

## Quick Start Instructions

# Linux-Kit

# phyCARD-L

**Using Eclipse and the GNU Cross Development Tool Chain**

Note: The PHYTEC Linux-phyCARD-L-Disc includes the electronic version of the English phyCARD-L Hardware Manual.

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	EUROPE	NORTH AMERICA
Address:	PHYTEC Technologie Holding AG Robert-Koch-Str. 39 55129 Mainz GERMANY	PHYTEC America LLC 203 Parfitt Way SW, Suite G100 Bainbridge Island, WA 98110 USA
Ordering Information:	+49 (800) 0749832 <a href="mailto:order@phytec.de">order@phytec.de</a>	1 (800) 278-9913 <a href="mailto:sales@phytec.com">sales@phytec.com</a>
Technical Support:	+49 (6131) 9221-31 <a href="mailto:support@phytec.de">support@phytec.de</a>	1 (800) 278-9913 <a href="mailto:support@phytec.com">support@phytec.com</a>
Fax:	+49 (6131) 9221-33	1 (206) 780-9135
Web Site:	<a href="http://www.phytec.de">http://www.phytec.de</a>	<a href="http://www.phytec.com">http://www.phytec.com</a>

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TIME

**35 min**

## Chapter 1 Introduction



5 min

*In this Quick Start you can find general information on the PHYTEC phyCARD-L, and an overview of the Eclipse software development tool and the GCC C/C++ cross development tool chain. You will also find instructions on how to run example programs on the phyCARD-L, mounted on the PHYTEC Development Board, in conjunction with the Eclipse development tool.*

*Please refer to the phyCARD-L Hardware Manual for specific information on board-level features, such as [jumper configuration](#), [memory mapping](#), and [pin layout](#).*

### 1.1 Rapid Development Kit Documentation

This “Rapid Development Kit” (RDK) includes the following electronic documentation on the enclosed “PHYTEC Linux-phyCARD-L-Disc:”

- The PHYTEC phyCARD-L Hardware Manual.
- phyCARD-L Controller [User's Manuals and Data Sheets](#).
- This Quick Start Instructions with general “Rapid Development Kit” description, software installation advice, and an example program enabling quick out-of-the-box start-up of the phyCARD-L in conjunction with the Eclipse and GCC C/C++ software development tool chain.

## 1.2 Professional Support Packages Available

This kit comes with free installation support. If you have any questions concerning installation and setup, you are welcome to contact our support department.

For more in-depth questions, we offer a variety of custom-tailored packages with different support options (e-mail, phone, direct contact to the developer) and different reaction times.

Please contact our sales team to discuss the appropriate support option if professional support beyond installation and setup is important to you.

## 1.3 Overview of this Quick Start Manual

This Quick Start manual gives you a general “Rapid Development Kit” description, as well as software installation advice and an example program enabling quick out-of-the-box start-up of the phyCARD-L in conjunction with the Eclipse IDE and GCC C/C++ software tools. It is structured as follows:

- The “*Getting Started*” chapter describes the configuration of the host platform and how to setup all the tools used in this manual.
- The “*Getting More Involved*” chapter provides step-by-step instructions on how to configure and build a new kernel, modify an example application, create and build new projects, and copy programs to the phyCARD-L using Eclipse.
- The “*Debugging*” chapter provides information on how to debug an application with the Eclipse debugging interface.

In addition to the dedicated data for this Rapid Development Kit, the PHYTEC Linux-phyCARD-L-Disc contains supplemental information on embedded microcontroller design and development in general.

## 1.4 Conventions Used in this Quick Start Manual

The following is a list of the typographical conventions used in this Quick Start manual:

*Italic* Used for file and directory names, program and command names, command-line options, menu items, URLs, and other terms that correspond the terms on your desktop.

**Bold** Used in examples to show commands or other text that should be typed literally by the user.

Pay attention to notes set apart from the text with the following icons:



At this part you might leave the path of this Quick Start.



This is a warning. It helps you to avoid annoying problems.



Provides useful supplementary information about the topic.



At the beginning of each chapter you can find information of the time needed to pass that chapter.



You have successfully passed an important part of this Quick Start manual.



Provides information to solve common problems.

## 1.5 System Requirements

Use of this “Rapid Development Kit” requires:

- The PHYTEC phyCARD-L. (OMAP 3)
- The PHYTEC Development Board with the included DB-9 serial cable, Ethernet cross-over cable and AC adapter supplying 12 VDC (min. 2 A).
- PHYTEC Linux distribution based on OSELAS from Pengutronix.
- An IBM-compatible host PC (586 or higher CPU).
- openSUSE 11.1 (x86) and the KDE 4.1 desktop.
- Recommended free disk space: at least 2 GB.

For more information and updates, please refer to the following sources:

**PHYTEC**

<http://www.phytec.de>

[support@phytec.de](mailto:support@phytec.de)



## 1.6 Software Development Tool Chains

### 1.6.1 Eclipse

The Eclipse platform provides support for C/C++ development. Because the Eclipse platform is only a framework for developer tools, it doesn't support C/C++ directly; instead it uses external plug-ins. This Quick Start shows you how to make use of the *CDT*, a set of plug-ins for C/C++ development in conjunction with the GCC C/C++ tool chain.

The CDT is an open source project (licensed under the Common Public License) implemented purely in Java as a set of plug-ins for the Eclipse SDK platform. These plug-ins add a C/C++ perspective to the Eclipse Workbench that can now support C/C++ development with a number of views and wizards, along with advanced editing and debugging support.

Due to its complexity, the CDT is broken down into several components, which take the form of separate plug-ins. Each component operates as an autonomous project, with its own set of committers, bug categories, and mailing lists. However, all plug-ins are required for the CDT to work properly. Here is a list of the plug-ins/components:

- **Primary CDT plug-in** is the “framework” for the CDT plug-ins.
- **CDT Feature Eclipse** is the CDT Feature Component.
- **CDT Core** provides Core Model, CDOM, and Core Components.
- **CDT UI** is the Core UI, views, editors, and wizards.
- **CDT Launch** provides the launch mechanism for external tools such as the compiler and debugger.

- **CDT Debug Core** provides debugging functions.
- **CDT Debug UI** provides the user interface for the CDT debugging editors, views, and wizards.
- **CDT Debug MI** is the application connector for MI-compatible debuggers.

### 1.6.2 The GNU Cross Development Tool Chain

Cross development in general refers to the overall software development process that produces a single application or a complete system running on a platform that is different from the development platform. This is an important concept when the target system doesn't have a native set of compilation tools, or when the host system is faster and has greater resources.

The platform where the actual development takes place is called the *host platform*. The platform where the final application is tested and run is called the *target platform*. In this Quick Start we are using an x86-based Linux as the host platform. As the target platform we are using the ARM architecture with a phyCARD-L CPU.

Building a program for a CPU architecture different from the one used on the machine where the compilation is done is accomplished using a cross compiler tool chain and cross-compiled libraries. In this Quick Start we are using the GNU C/C++ cross development tool chain.

## Chapter 2 Getting Started

**35 min**

TIME

*In this chapter you will establish the basis to pass the steps in this Quick Start. First you will learn how to configure the host platform. You will install additional software packages and setup the network configuration for connecting your host to the target. After connecting the host to the target, you will copy an application to the target. At the end of this chapter you will be able to start a first demo application on the target.*

### 2.1 Requirements of the Host Platform

To pass the following steps in this Quick Start, you will need a host PC with an installation of openSUSE 11.1 (x86) and the KDE 4.1 desktop.

When you are installing openSUSE 11.1, you can select *KDE 4.1 as Desktop selection*. The default packages to use openSUSE 11.1 with your host PC will be selected automatically. This default selection will suffice to pass the steps in these Quick Start Instructions. The installation of additional packages and configurations will be described on the following pages.

In the following configuration steps we assume that the host PC is not connected to any other network. The target and host will be connected with a cross-over cable via a peer-to-peer connection. If your host is part of a company's network, we recommend disconnecting your host from such a network.

In these Quick Start Instructions you will have to shutdown the firewall and configure the network card of your host PC. If your host PC is connected to another network, changing the IP address can cause conflicts with existing hosts.

## 2.2 Configuring the Host Platform

In this passage you will learn how to configure the host platform. You will execute the following steps:

- Install additional software packages. These packages are necessary to accomplish the steps in the Quick Start Instructions.
- Set up the network configuration to use the host PC with your target.
- Disable the firewall. If the firewall is enabled, you will have problems with connecting to the target.
- Set up a TFTP server. You can use a TFTP server to download files (e.g. kernel and root file system images) to the target from within the target's boot loader.

### 2.2.1 Installing Software Packages

To accomplish the steps in the Quick Start Instructions, you will have to install additional packages.



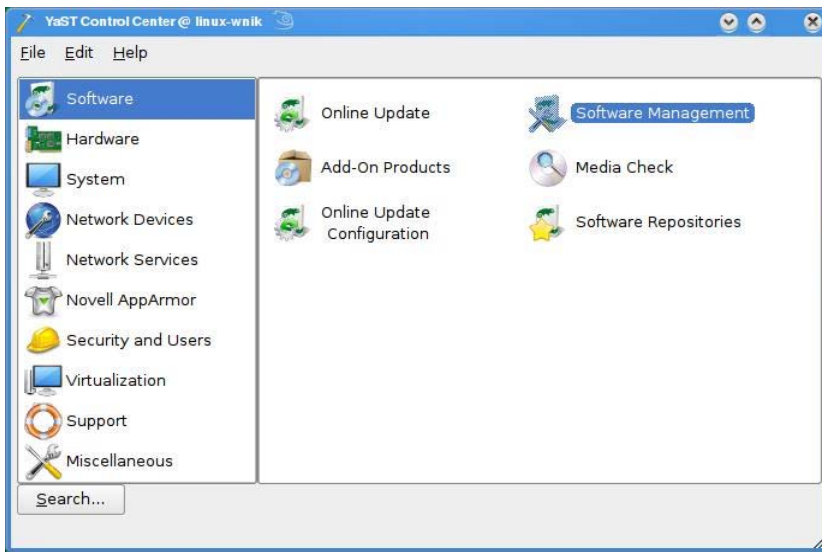
If you don't install all of these packages, the setup may fail or some configuration steps won't work correctly.



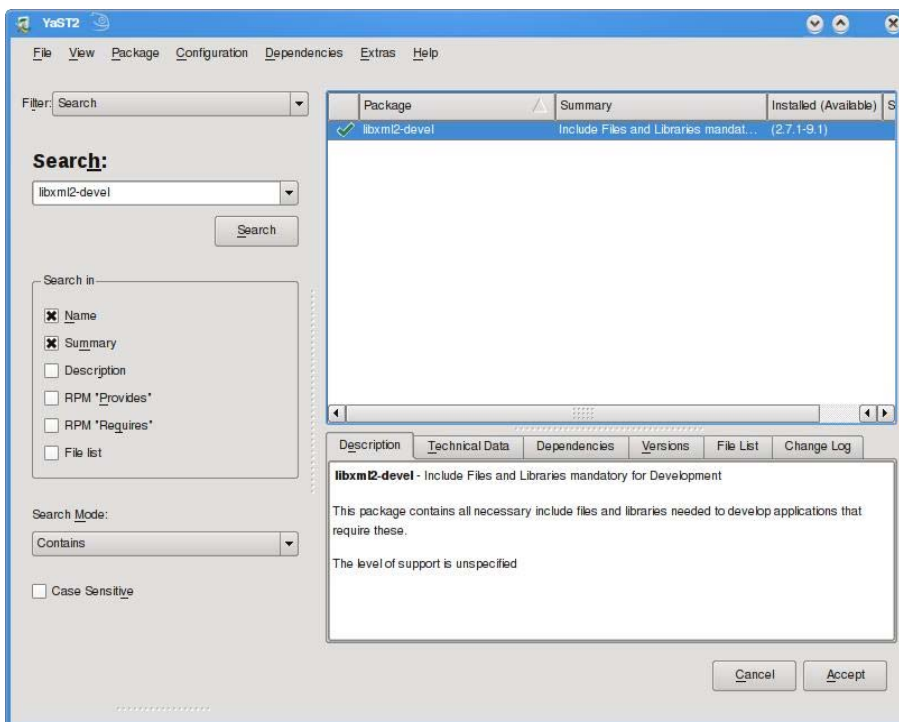
- Open the *K menu* from the lower-left corner of the desktop and click on the tab *Computer*.
- Open the *Administrator Settings / YaST*.



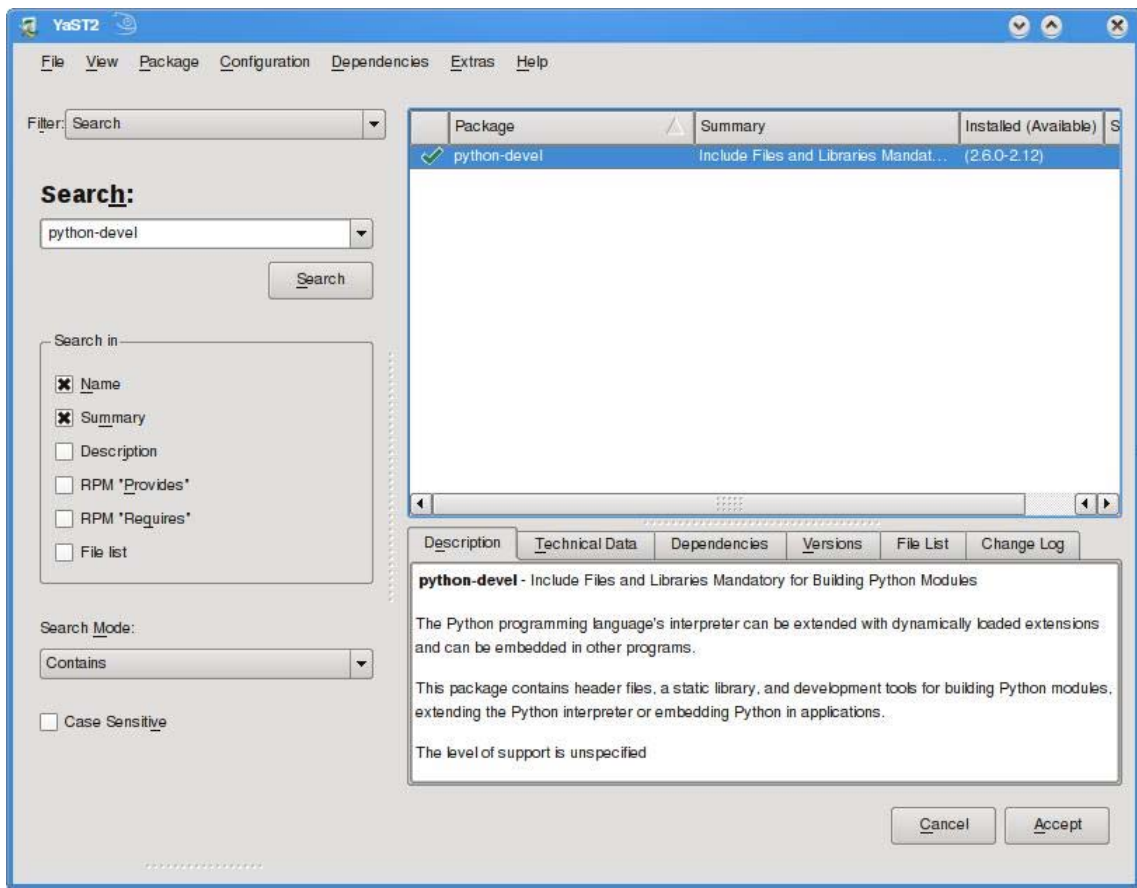
- Enter your root password and click *OK*.



