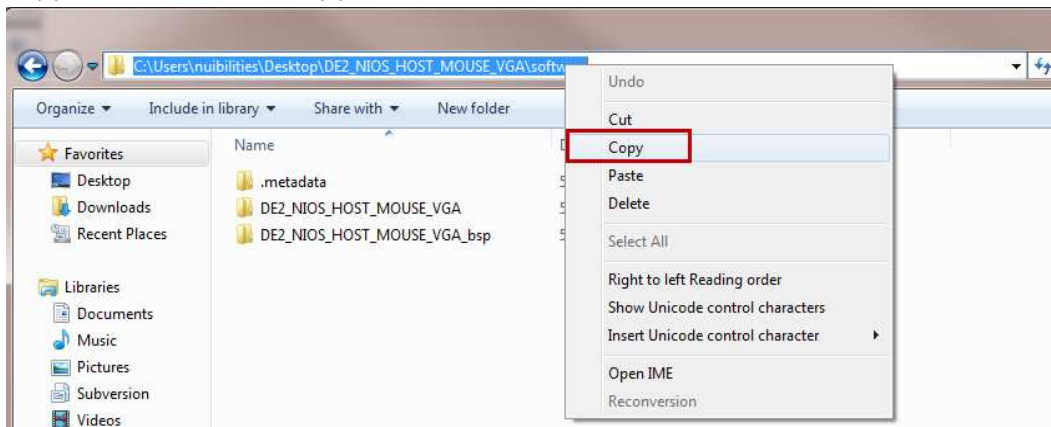


Many users encounter errors when running reference designs in the new Nios II Eclipse IDE. This document will illustrate for users how to solve this problem to successfully run the reference design included in the CDs provided by Terasic.

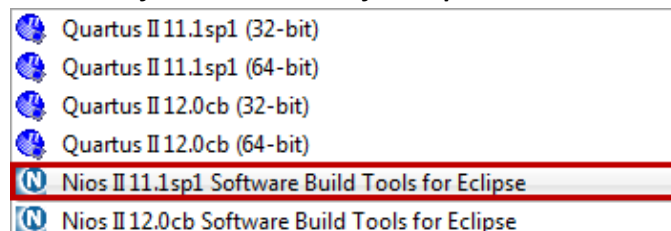
Take the demonstration located in [DE2_demonstrations_Qsys/DE2_NIOS_HOST_MOUSE_VGA](#) as an example, which will be used to illustrate how to regenerate a project in **Nios II <version> Software Build Tools for Eclipse**.

The steps are as shown below:

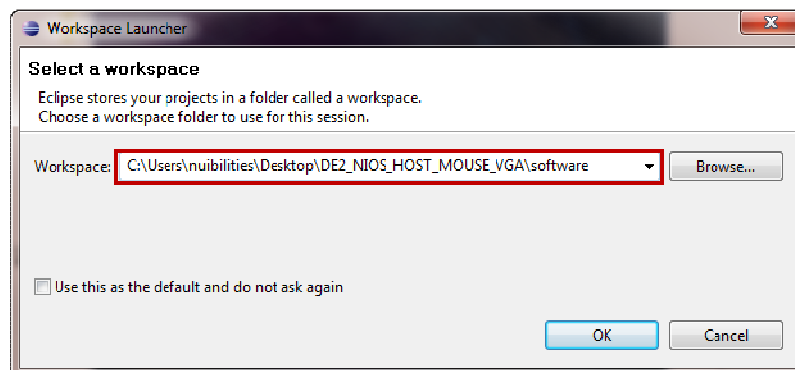
1. Copy the software directory path.



