propeller and change "<your name>" to your name.
5. Hit control-Q to quit. Ed will give you the choice to save the file as hello1.spn. Hit Enter to save your changes.
6. Enter the following commands:

```
cl hello1
run hello1
```

The run command effectively performs a reset before running hello1. You should see a blue screen with some text on it. After a couple of seconds your Propeller will reboot back to Sphinx.

Part 4

1. Edit hello2.spn, changing "<your name>" to your name, and save. hello2 is "Sphinx-aware" and uses Sphinx I/O.
2. Compile and link hello2 using the following commands:

```
c hello2  
link hello2
```

Here we compiled and linked in two steps. If you ever mistype `c` when you meant `cl`, don't panic -- you can always run the linker separately as you did here.

3. Run `hello2` by simply entering its name (do not use the `run` command):
`hello2`

Note that the output from `hello2` appears on the Sphinx screen and the Sphinx prompt appears immediately after `hello2` terminates.

Part 5

1. Compile and link the rest of the [utility](#) programs.

```
cl cogcheck  
cl copy  
cl del  
cl dir  
cl echo
```

(Still to come: compiling Sphinx on Sphinx.)

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