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# Revision History

Changes to the original manual are listed below:

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<tbody>
<tr>
<td>-01 Rev A</td>
<td>11/2017</td>
<td>Initial release</td>
</tr>
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Introduction

This Installation Guide describes how to install the FX Series Embedded SDK.

Chapter Descriptions

Topics covered in this guide are as follows:

• Installing CodeSourcery Lite describes how to install Mentor Graphics Corporation CodeSourcery Lite and set the environment variable.
• Installing Zebra FX Series Embedded SDK describes how to install the Zebra FX Series Embedded SDK.

Notational Conventions

The following conventions are used in this document:

• FX Series refers to the FX7500 and FX9600 RFID readers.
• Bold text is used to highlight the following:
  • Dialog box, window and screen names
  • Drop-down list and list box names
  • Check box and radio button names
  • Icons on a screen
  • Key names on a keypad
  • Button names on a screen.
• Bullets (*) indicate:
  • Action items
  • Lists of alternatives
  • Lists of required steps that are not necessarily sequential.
• Sequential lists (e.g., those that describe step-by-step procedures) appear as numbered lists.
Related Documents and Software

The following documents provide more information about the RFID readers.

- FX Series RFID Reader Integrator Guide, p/n MN000026Axx
- FX7500 RFID Reader Quick Start Guide, p/n MN000070Axx
- FX7500 RFID Reader Regulatory Information, p/n MN000027Axx
- FX9600 RFID Reader Quick Start Guide, p/n MN-003087-xx
- FX Series Reader Software Interface Control Guide, p/n 72E-131718--xx
- RFID Demo Applications User Guide, p/n 72E-160038-01
- FX Series Embedded SDK Sample Applications User Guide, p/n MN000539Axx
- Application Guide for Zebra Enterprise Mobility Devices, p/n 72E-68902-xx
- RFID 3 API
- EPCglobal Low Level Reader Protocol (LLRP) Standard

For the latest version of these guides and software, visit: www.zebra.com/support.

Service Information

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When contacting support, please have the following information available:

- Serial number of the unit
- Model number or product name
- Software type and version number.

Zebra responds to calls by email, telephone or fax within the time limits set forth in support agreements.

If your problem cannot be solved by Zebra Customer Support, you may need to return your equipment for servicing and will be given specific directions. Zebra is not responsible for any damages incurred during shipment if the approved shipping container is not used. Shipping the units improperly can possibly void the warranty.

If you purchased your Zebra business product from a Zebra business partner, contact that business partner for support.
Introduction

This chapter describes how to install Mentor Graphics Corporation CodeSourcery Lite and set the environment variable.

Installing Mentor Graphics CodeSourcery Lite

To install CodeSourcery Lite:

2. Execute the installation file on the host computer.

NOTE: The following instructions show Microsoft Windows 7 screens. The FX Series Embedded SDK also supports the Microsoft Windows XP operating system. This procedure was not tested on Microsoft Windows 8. The installation was reported as working on Microsoft Windows 8, but is currently not officially supported.
3. Select Next.

4. Accept the License Agreement and select Next.

5. On the Important Sourcery G++ Lite for ARM GNU/Linux Information window, select Next.

6. On the Choose Install Set window, select Typical.

7. Select Next.
8. Enter the installation folder.

   **IMPORTANT:** Ensure the installation folder name does NOT contain spaces.

   **NOTE:** Retain the path information for setting up environment variable.

---

**Figure 3  Enter Installation Folder**

9. Select Next.
10. On the Add product to the PATH? window, select Modify PATH for all users.

11. Select Next.

12. Keep the defaults listed in the Choose Shortcut Folder window and Select Next.

13. In the Pre-Installation Summary window, select Install.

A status bar tracks the progress of the installation.

![Getting Started Window](image)

Figure 6  Getting Started Window

15. Select Next, then Done to finish the installation.

![Install Complete Window](image)

Figure 7  Install Complete Window
Setting CodeSourcery Lite Environment Variable

To set the environment variable:

1. On the host computer, select the Start button.
2. Right-click on Computer.
4. Select Advanced Settings.

5. Select Environment Variables…

Figure 8  System Properties Window

Figure 9  Environmental Variables Window
6. **Under System Variables, select New… .**

![Image of System Properties window with New System Variable dialog]

**Figure 10 Environmental Variables Window**

7. In the Variable name: field, enter `CS_LITE_WORKING_DIR`, and in the Variable value: field enter the installation path from Step 8 in [Installing Mentor Graphics CodeSourcery Lite](#).

**IMPORTANT:** Ensure the installation path does NOT contain spaces.

8. Select OK three times to close all property windows.

Installing Zebra FX Series Embedded SDK

Introduction

This chapter describes how to install the Zebra FX Series Embedded SDK.

NOTE: The instructions in this chapter show Microsoft Windows 7 screens. This procedure was not tested on Microsoft Windows 8. The installation was reported as working on Microsoft Windows 8, but is currently not officially supported.

Installing the FX Series Embedded SDK

To install the Zebra FX Series Embedded SDK:

1. Execute the file Zebra FXSeries Embedded SDK Installer.msi on the host computer.

Figure 1  SDK Setup Wizard Welcome Window
2. Select Next.
3. Accept the License Agreement and select Next.

Figure 2  SDK License Agreement Window

4. Select the installation path and folder, and click OK. Select Change if a different folder is desired.

  IMPORTANT: Ensure the installation folder name does NOT contain spaces.

Figure 3  SDK Destination Folder Window

5. Select Next.

  IMPORTANT: If installing into Program Files or Program Files (x86), ensure Everyone is selected for all files with all access rights included.

6. Select Install.
Figure 4  SDK Installation Window

A status progress bar displays.

Figure 5  SDK Installation Progress Window.
7. Select Finish.

Figure 6  SDK Installation Completion Window