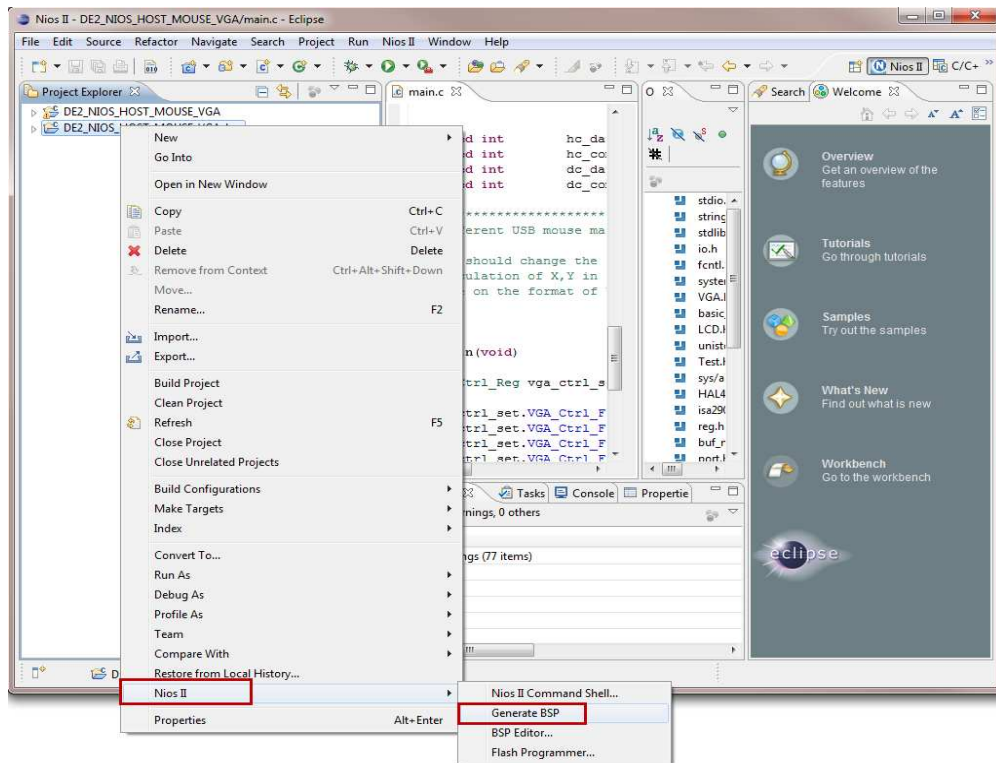
2. Open **Nios II 11.1 <version> Software Build Tools for Eclipse**.



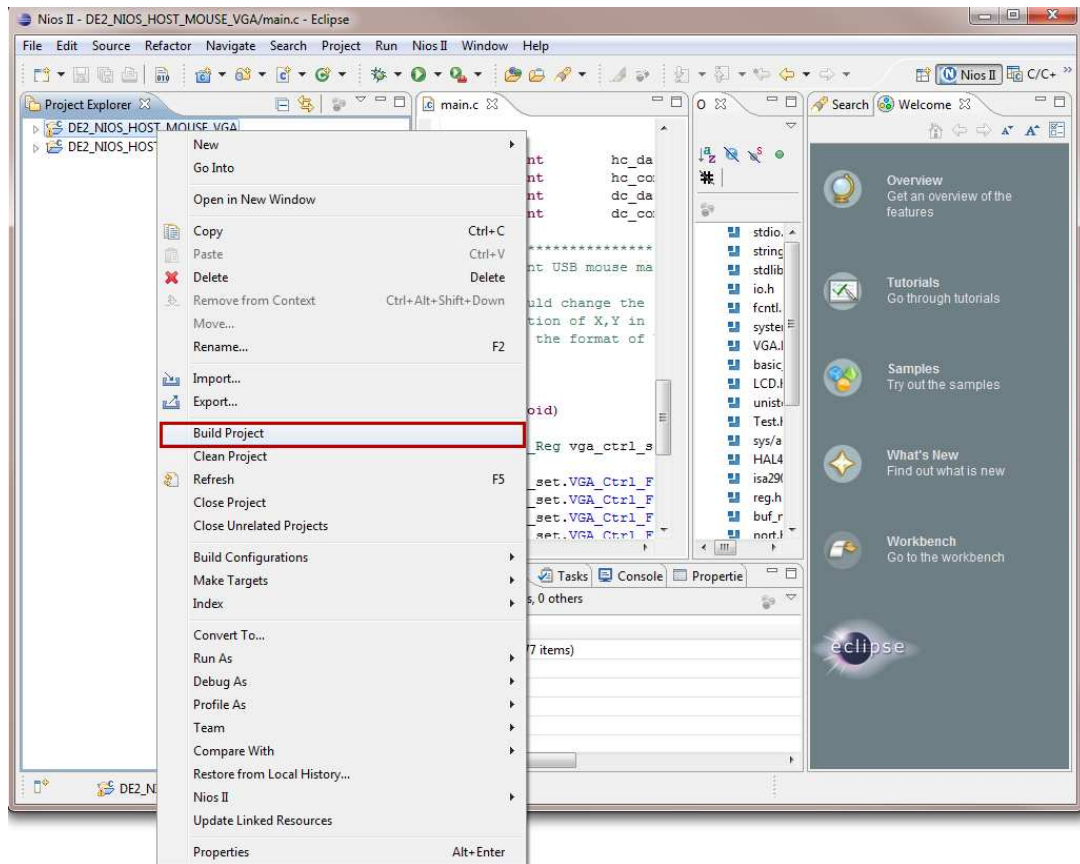
3. The Workspace Launcher window will appear. Paste the software directory path into the workspace. Click **OK**.