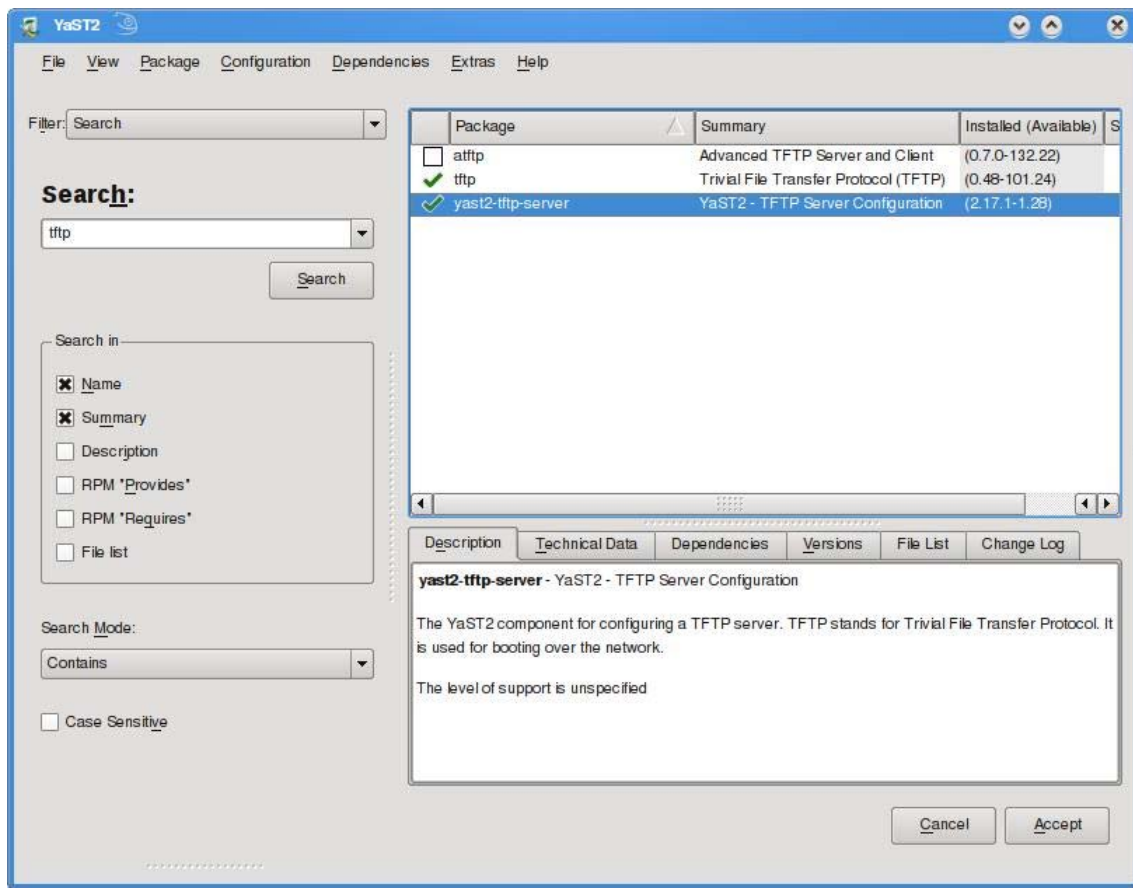
- Open *Software Management* in *Software*.



- Select the filter *Search*.
- Type **libxml2-devel** and click the *Search* button.
- Check libxml2-devel.

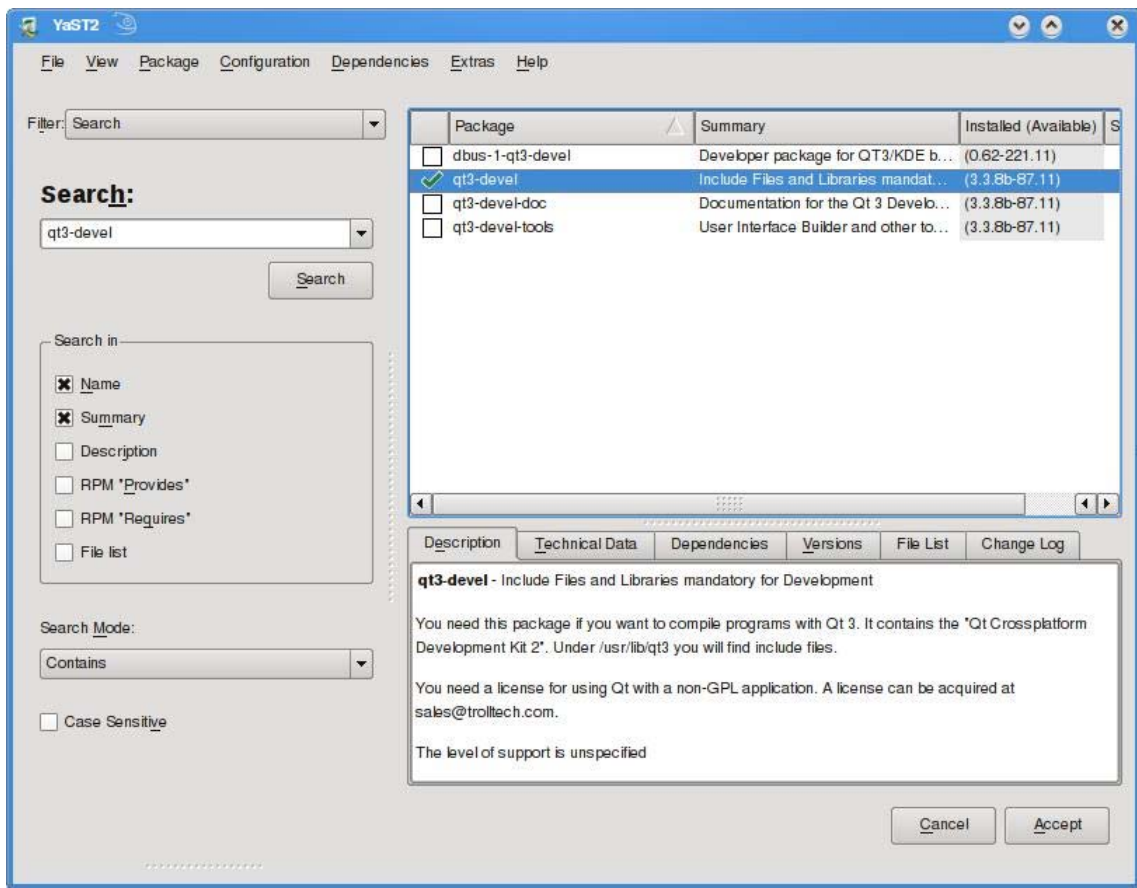


- Type **python-devel** and click the *Search* button.
- Check *python-devel*.

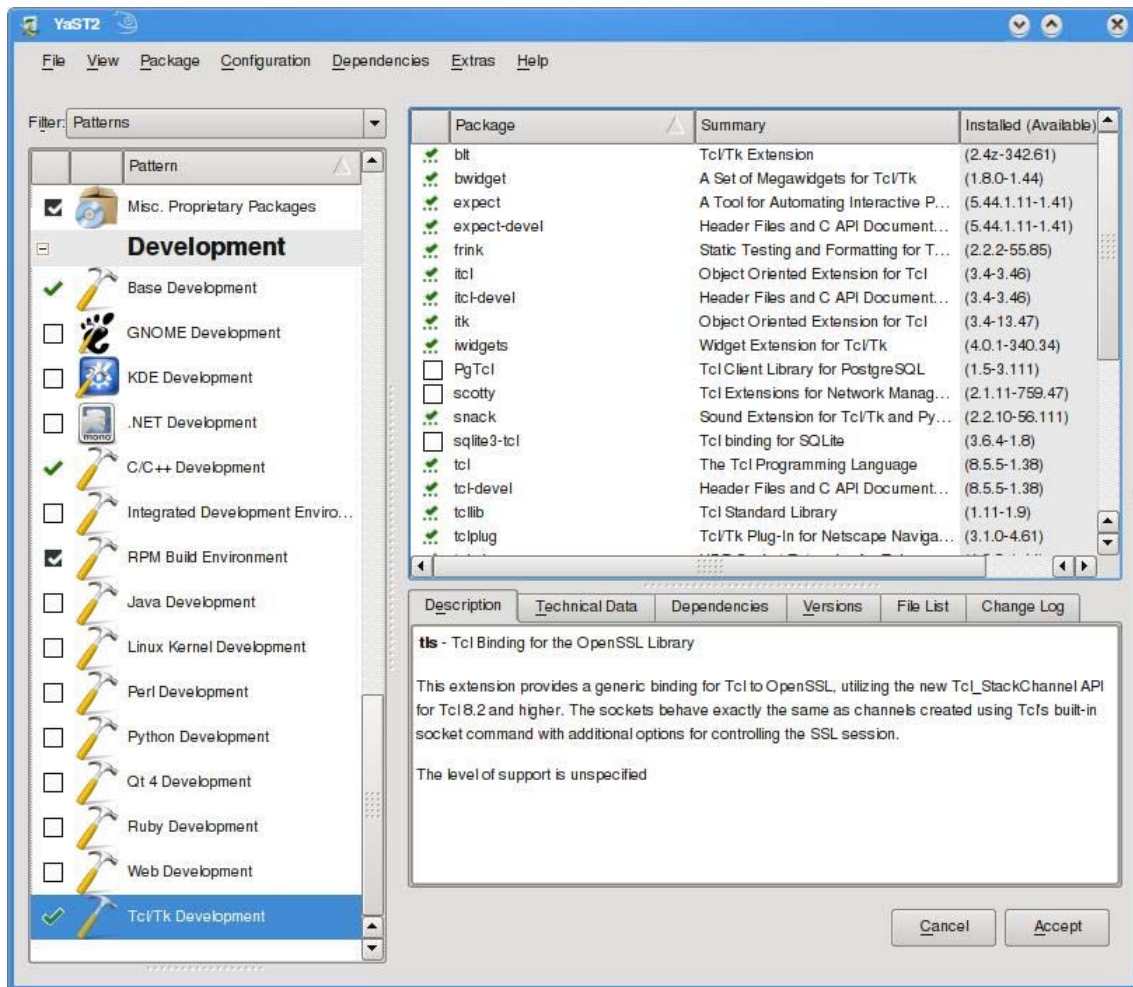


- Type **tftp** and click the *Search* button.
- Check the packages *tftp* and *yast2-tftp-server*

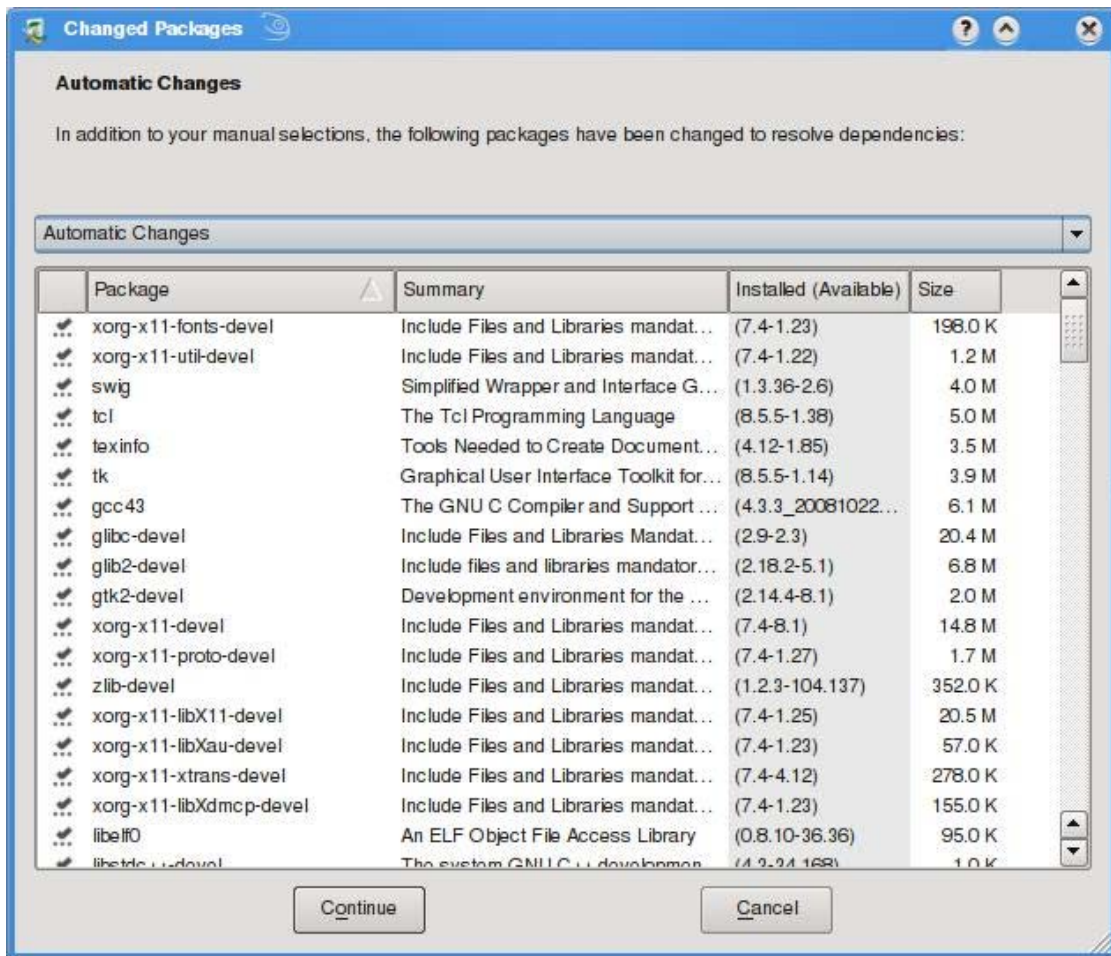




- Type **qt3-devel** and click the *Search* button.
- Check *qt3-devel*.



