

MuntsOS Embedded Linux

Application Note #5: C++ LED Flash Example

Revision 6
19 March 2025

by Philip Munts
dba Munts Technologies
<http://tech.munts.com>

Introduction

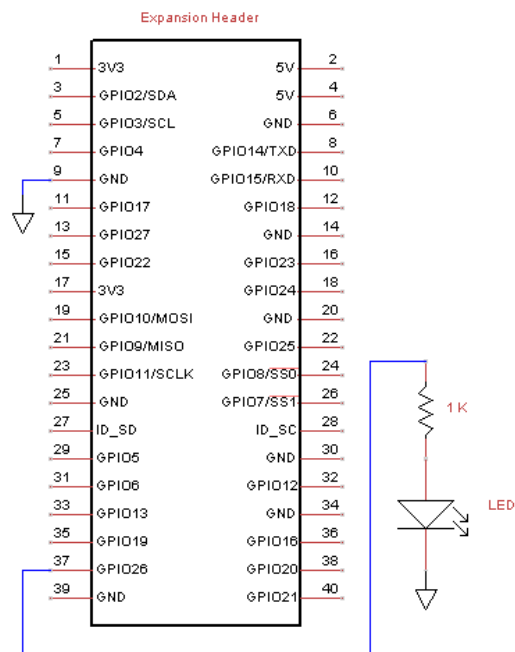
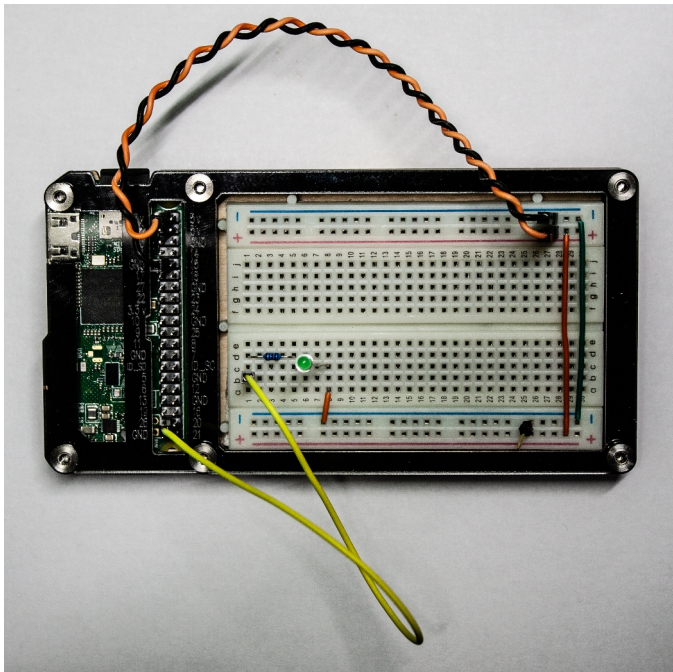
This application note describes how to create, build, and run a C++ program to flash an LED on a target computer running **MuntsOS Embedded Linux**.

Prerequisites

The **MuntsOS Embedded Linux** software development environment must be installed on a Linux development computer ([AppNote #1](#) or [AppNote #2](#)).

MuntsOS Embedded Linux must be installed on the target computer ([AppNote #3](#)).

Test Platform Hardware



The test platform for the purposes of this application note consists of a [Raspberry Pi Zero 2 Wireless](#) mounted in a [Zebra Zero Plus Breadboard](#) case. The orange and black jumper wires connect +3.3V and GND on the Raspberry Pi expansion header to the breadboard power rails. The yellow jumper connects GPIO26 to a 1K ohm current limiting resistor and an LED.

Test Program Source Code

Available for download at: <https://repo.munts.com/muntsos/doc/blinky/blinky.cpp>

```
#include <cstdio>
#include <unistd.h>

#include <raspberrypi.h>

int main(void)
{
    puts("\nMuntsOS C++ LED Test\n");

    // Configure a GPIO output to drive an LED

    Interfaces::GPIO::Pin LED =
        new libsimpleio::GPIO::Pin_Class(RaspberryPi::GPIO26,
            Interfaces::GPIO::OUTPUT, false);

    // Flash the LED forever (until killed)

    puts("Press CONTROL-C to exit.\n");

    for (;;)
    {
        *LED = ! *LED;
        usleep(500000); // microseconds = 0.5 seconds
    }
}
```

Exercise

This example exercise demonstrates how to create a C++ program project (outside of the **MuntsOS** code tree checkout), compile it, and run it on the test platform hardware.

Step 1: Prepare the **blink**y project:

```
mkdir $HOME/blink
cd $HOME/blink
wget https://repo.munts.com/muntsos/doc/.blink/Makefile.c++
mv Makefile.c++ Makefile
wget https://repo.munts.com/muntsos/doc/.blink/blink.cpp
```

Step 2: Build the **blink**y project:

```
make BOARDNAME=RaspberryPiZero2W
```

Step 3: Copy **blink**y to the test platform:

```
scp blink root@snoopy:.
```

Step 4: Run the test program on the test platform:

```
ssh root@snoopy
./blink
```

The LED should begin flashing once a second, until you press **CONTROL-C**.