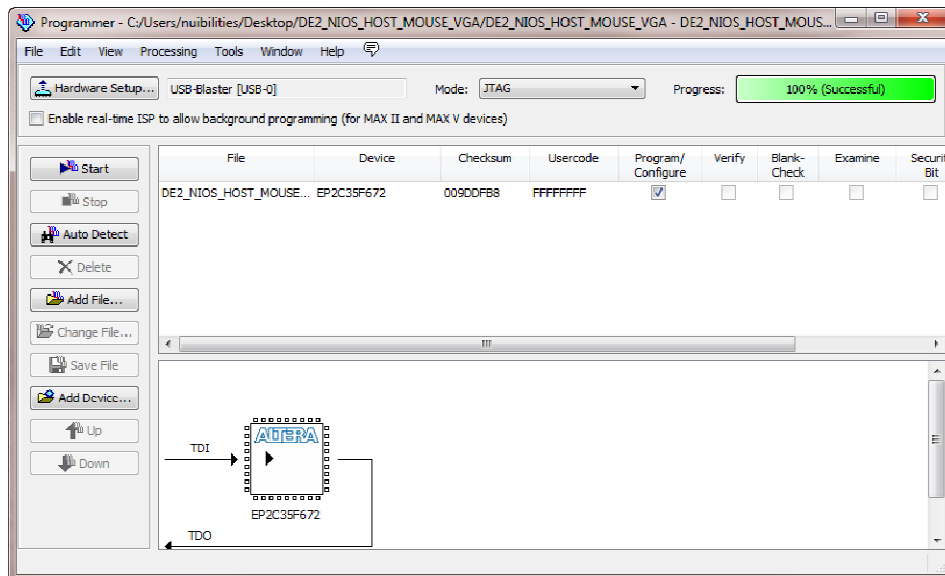
4. The Nios II – Eclipse main window should appear. Errors may be encountered if the user directly presses **Build Project** without regenerating the BSP, because the BSP file contains the directory path information from vendor or provider, but not the user's path. So regenerating the BSP file is needed before building a project. Right click **DE2_NIOS_HOST_MOUSE_VGA_bsp->Nios II->Generate BSP**.