- Select the filter *Patterns*.
- Under *Development* select *Base Development*, *C/C++ Development*, and *Tcl/Tk Development*.
- Click *Accept*.



Some additional packages will be selected automatically to resolve any dependencies.



If problems occur while resolving dependencies, we recommend going back to a default configuration.

- Click *Continue* to install the packages.

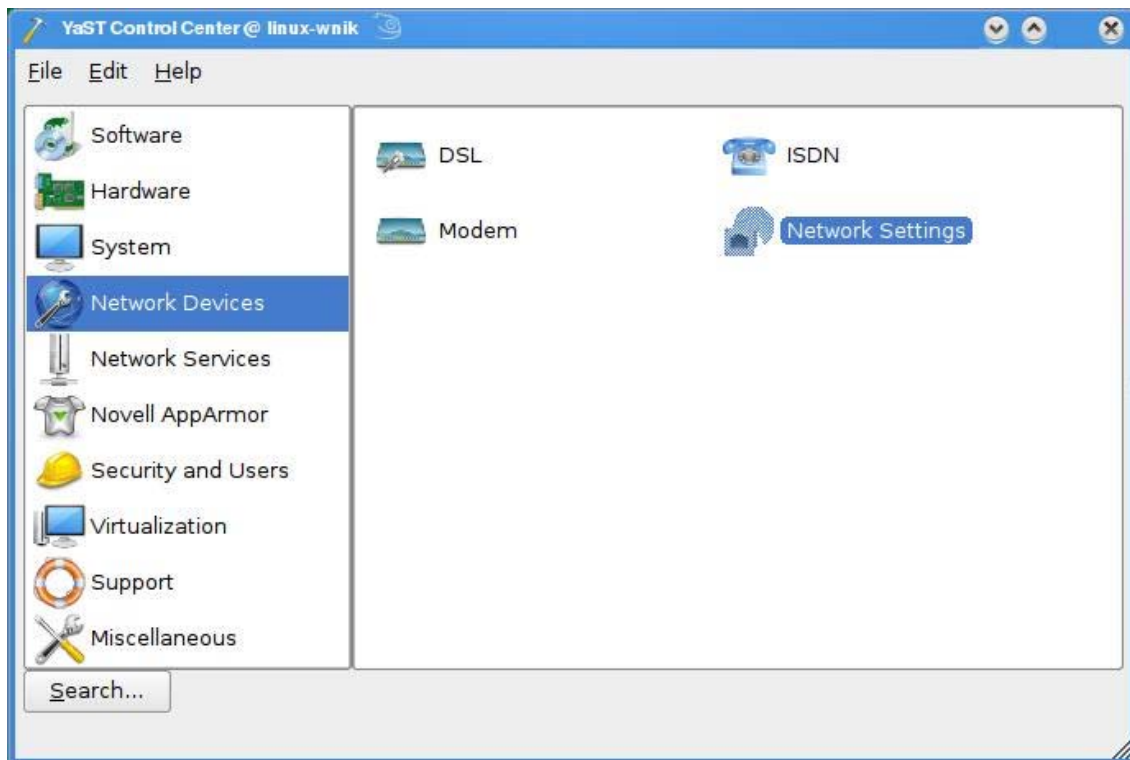
## 2.2.2 Set Up Network Card Configuration



**CAUTION**

In the following steps you will have to configure the IP address of your host. We recommend disconnecting your host from any other network. If you change the host's IP, chances are that problems may occur with other hosts in the network.

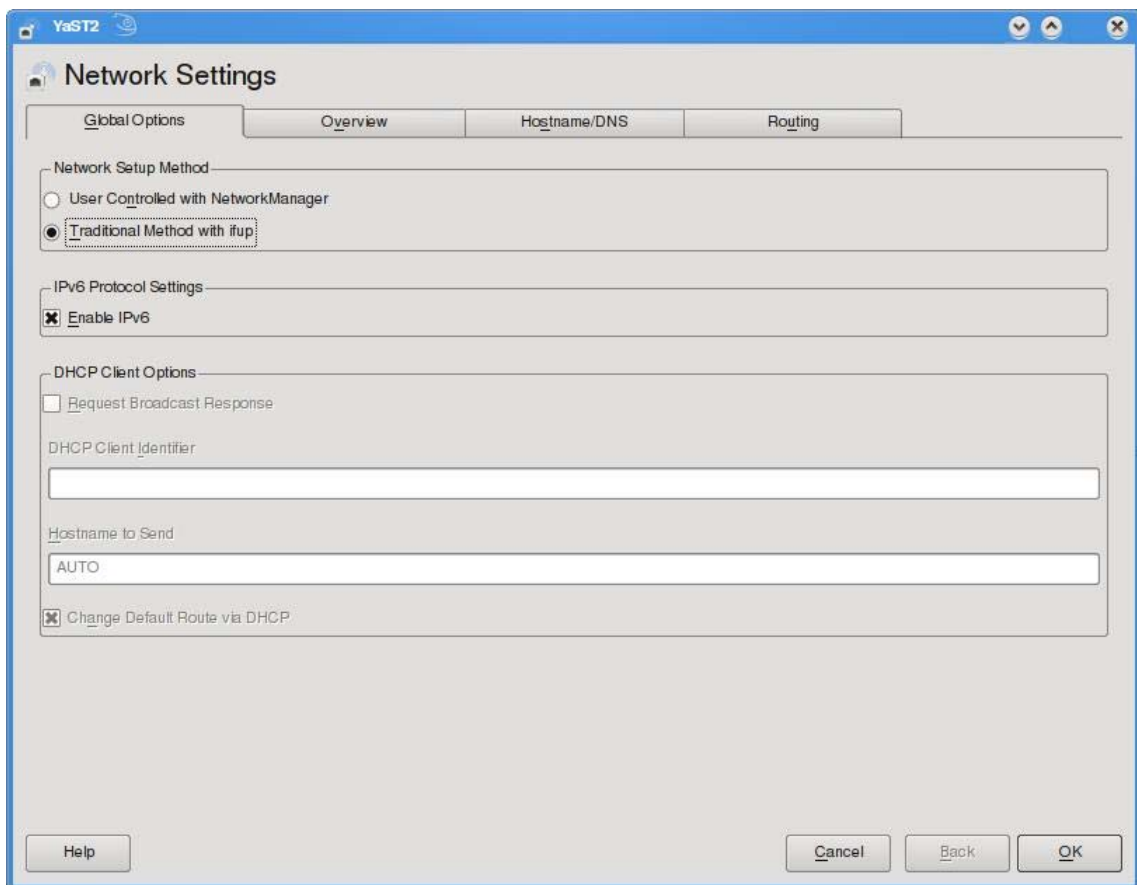
- Open the *YaST Control Center* if it is not already opened.



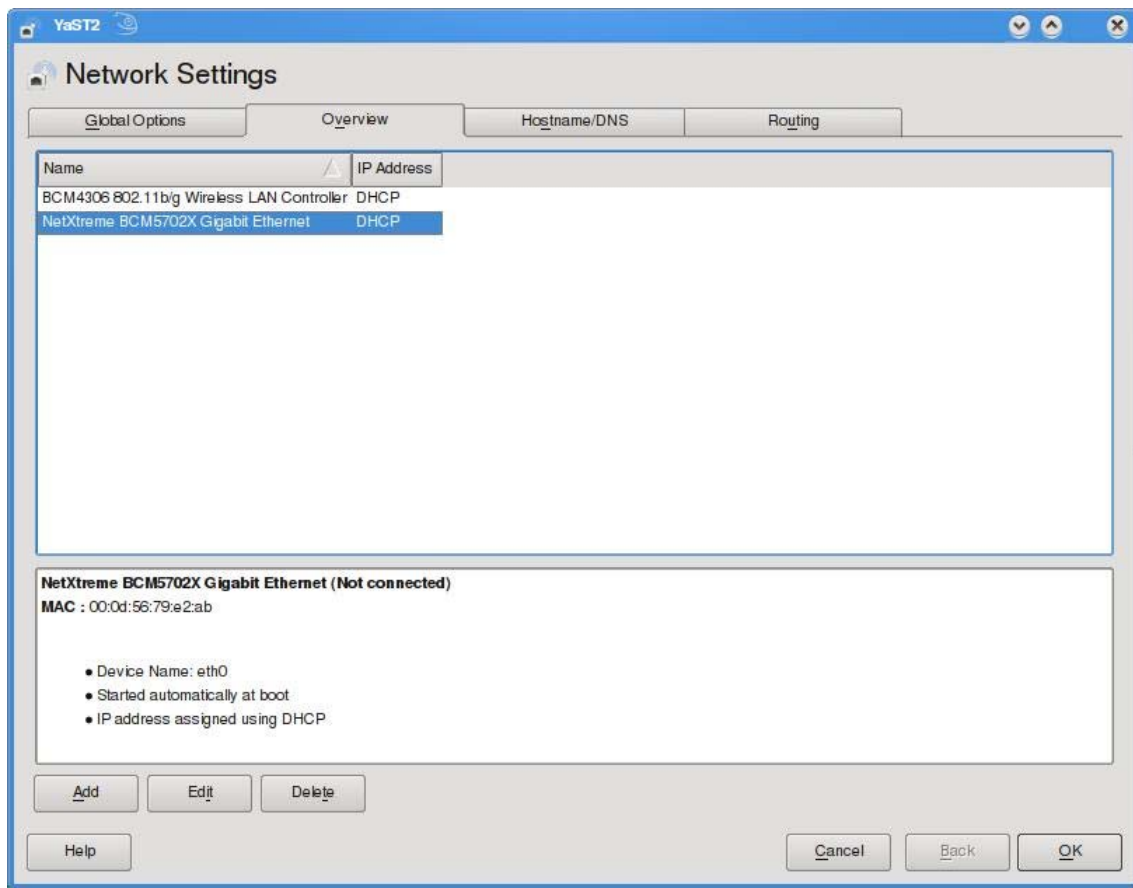
- Choose *Network Settings* in *Network Devices*.



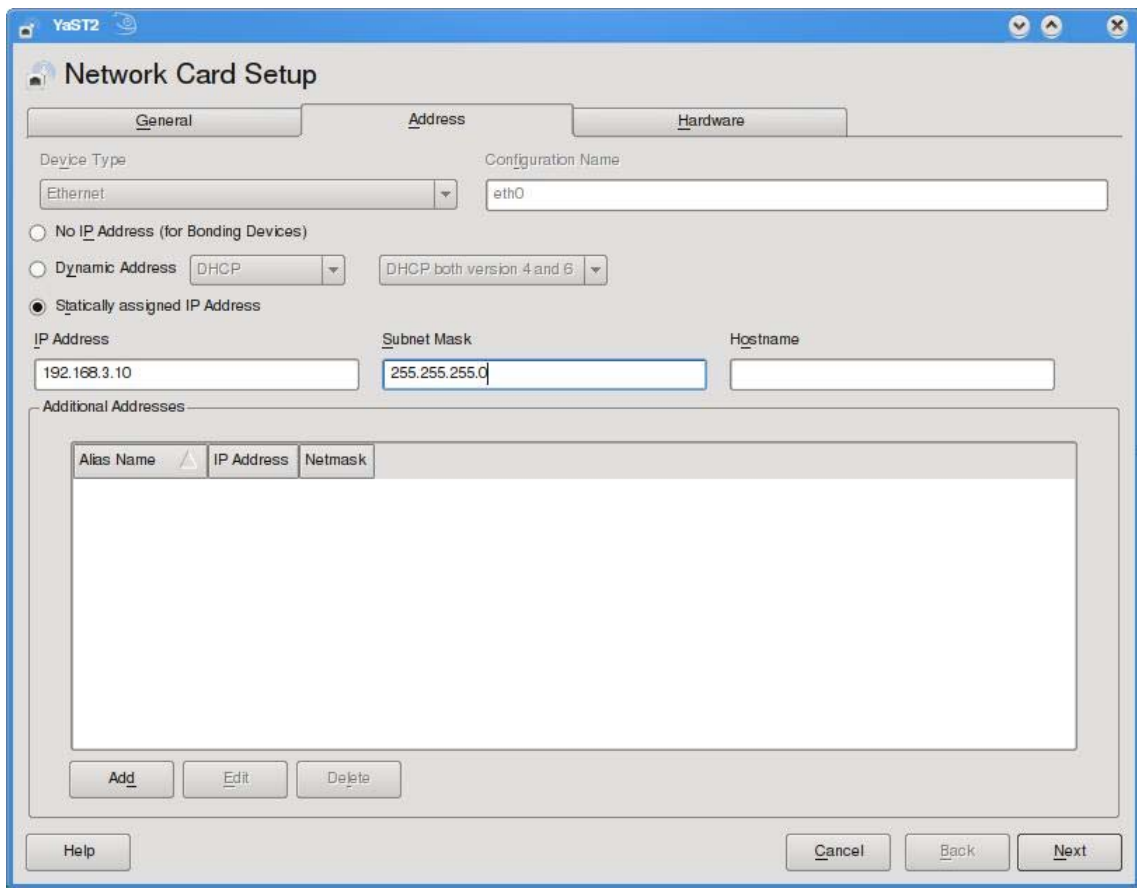
- Click *OK*.



- Choose *Traditional Method with ifup* in *Global Options*.



- Select the right network card (if more than one network card is installed on your host) in *Overview*.
- Click *Edit* to enter the *Network Card Setup*.