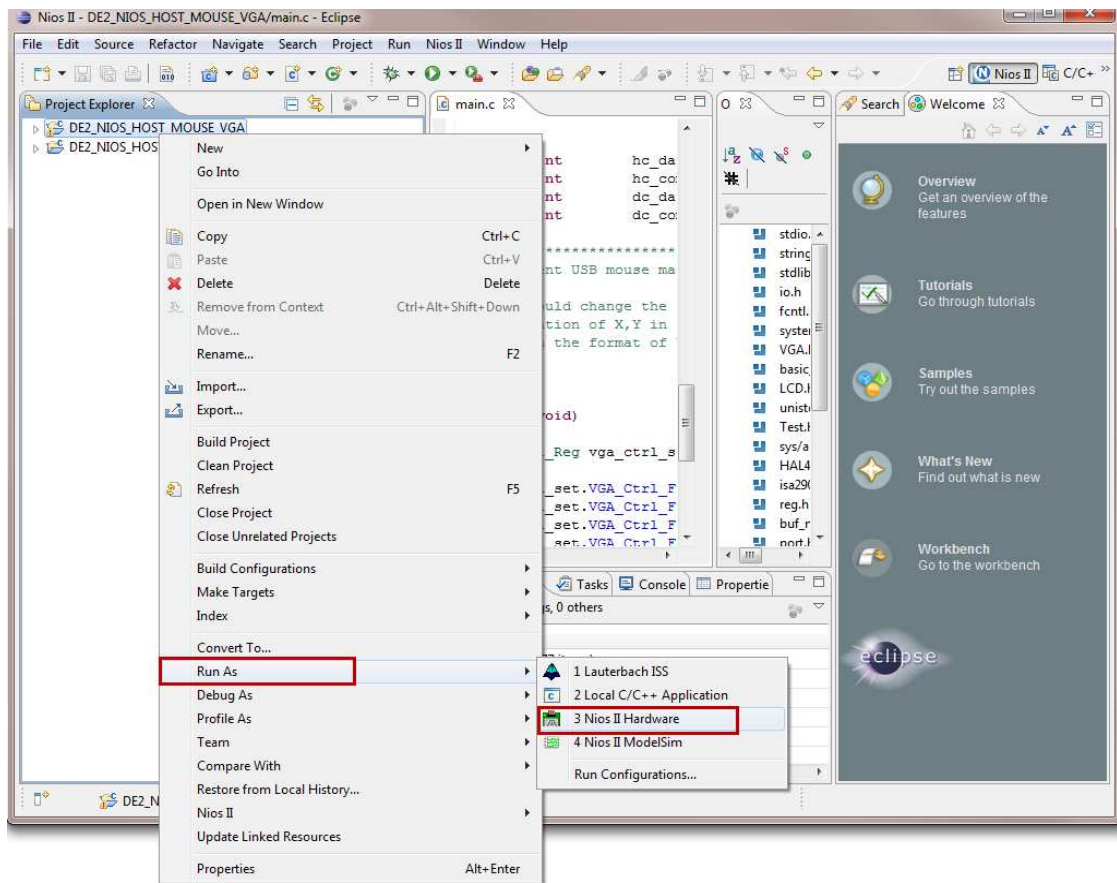
5. Finally, build the project.



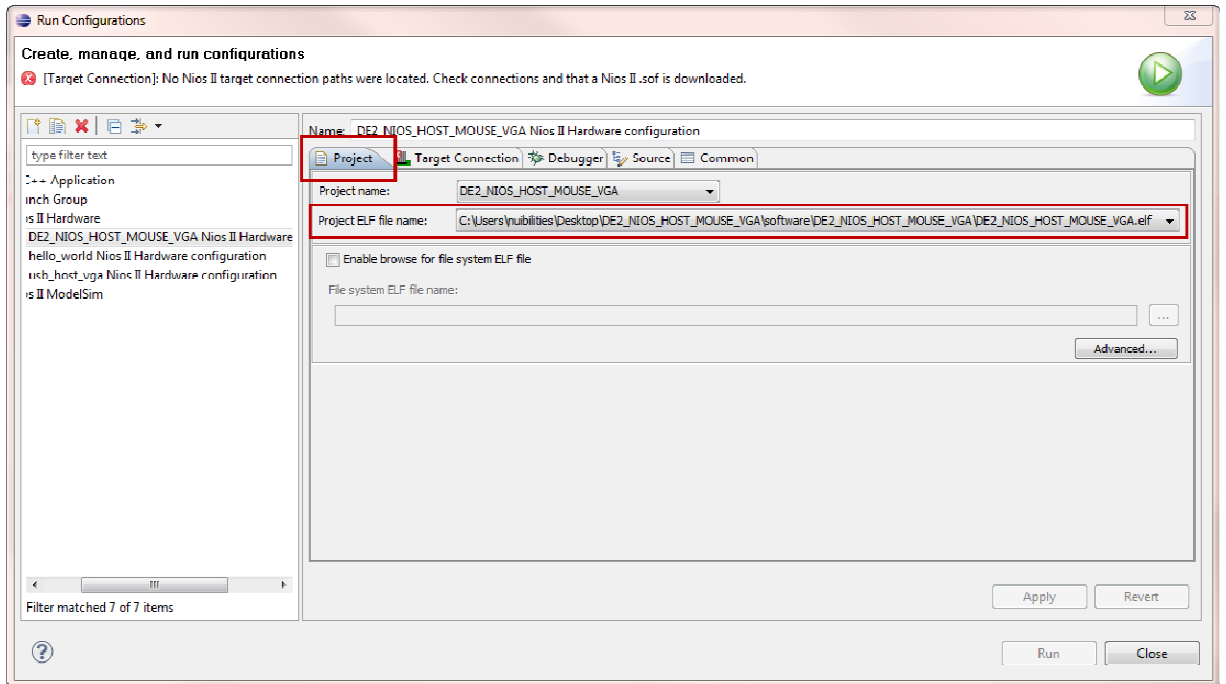
6. Run the demonstration. Users should first download the .sof file to the FPGA.