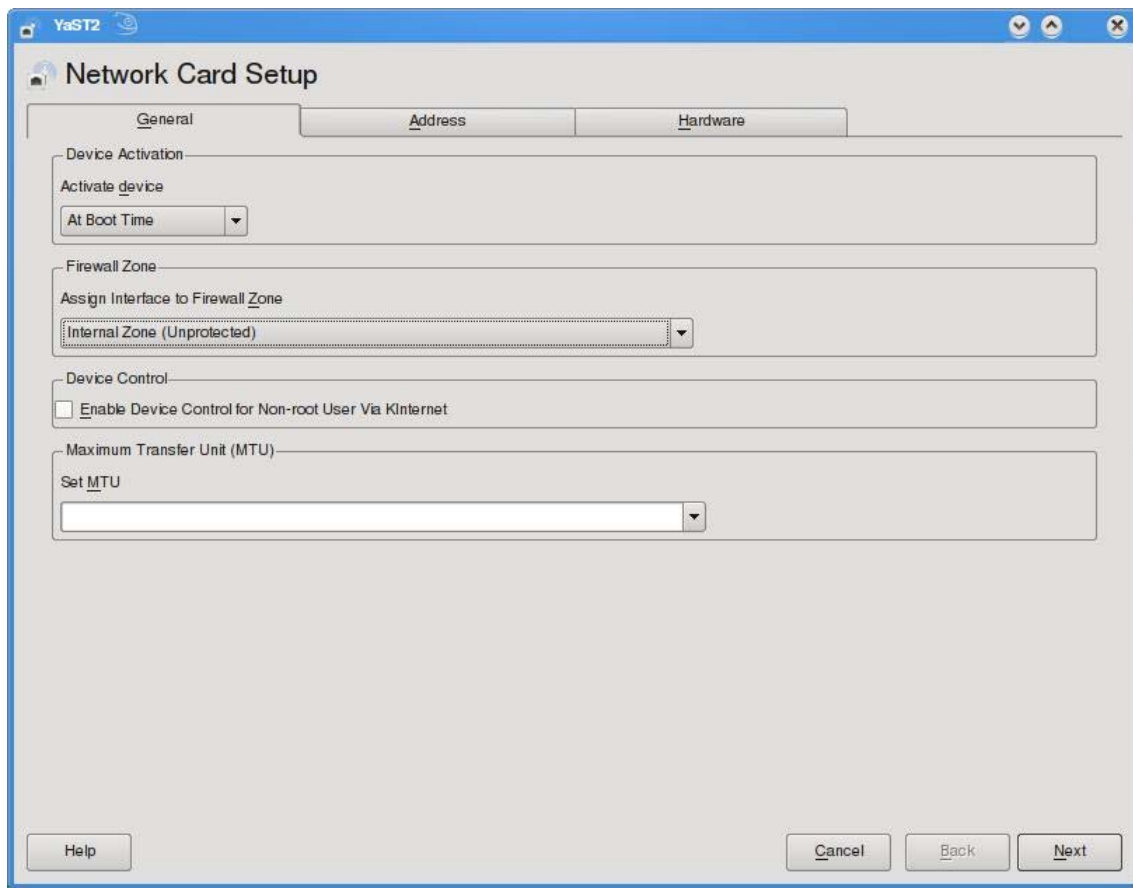
- Choose *Statically assigned IP address*.
- Enter IP address **192.168.3.10** and subnet mask **255.255.255.0**

### 2.2.3 Disabling the Firewall

To ensure that there are no problems with connections to the target, the host's firewall should be disabled.

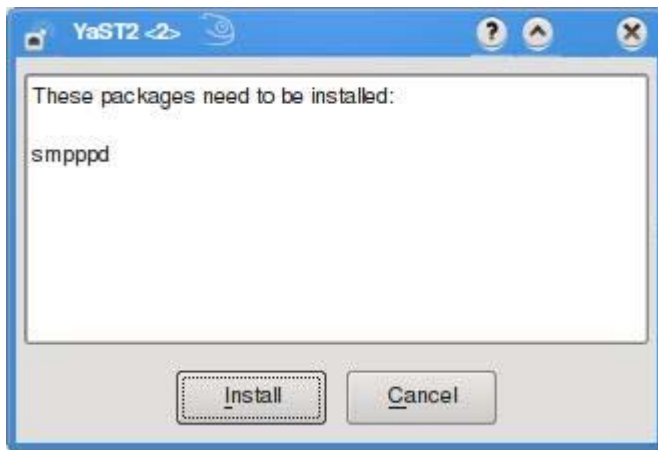
- Select the *General* tab in the upper-left corner.





- Use the drop-down box in the *Firewall Zone* settings to set the current interface to *Internal Zone (Unprotected)*.
- Then press *Next*, and in the following window click *OK* to complete the settings.





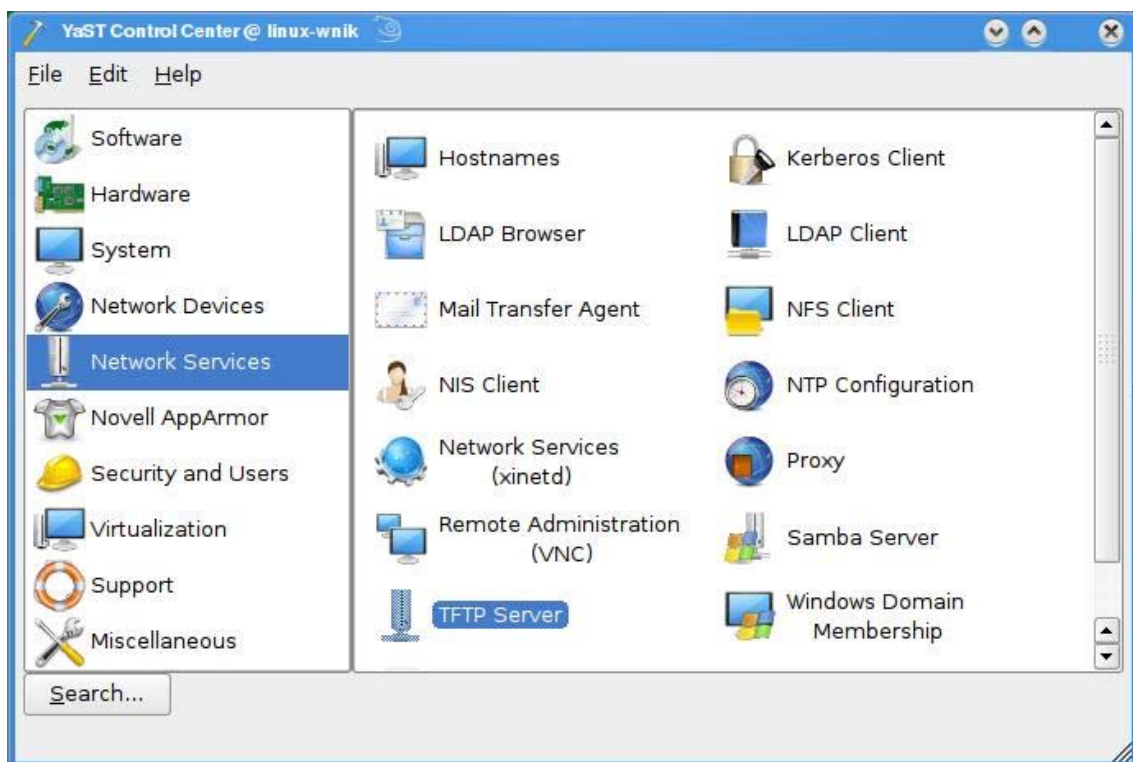
Insert the openSUSE 11.1 disc and click *Install*. In the following window click *Skip automatically*.

The firewall is now disabled and the IP address is set for this network card.

## 2.2.4 Set Up TFTP Server

Later in this Quick Start you will learn how to write a new kernel image into the flash memory of the target. To download the kernel image from the target, you need have to have a TFTP server running. In this passage we show you how to configure a TFTP server.

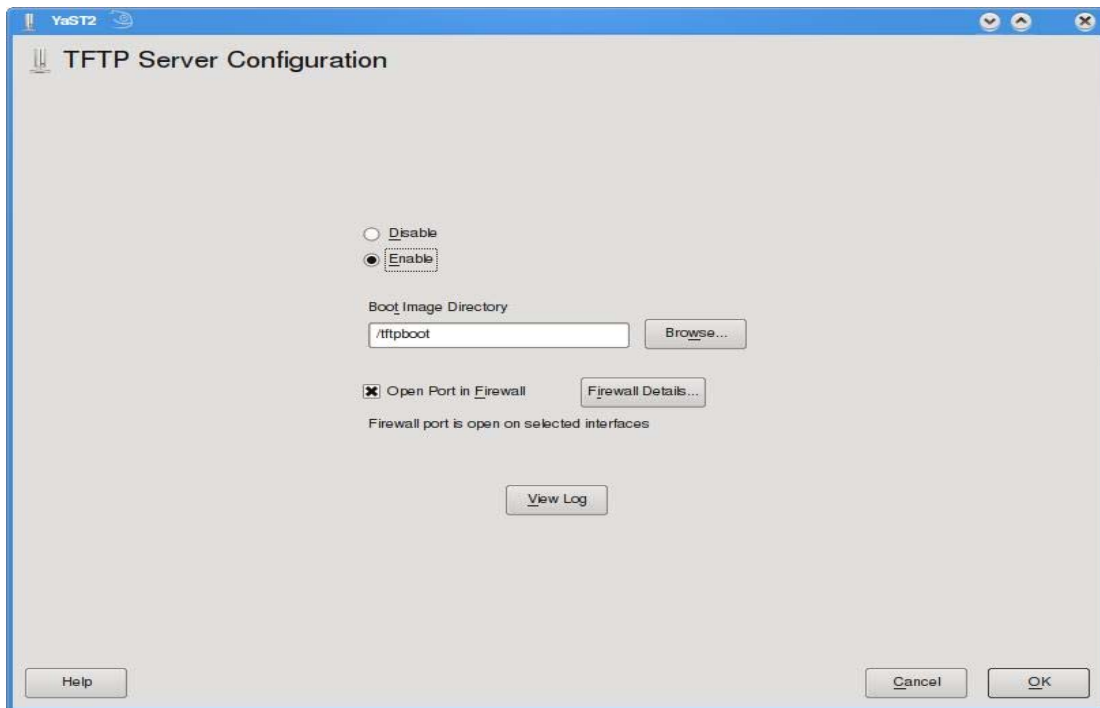
- Open the *YaST Control Center* if it is not already opened.



- Choose *TFTP Server* in *Network Services*.



If the *TFTP Server* icon does not exist, restart the YaST Control Center.



- Switch the selection to *Enable*.
- The path of the boot image directory should be */tftpboot*. If there is a different path, change it to */tftpboot*.
- Click *OK*.



- Click *Yes* to create the */tftpboot* directory.

The TFTP server will be started.

- Close the YaST Control Center.



*You have successfully finished the configuration of the host platform.*

## 2.3 Linux-phyCARD-L-Kit Setup

In this section you will find a description of the Linux-phyCARD-L-Kit setup. The whole setup will be done by a graphical interface. At the end of the setup you will find all programs to develop applications for the target on your host PC.

The setup will install the following programs:

- *GNU C/C++ cross development tool chain* – you can use this tool chain to develop programs for the target on your host PC.
- *Eclipse SDK with CDT* – the Eclipse SDK is a platform and application framework for building software which can use the GNU C/C++ cross development tool chain.
- *Microcom* – a program for serial communication with the target.
- *Linux Kernel archive* – this kernel archive contains the Linux kernel source code as well as all patches needed to compile the kernel for the phyCARD-L.
- *HelloWorld* – this example program can be used to test how to download and execute a program on the target.

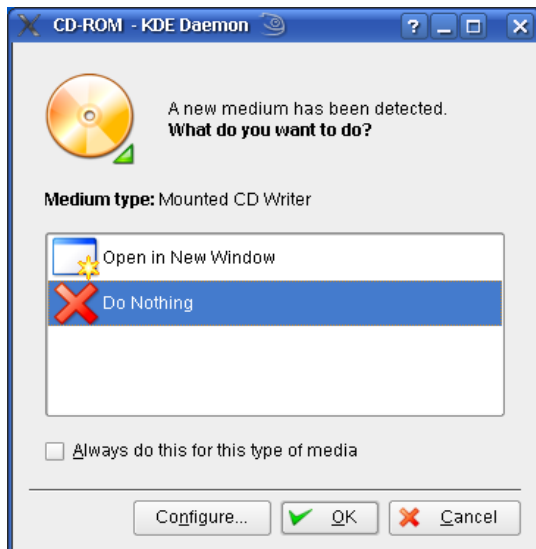
There will be some additional configuration steps performed on your PC:

- The setup program will create desktop links to the installed programs.
- The setup will also create desktop links to access the target via FTP, SSH, and Telnet.
- The path of the cross development tool chain will be added to the *\$PATH* environment variable.
- Read and write access to the serial interface will be added to your user account so you use the serial communication program *Microcom*.
- The setup will configure *Microcom*.

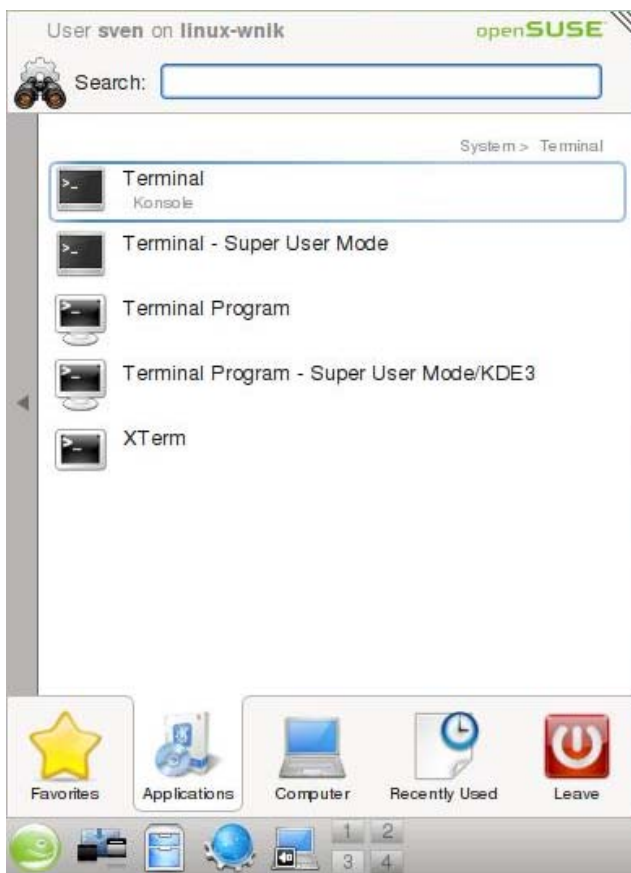
### 2.3.1 Starting the Setup

- To start with the Linux-PowerPC-Kit Setup enter your PHYTEC Linux-PowerPC-Disc into your CD-ROM drive.