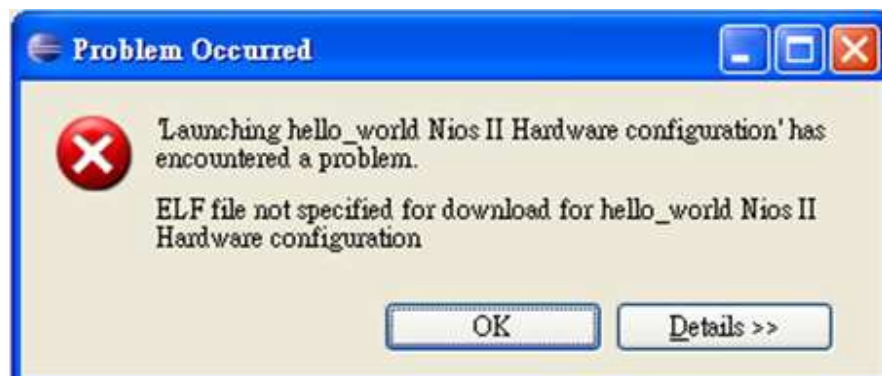
7. Next, download the software. Right click **DE2_NIOS_HOST_MOUSE_VGA**->**Run As**->**NIOS II Hardware**.



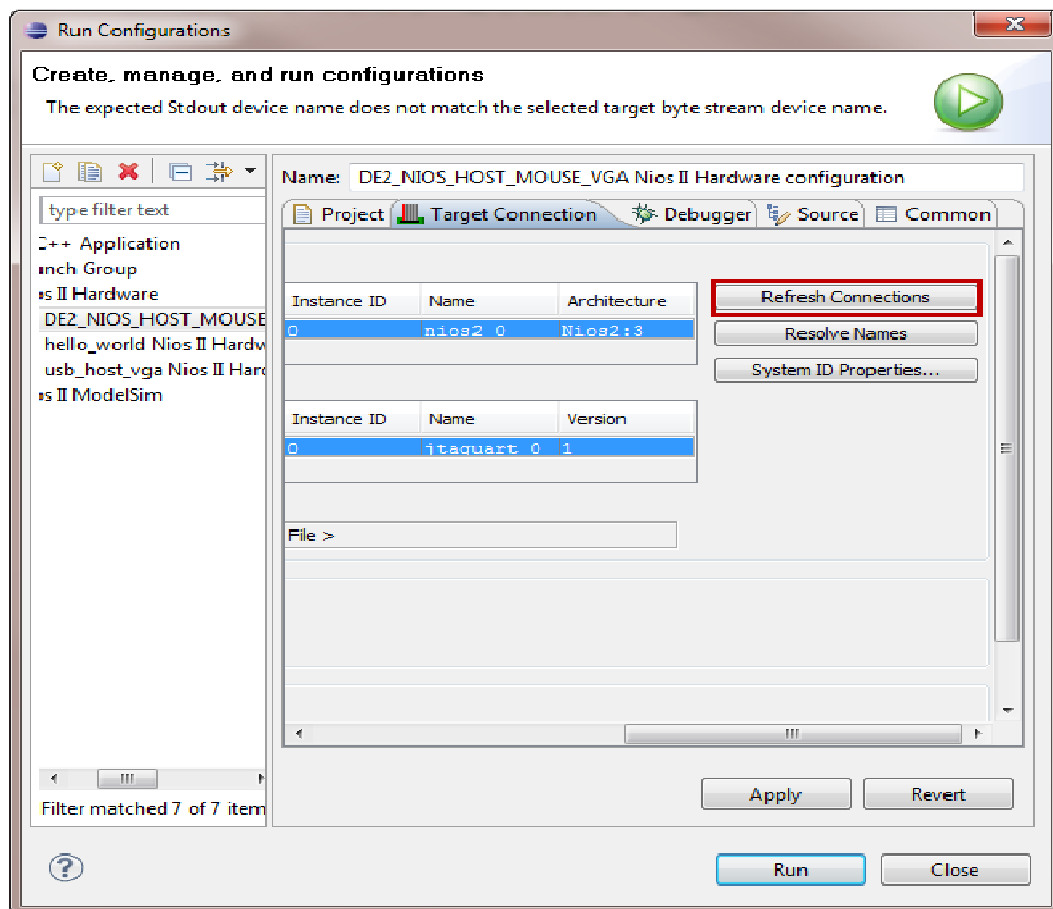
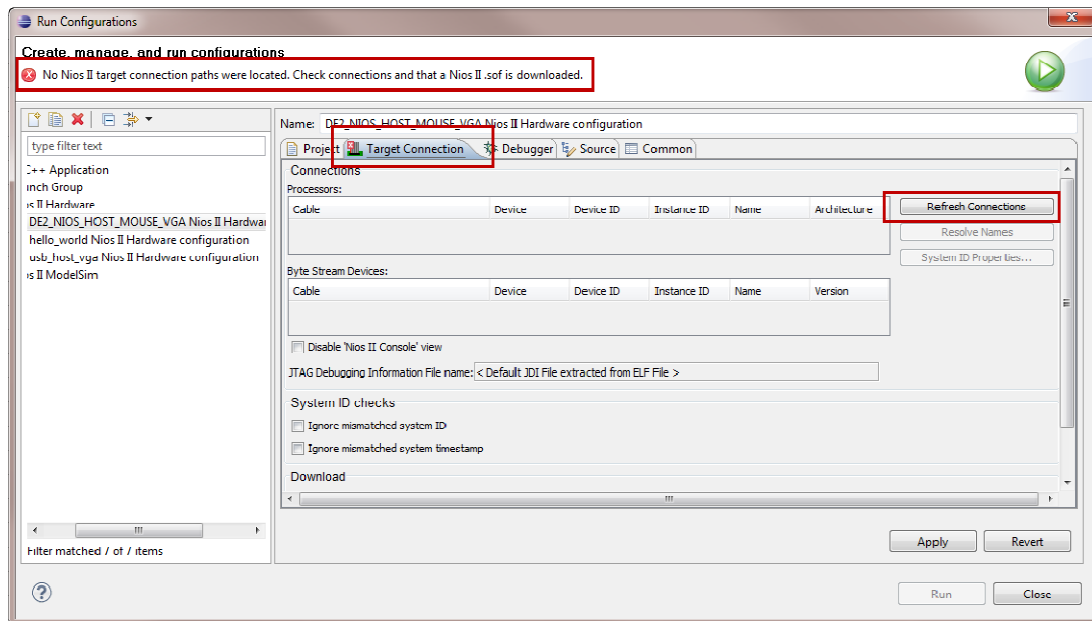
8. A Run Configuration window will appear if this is the user's first time entering this window.



In **Project** tab, make sure the **Project ELF file name** is being set to the correct path, or an error occur.



Occasionally, the software might be able to detect the target connection. Users should click **Target Connection** firstly, and then click **Refresh Connections** button.



9. Click **Run**.

10. If the below image is shown on the VGA screen, the demonstration has successfully executed.