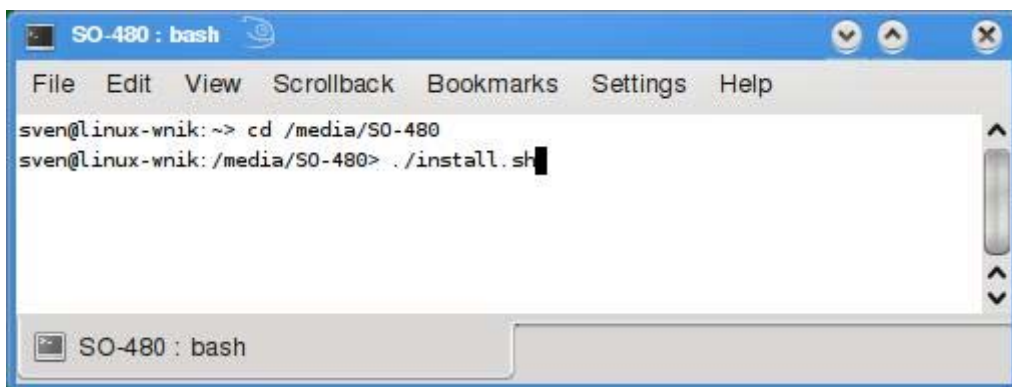
The following dialog may appear:



- Click *Cancel*.



- From the *K menu*, select the *Applications* tab.
- Select *System* ► *Terminal* ► *Terminal Konsole*.



- Type: **cd /media/SO-480**
- Enter **./install.sh** to launch the setup program.



The media may be mounted on a different mount point in the directory */media*. The mount points can be shown with the command **ls /media**. Change to the accordant directory if no directory *SO-480* should exist.

```
SO-480_Linux-phyCARD-L-Kit_PD10.2.0 : install.sh
File Edit View Scrollback Bookmarks Settings Help
sven@linux-wnik: /media/SO-480> cd /media/SO-480
sven@linux-wnik: /media/SO-480> ./install.sh

To execute this Setup you will have to login as Root

Please enter the Root Password: █
```

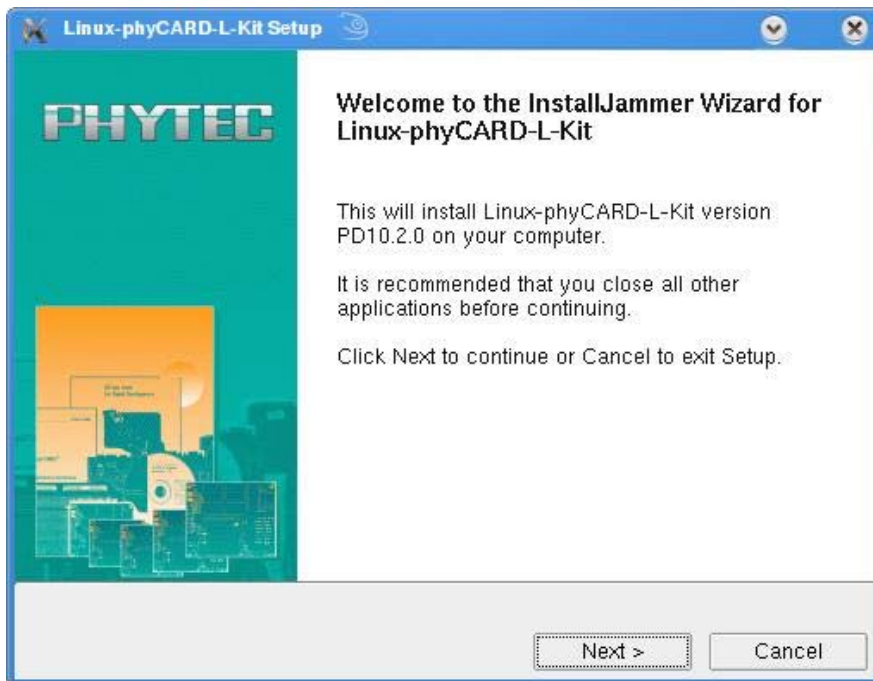
- Enter the root password.



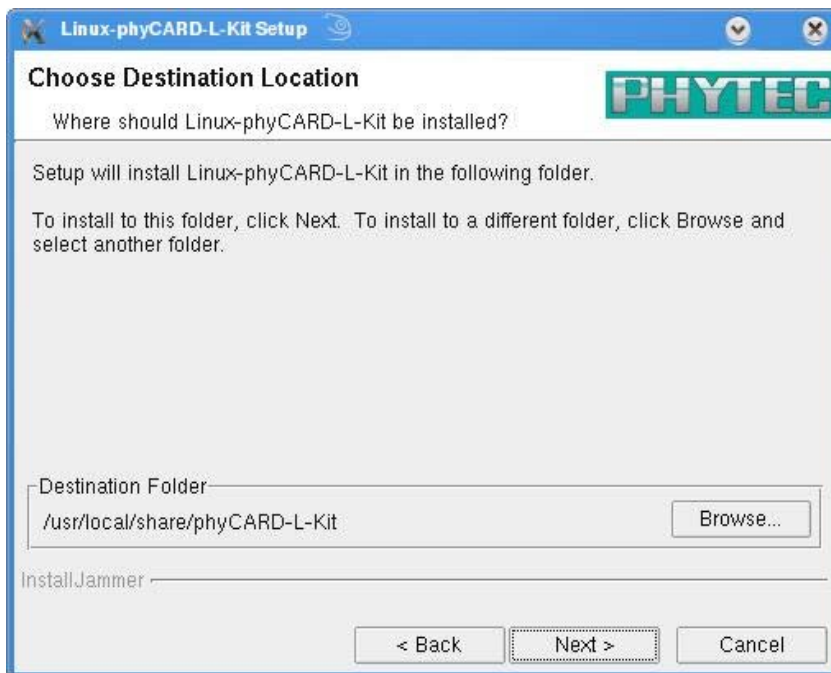
- Click *Yes* to proceed.

The welcome screen appears.





- Click *Next* to continue.



- Click *Next*.



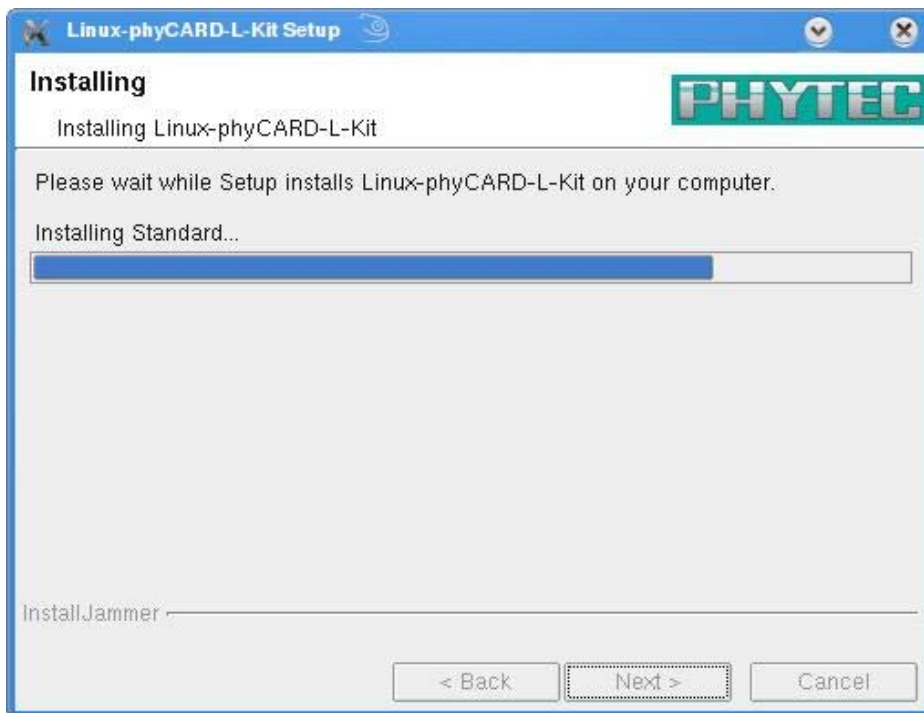
- Click *Next* to copy all files to your hard disk.



OPTION

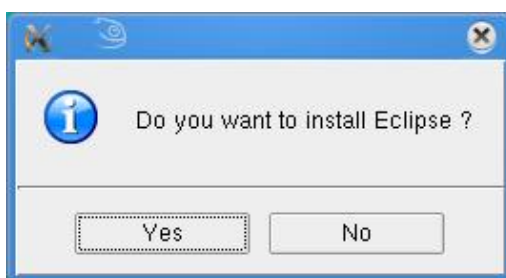
The default destination location is `/usr/local/share/phyCARD-L-Kit`. All path and file statements within this Quick Start manual are based on the assumption that you accept the default installation paths. If you decide to individually choose different paths, you must consider this for all further file and path statements when working with this Quick Start.

We strongly recommend accepting the default destination location.



The GCC C/C++ tool chain will be installed to the default directory `/opt/OSELAS.Toolchain-1.99.3/arm-cortexa8-linux-gnueabi`. The program `mkimage` will be installed to `/usr/local/bin`. All other programs and examples will be installed to the selected destination directory.

After the files have been copied, a dialog box for the Eclipse installation will appear.



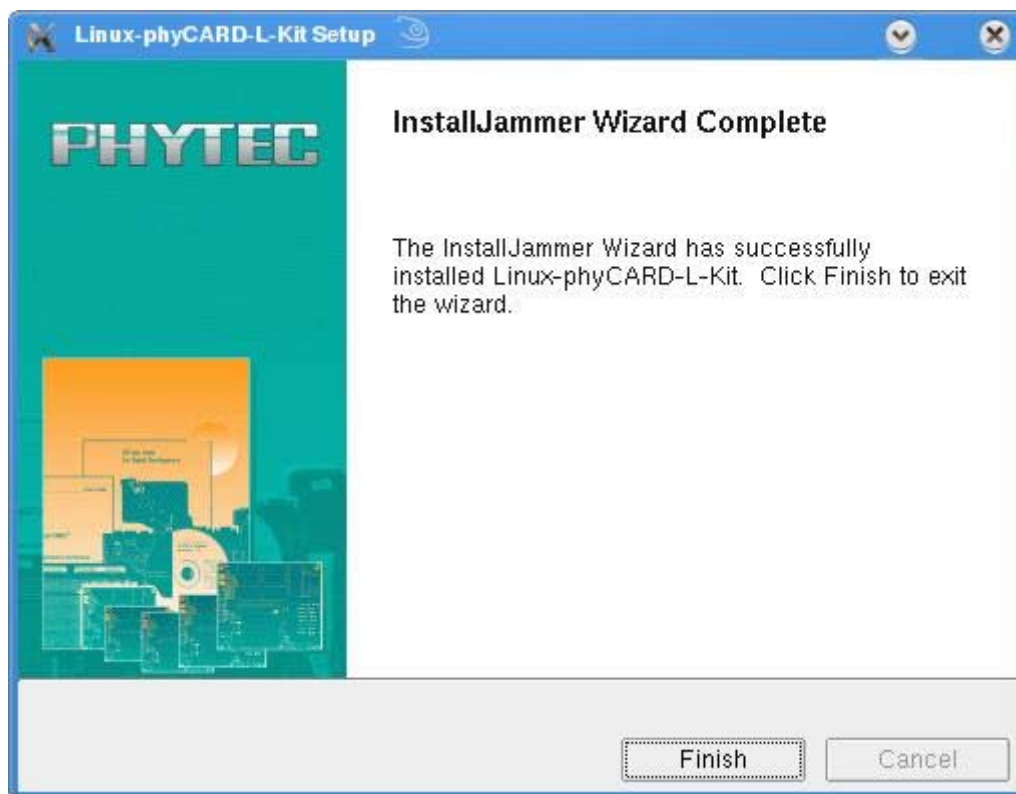
- Click *Yes* to install Eclipse. If you want to skip the installation of Eclipse, choose *No*.



We recommend installing Eclipse even if you already have installed Eclipse on your system. The version of Eclipse provided on the setup CD-ROM includes additional plug-ins.

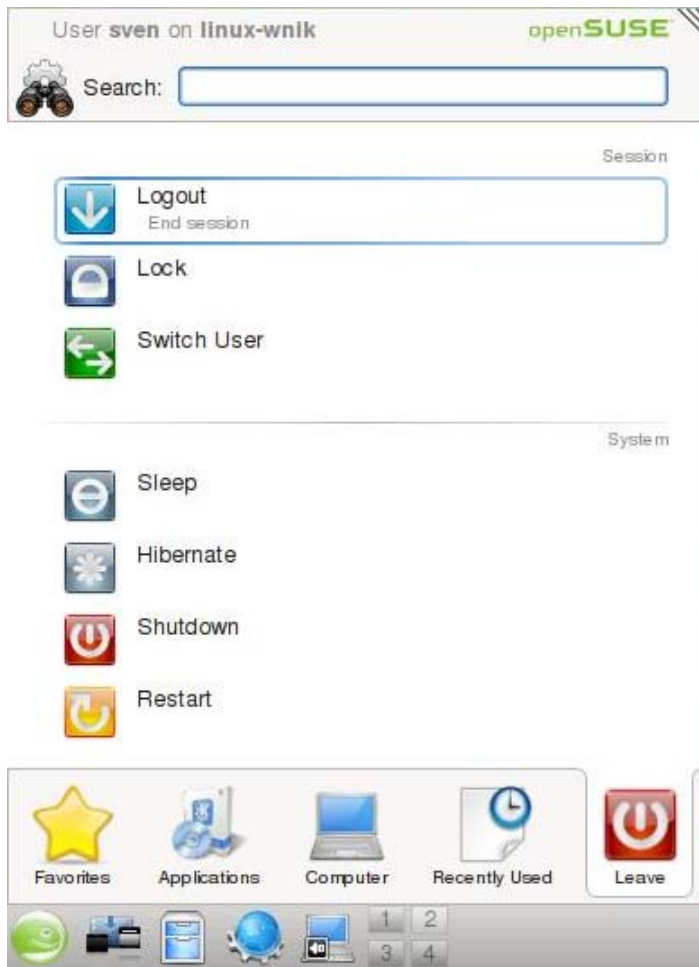


- Click *Next*.



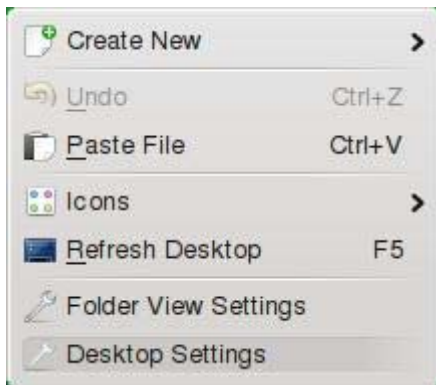
- Click *Finish* to exit the setup.
- Close the terminal window.

Now you will have to restart the KDE desktop.

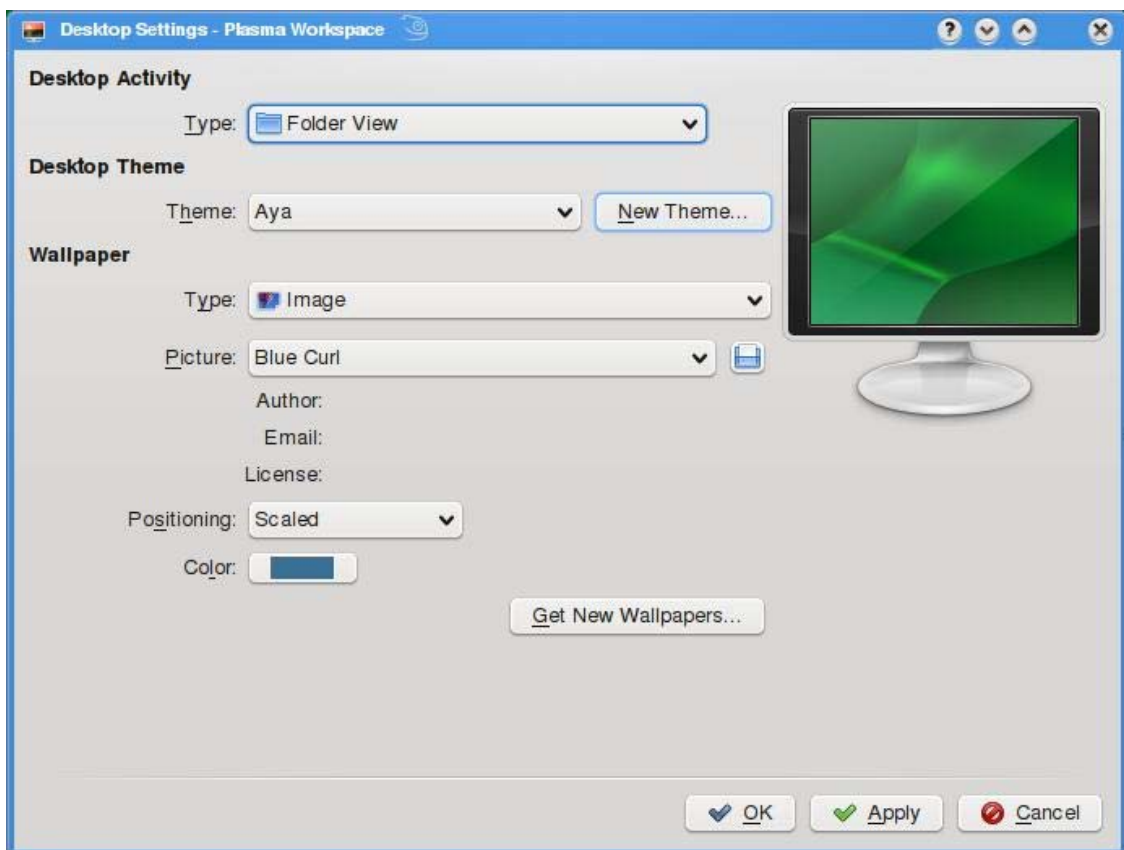


- Open the *K Menu* from the lower-left corner of the desktop.
- Select the *Leave* tab and choose *Logout*.
- When the display manager appears, enter your login name and password to restart the KDE desktop.

It should display a couple of new icons now. Otherwise do a right-click on the desktop and choose *Desktop Settings*.



Within the settings choose *Folder View* as *Desktop Type*.



Leave all other settings unchanged if you don't want to change them.



*You have successfully installed the software for the Linux-phyCARD-L-Kit. You can now use the programs you need to develop your own applications for the target on your host system. The setup program did all necessary configurations. In the following passage you can find some advanced configuration information.*



## 2.4 Advanced Configuration Information

In this part you can find some information on how to change the configuration steps of the setup program by your own. The setup program performed all the following configuration steps. The information in this part is for users who want to use the phyCARD-L-Kit with a Linux distribution other than openSUSE. This is also interesting for users who want to see what configurations the setup program did.

During the setup program, the GCC C/C++ cross compiler was installed in the directory `/opt/OSELAS.Toolchain-1.99.3/arm-cortexa8-linux-gnueabi/gcc-4.3.2-glibc-2.8-binutils-2.18-kernel-2.6.27-sanitized/bin`. To start the cross compiler directly from every location of the system, the directory of the cross compiler was added to the `$PATH` environment variable. You can manually add the directory of the cross compiler to the `$PATH` by adding the following line in the file `/etc/profile`:

```
export PATH=/opt/OSELAS.Toolchain-1.99.3/arm-cortexa8-linux-  
gnueabi/gcc-4.3.2-glibc-2.8-binutils-2.18-kernel-2.6.27-  
sanitized/bin:$PATH
```

You can open a terminal program and use the cross compiler directly from the command line. For example, you can compile a C program with the following command:

```
arm-cortexa8-linux-gnueabi-gcc -o HelloWorld HelloWorld.c
```

In the standard configuration only the root user has write access to the serial interface. To use a serial communication tool like Microcom with normal user rights, you have to be a member of the group `uucp`. A user can be added to this group with the following command:

```
groupmod -A username uucp
```

The serial communication program was configured during the setup with the following configuration:

*115200 baud, 1 start bit, 8 data bits, 1 stop bit, no parity, no flow control.*

## 2.5 Connecting the Host with the Target

In this section you will learn how to connect your host PC with the target. The connection will be done using a cross-over Ethernet cable and a serial one-to-one cable. You will start Linux from flash on the target, and you will be able to login with the serial communication program Microcom as well as via a Telnet session using a peer-to-peer network connection.

- Connect the serial cable with the UART1 (connector P1) port on the target and the first serial interface on your host.



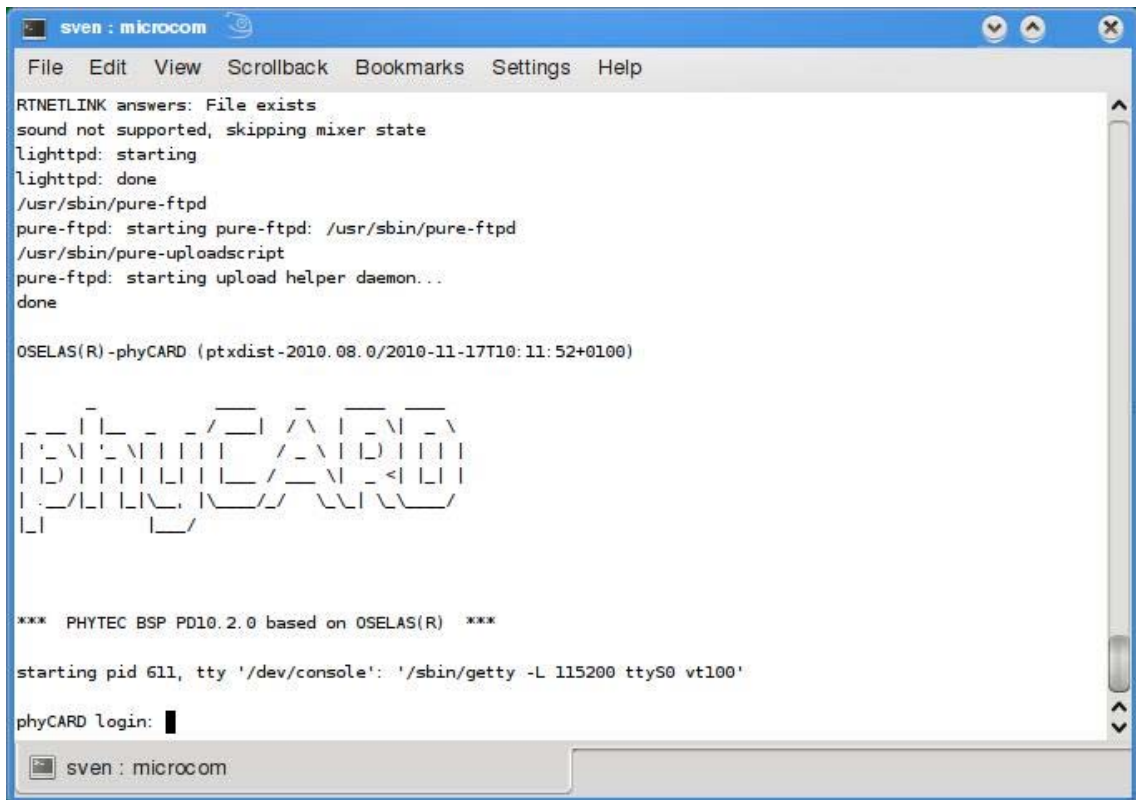
Ensure to use the one-to-one serial cable included in this Rapid Development Kit.

- Connect the cross-over Ethernet cable with the connector Ethernet on the target and the appropriate network card of your host.



- Click the *Microcom* icon on your desktop.
- Connect the AC adapter with the power supply connector PWR (12V) on your board.

After connecting the board with the power supply, the target starts booting. When the target has finished loading the system, you should see a screen similar to the following:



```
sven : microcom
File Edit View Scrollback Bookmarks Settings Help
RTNETLINK answers: File exists
sound not supported, skipping mixer state
lighttpd: starting
lighttpd: done
/usr/sbin/pure-ftp
pure-ftp: starting pure-ftp: /usr/sbin/pure-ftp
/usr/sbin/pure-uploadsript
pure-ftp: starting upload helper daemon...
done
OSELAS(R)-phyCARD (ptxdist-2010.08.0/2010-11-17T10:11:52+0100)

*** PHYTEC BSP PD10.2.0 based on OSELAS(R) ***

starting pid 611, tty '/dev/console': '/sbin/getty -L 115200 ttyS0 vt100'
phyCARD login: █
sven : microcom
```

- Type **root** to login.
- After you have successfully logged in, you can close Microcom.

If you don't see the Barebox and Linux starting and don't get a login prompt, you probably have a kit with Windows CE preinstalled. Please refer to the chapter *“Installing Linux on the phyCARD-L”* for instructions on how to install Linux in such a case.



When the target is connected with the power supply, first the X-Loader and then the boot loader Barebox are loaded from the flash memory. Then the boot loader is uncompressing and booting the Linux kernel from the flash. The kernel will then mount the root file system, which is also located in the target's flash. The root file system uses the *Journaling Flash File System, Version 2*.

JFFS2 is the successor, and a complete rewrite, of the original JFFS by Red Hat. As its name implies, the JFFS2 implements a journaling file system on the memory technology device (MTD) it manages. JFFS2 does not attempt to provide a translation layer that enables the use of a traditional file system with the device. Instead, it implements a log-structured file system directly on the MTD. The file system structure itself is recreated in RAM at mount time by JFFS2 through a scan of the MTD's log content.

In addition to its log-structured file system, JFFS2 implements wear levelling and data compression on the MTD it manages, while providing power-down reliability. JFFS2 can gracefully restart, and is capable of restoring a file system's content, without requiring outside intervention regardless of power failures.

If some hints like *JFFS2 notice: (428) check\_node\_data: wrong data CRC in data node at 0x02358e90: read 0x1c538142, calculated 0xa0531284* arise, you can ignore them. This happens if the JFFS2 file system in the NAND has not been shutdown properly before, what is mostly the case because the power supply simply has been switched off. The meaning of the message is, that some inconsistencies have been found and have been corrected automatically.



### Troubleshooting:

If you don't see any output in the Microcom window, check the serial connection between the target and your host.

At the end of the setup, you had to restart the KDE desktop. If you haven't done yet, restart the KDE desktop now and try again.

It is also possible that your user account is missing read and write access to the serial interface:

- Open the *YaST Control Center*.
- Choose *Security and Users*.
- Choose *User and Group Management*.

In the line of your user name should be the group *uucp*.

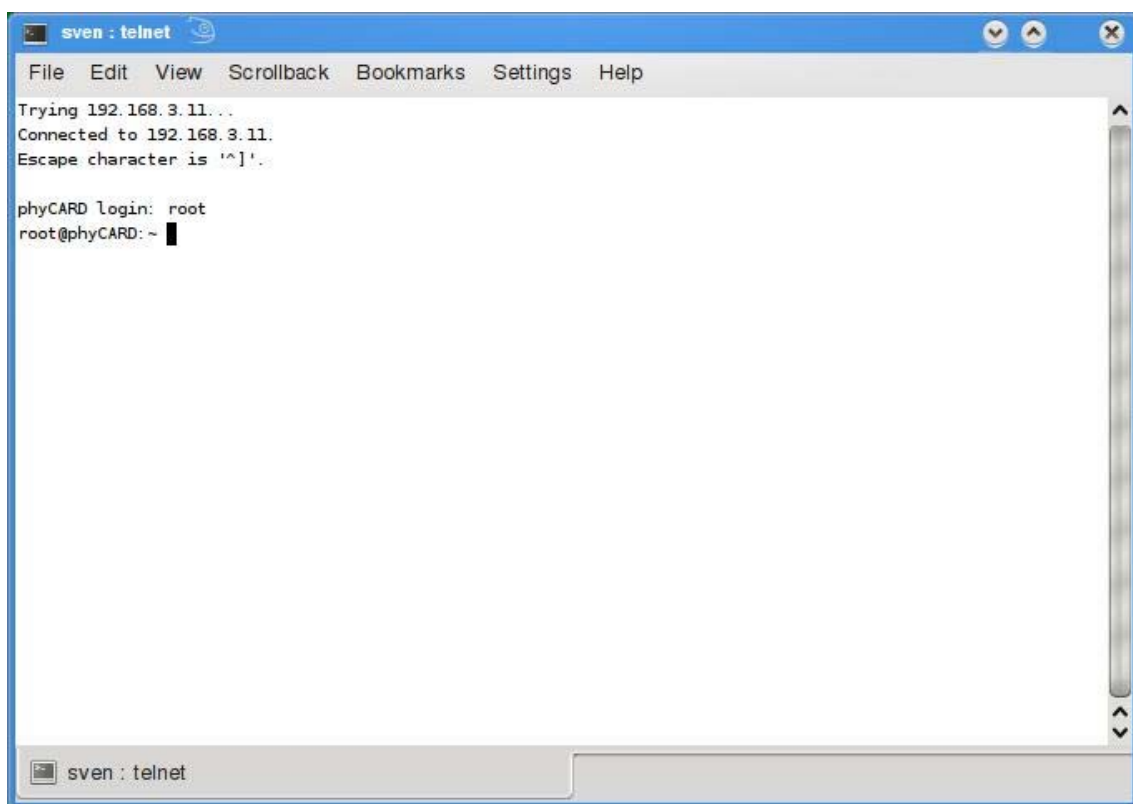
- If the group is missing, select your user name and click the *Edit* button.
- Select the tab *Details*.
- In *Additional Groups*, check the group *uucp*.
- Click *OK*.
- Click *OK* and close YaST.
- You need to log out and log in again for the new group membership to take effect.

Now you can test the network connection to the target.



- Click the *Telnet for Target* icon on your desktop.

A new window with a connection to the target opens.



If you can see the user login in the opened window, the network configurations were configured correctly.

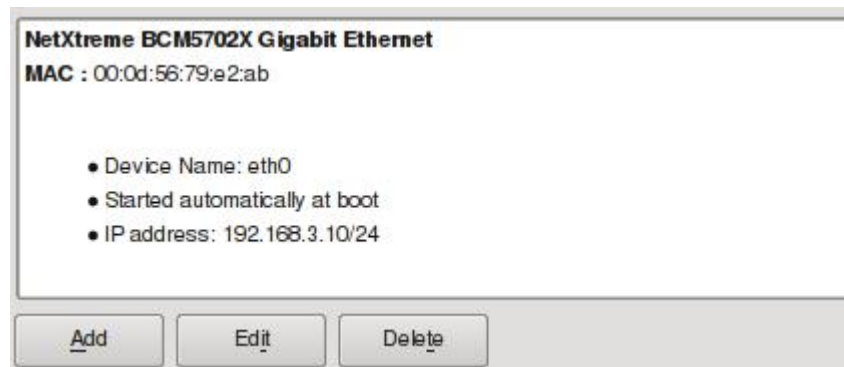
- Close the window.



### Troubleshooting:

If you don't see the user login, check the connection between the target and the host. If you have installed more than one network card on your host, be sure to connect the cable with the network card you have configured with the IP address 192.168.3.10.

If you do not see the login, you may not have set up the right IP address of your host. You can check the settings of your network card by opening YaST. In the YaST Control Center you can select *Network Settings* in *Network Devices*. There should be the following configuration:



Information on how to configure your network device can be found in the section *Configuring the Host Platform*.



*You have successfully set up all configurations to access your phyCARD-L from your host.*

## 2.6 Copying an Example to the Target

In this section you will learn how to copy an example program to the target using the FTP protocol with the *Dolphin* browser. After that you will execute the example on the target. At the end of this passage you can find some information on how to copy and execute a file on the target using the command line.

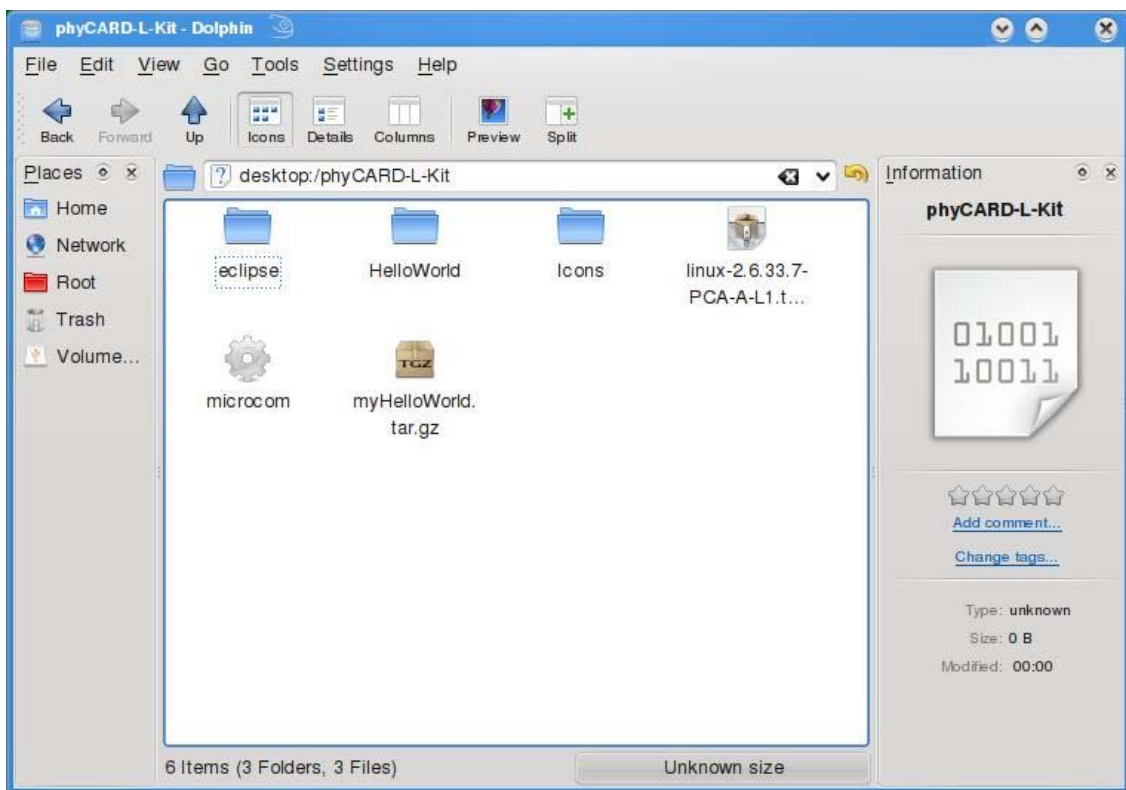
### 2.6.1 Copying a Program to the Target



- First click the *phyCARD-L-Kit* icon on your KDE desktop.

A new window with the contents of the installation directory opens.



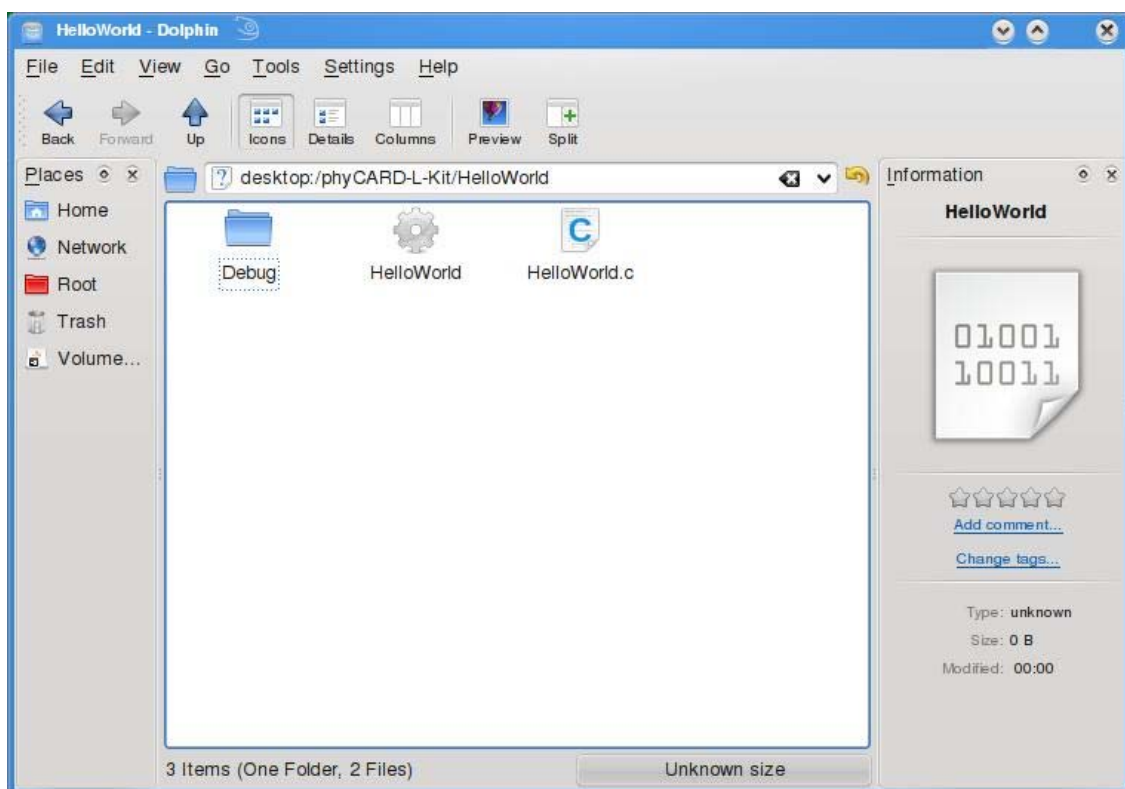
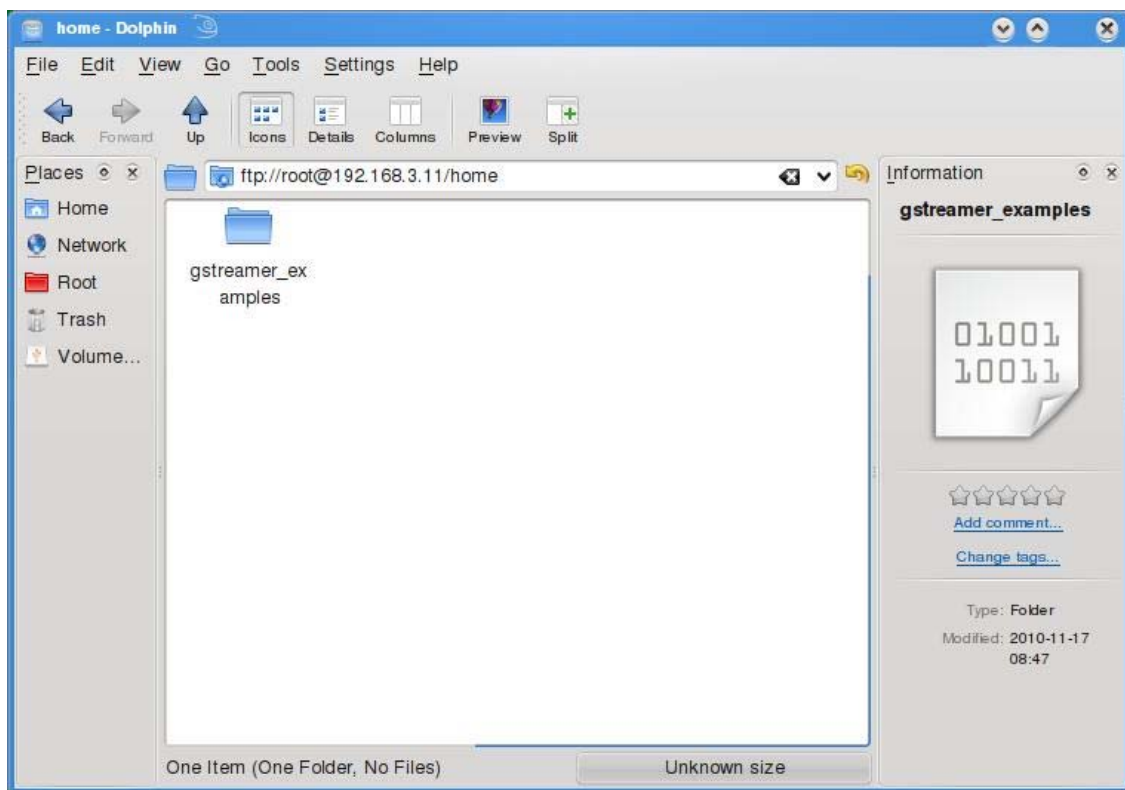


- Enter the directory *HelloWorld*.



- Click the *FTP for Target* icon on your desktop.

A window with an FTP session to the target opens. User is *root* and password is empty. Now you have two windows opened, one for the target and one for the host. You can use these two windows to copy files per “drag and drop” from the host to the target (and vice versa).

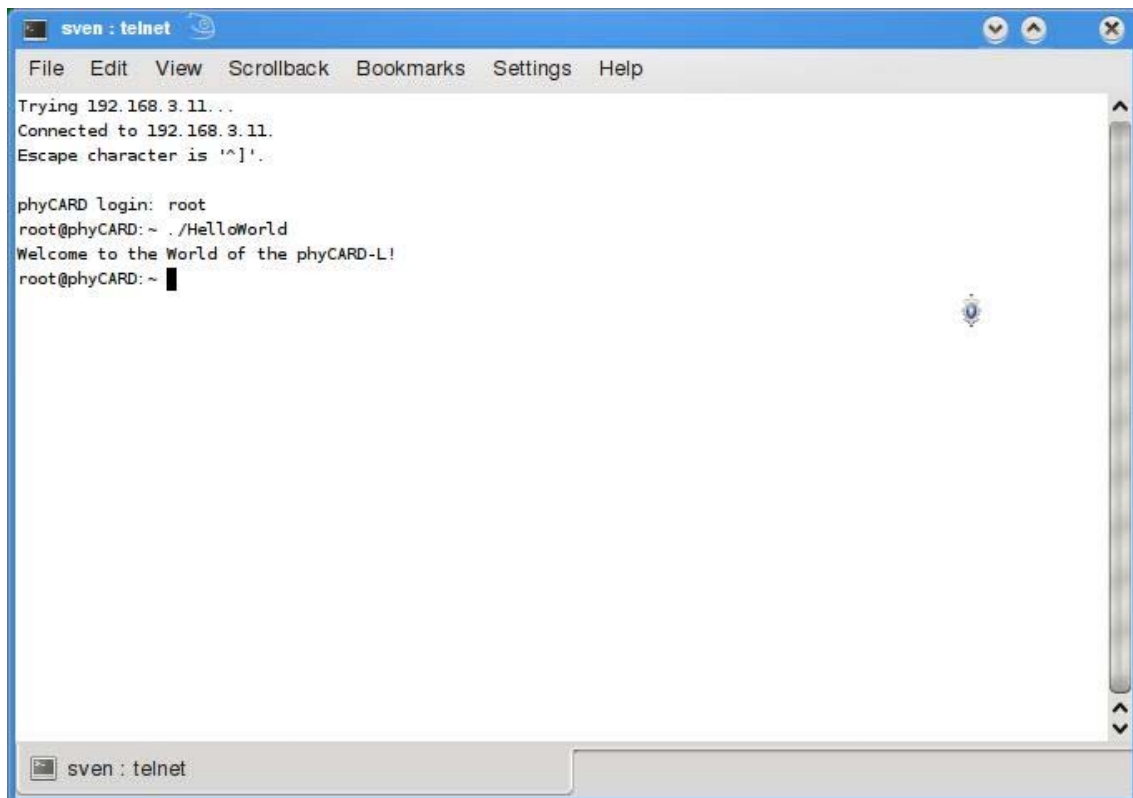


- Select the window that lists *HelloWorld* program on your hard disk.
- Click the *HelloWorld* program and hold the left mouse button pressed.
- Drag the program into the window with the FTP session to the target and release the mouse button.
- Choose *Copy here* in the appearing context menu.
- Close the two windows.

## 2.6.2 Using Telnet to execute a Program on the Target



- Click the *Telnet for Target* icon on your KDE desktop.



```
sven : telnet
File Edit View Scrollback Bookmarks Settings Help
Trying 192.168.3.11...
Connected to 192.168.3.11.
Escape character is '^['.

phyCARD login: root
root@phyCARD: ~ ./HelloWorld
Welcome to the World of the phyCARD-L!
root@phyCARD: ~
```

- Enter **root** as login and press **Enter**.
- Enter **./HelloWorld** and press **Enter**.

The program starts and you should see the following output:

*Welcome to the World of the phyCARD-L!*

### 2.6.3 Using SSH to Execute a Program on the Target

SSH can be used if you want to execute a program directly from the host on the target. Later, this will be used to execute programs out of Eclipse on the target. Before you can start programs out of Eclipse, you have to log into the target via SSH from the command line for one time. This is necessary to add the RSA public key of the target to the list of known hosts.



There are several authentication methods when using SSH. The method used on the phyCARD-L is the *hosts.equiv* method combined with RSA-based host authentication.

If the machine the user logs in from is listed in */etc/hosts.equiv* on the remote machine, and the user name is the same on both sides, the user is allowed to log in.

On the target, the file */etc/hosts.equiv* has the following entry:

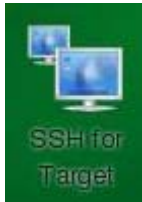
```
# file: /etc/hosts.equiv
#
# Allow access from everywhere.
#
+ +
```

The “+ +” means that every user can log in from every host.

When the host connects to the target, the file *~/.ssh/known\_hosts* (on the host) is consulted when using *hosts.equiv* with RSA host authentication to check the public key of the target. The key must be listed in this file to be accepted. When the host connects to the target for the first time, you will be asked to store the target’s RSA public key to your *~/.ssh/known\_hosts*. If you agree to do this, then the host will be able to connect to the target without entering a password.

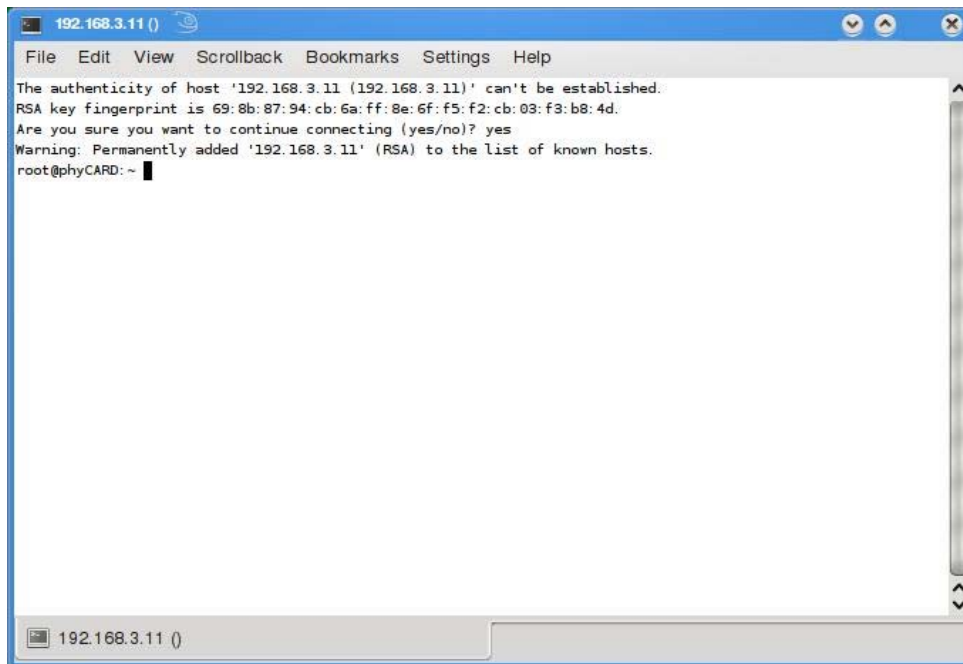


This authentication method closes security holes due to IP spoofing, DNS spoofing, and routing spoofing. But note that */etc/hosts.equiv* is, in general, inherently insecure and should be disabled if security is a concern.



- Click the *SSH for Target* icon on the desktop.

A new window opens.



In this window you can see that the authenticity of the phyCARD-L can't be established. This is normal if you want to create an SSH connection for the first time.

- Enter **yes** and press **Enter** to continue. The RSA public key of the target will be permanently added to the list of the known hosts.



### Troubleshooting:

If an error occurs and you can't see the `root@phyCARD:~>` prompt, open a terminal window and enter the following command:

- **rm ~/.ssh/known\_hosts**

Try to log in again by entering:

- **ssh root@192.168.3.11**
- Enter **yes** to add the target to the list of known hosts.

Now you should see the target's prompt.



We expect that you haven't changed the SSH configuration file on your host. If you change this file, the authentication may not work.

Now you are logged in, you can execute programs on the target.

- Type **./HelloWorld** to start the program you had copied to the phyCARD-L before.

The program starts and you should see the following output:

*Welcome to the World of the phyCARD-L!*

- Close the SSH window.



*You have successfully copied and executed an example application on the target.*

## 2.7 Advanced Information

### 2.7.1 Copying a Program to the Target with the Command Line

- Open a new terminal window.
- Change to `/usr/local/share/phyCARD-L-Kit/HelloWorld`:

```
cd /usr/local/share/phyCARD-L-Kit/HelloWorld
```

- Copy the application to the target by typing:

```
ftp -u ftp://root:root@192.168.3.11/ HelloWorld
```

Be sure to enter a slash followed by a space after the IP address.

### 2.7.2 Executing a Program on the Target

- Open a Telnet session to the target:

```
telnet 192.168.3.11
```

- Type **root** and press **Enter**.
- Type **./HelloWorld** to start the application.
- Type **exit**.

### 2.7.3 Executing a Program directly on the Target using SSH

- To start the program, type:

```
ssh root@192.168.3.11 ./HelloWorld
```

After the program has finished, SSH will logout automatically.



## Chapter 3 Getting More Involved

**70 min**

*In this chapter you will pass some continuative topics. First you will configure and compile your own kernel. With the kernel configuration tool you can add additional features, or disable them if they are not needed. After compiling the kernel, you will learn how to write the newly created kernel into target's flash memory and how to start the new kernel.*

*Then you will start working with the Eclipse platform using the C/C++ Development Tools (CDT) in conjunction with the GCC C/C++ tool chain. You will learn how to configure the Eclipse platform and how to open an existing project. After that you will create your first own project and modify the example's source code.*

*At the end of this chapter you will execute the program as an external application out of Eclipse. Additionally, you will add your application to the startup configuration of the target so it is automatically started when the phyCARD-L boots.*

### 3.1 Configuring and Compiling the Kernel

In this part you will learn how to configure and build a new Linux kernel and a root filesystem. First you will copy the kernel archive to your home directory and extract the kernel source. Then you will configure the kernel and the root filesystem with the help of PTXdist, a tool to build the Board Support Package and to create your own image. After the configuration you will create your own image.

The kernel used by PHYTEC is based on a standard kernel available from [www.kernel.org](http://www.kernel.org). Additionally, the kernel archive in your setup installation directory already includes all necessary patches for the phyCARD-L.

In the end, you need the following files:

- `ptxdist-XXXX.XX.X.tgz` (Tool from our partner Pengutronix, that configures and compiles BSPs)
- `OSELAS.BSP-Phytec-phyCARD-PDXX.X.X.tar.gz` (BSP for phyCARD-L)
- `arm-cortexa8-linux-gnueabi.OSELAS-X.XX.X.X.tgz` (ready-to-use toolchain)

All files are downloadable from our ftp-server. Please create a temporary directory within your home directory, for example *local/*, and copy the files into it.

Now, open a new terminal if not already open and install PTXdist:



- Click the *Konsole* icon on your desktop.
- Type the following commands to extract the PTXdist-archieives:  
**`cd local`**  
**`tar zxvf ptxdist-XXXX.XX.X.tgz`**
- Now you should check if all necessary tools are installed on your host. Therefor call the configure script:

**`cd ptxdist-XXXX.XX.X`**  
**`./configure`**

After a long list of checking ... it should return with:

```
configure: creating ./config.status
```

```
config.status: creating Makefile
```

```
config.status: creating scripts/ptxdist_version.sh
```

```
config.status: creating rules/ptxdist-version.in
```

```
ptxdist version XXXX.XX.X configured.
```

```
Using '/usr/local' for installation prefix.
```

```
Report bugs to ptxdist@pengutronix.de
```

If any tool that is necessary for PTXdist is missing, script will abort with an error. In this case you need to install the missing tool from your linux distribution. After that, please restart the configure script.

In any case, tool *quilt* needs to be installed additionally, in order to avoid errors while compiling patches!

- After successful completion of configure script, please type:

```
make
```

- Now you can install PTXdist. Because target directory is */usr/local*, this must be done as user *root*:

```
sudo make install
```

```
[enter root password]
```

```
[...]
```

- Finally you can delete the temporary directory:

```
cd
```

```
rm -rf local
```

When using PTXdist for the first time, setting some configurations is needed. The most important are:

- Where to put the source packages to.
- Proxy settings for accesses to the internet.

Please start PTXdist setup:

### **ptxdist setup**

PTXdist will download all necessary sources from the internet. For every source package, that cannot be found on your host, PTXdist will do this by executing command *wget*. If a proxy server should be used for doing internet accesses, please select *Proxies*, then *FTP Proxy* and then enter address and port of the proxy in the following form:

<protocol>://<address>:<port>

PTXdist will store downloaded source packages locally. Thus, if you work with more than one project, every project would download its own sources, even if they are the same that have already been downloaded. In order to avoid this, we suggest to use one single directory for all source packages of all projects. Some source packages are already included within this BSP, so we suggest to use its *src*-directory as source directory for all projects. Please select *Source Directories* and enter:

**`${PTXDIST_WORKSPACE}/src`**

In order to be able to build an BSP for the OMAP3, you need a toolchain with a suitable crosscompiler for this processor. So please decompress the corresponding archive with root rights. It will be stored in directory */opt* automatically.

**`tar xPvf arm-cortexa8-linux-gnueabi.OSELAS-X.XX.X.X.tgz`**

Now you're ready to build the BSP. Please decompress archive OSELAS.BSP-Phytec-phyCARD-PDXX.X.X.tar.gz into a directory and then move into it. Select the platform for which the BSP should be build:

```
ptxdist platform \  
configs/phyCARD-L-XXXX.XX.X/platformconfig
```

You should get the messages:

```
info: selected platformconfig:  
      'configs/phyCARD-L-XXXX.XX.X/platformconfig'
```

Furthermore PTXdist should have recognized the necessary toolchain and confirm this by giving you the messages:

found and using toolchain:

```
'/opt/OSSELAS.Toolchain-1.99.3/arm-cortexa8-linux-gnueabi/gcc-4.3.2-glibc-2.8-binutils-  
2.18-kernel-2.6.27-sanitized/bin'
```

Otherwise you need to choose the toolchain manually:

```
ptxdist toolchain /opt/OSSELAS.Toolchain-1.99.3/arm-cortexa8-linux-  
gnueabi/gcc-4.3.2-glibc-2.8-binutils-2.18-kernel-2.6.27-sanitized/bin
```

For building the BSP you could call ptxdist go now, but then you would get so much stuff for the root-filesystem of your target, that it won't fit into the flash-memory any more. This rootfs could only be used when mounting it via NFS. Thus, PHYTEC provides the BSP together with a file called a 'collection', that excludes not necessary stuff for you. Please tell ptxdist to use this collection by calling

```
ptxdist collection configs/collectionconfig-kit
```

Now, for building the BSP call

```
ptxdist go
```

Now it will take some hours. Sometimes it can happen that an attempt to download a source package fails due to dead links. PHYTEC cannot guarantee the accessibility of all the webpages that are needed to build a BSP. You can check our ftp-server via

[ftp://ftp.phytec.de/pub/BSP\\_PACKAGES/EXTERNALS](ftp://ftp.phytec.de/pub/BSP_PACKAGES/EXTERNALS)

if you find a missing source package there. Otherwise you need to search the web for missing packages. If you have found them, you need to download them into your src-directory manually. After that, please restart build process by calling **ptxdist go** again. If you cannot find a needed source package, please tell us via *support@phytec.de*.

Sometimes it even might happen, that ptxdist can download a file that is claimed to be an archive, but then cannot decompress it. Reason is, that the link didn't deliver the requested archive, but an HTML containing a message like: "Error - This file has been moved to ...". Please treat this case in the same way as if nothing had been delivered by the link.

Finally you can create the rootfs by calling

### **ptxdist images**

You will find the kernel-image linuximage and the flashfilesystem-image root.jffs2 in directory platform-phyCARD-L/images. The NFS-mountable rootfs will be located in platform-phyCARD-L/root.

- Close the terminal window.

In this section you learned how to configure and compile a new kernel. Now you can add new features to your kernel, or remove features you do not need.

### 3.1.1 Writing the Images into the Target's Flash

In this passage you will find a description on how to write the newly created images into the phyCARD-L's flash memory. Before the images can be written into the flash, the target will have to download them from a TFTP server. This will be done from the command line of the boot loader. The images will be copied into target's RAM. Then you will have to erase the part of the flash where you want to copy the images to. Finally the images are written from the RAM to the flash.

In the default configuration you will find five partitions on the target: The first partition contains the x-loader, the second is used to store the boot loader and the third its settings, the fourth partition stores the Linux kernel, and the fifth contains the root file system.

The five partitions have the following address ranges:

```
0x00000000 - 0x0007ffff (X-Loader)
0x00080000 - 0x0025ffff (Barebox)
0x00260000 - 0x0027ffff (Barebox Environment)
0x00280000 - 0x0067ffff (Linux Kernel)
0x00680000 - 0x01ffffff (Linux Root File System)
```



You should never erase the X-Loader or the Barebox partition. If one of these both partitions is erased, you won't be able to start your target anymore. Refer to the chapter "*Installing Linux on the phyCARD-L*" for detailed information on how to restore your X-Loader and Barebox partition in such a case.



- First open a new terminal window if it is not opened yet.
- Copy the new images to the */tftpboot* directory and exit:

```
cd platform-phyCARD-L/images
```

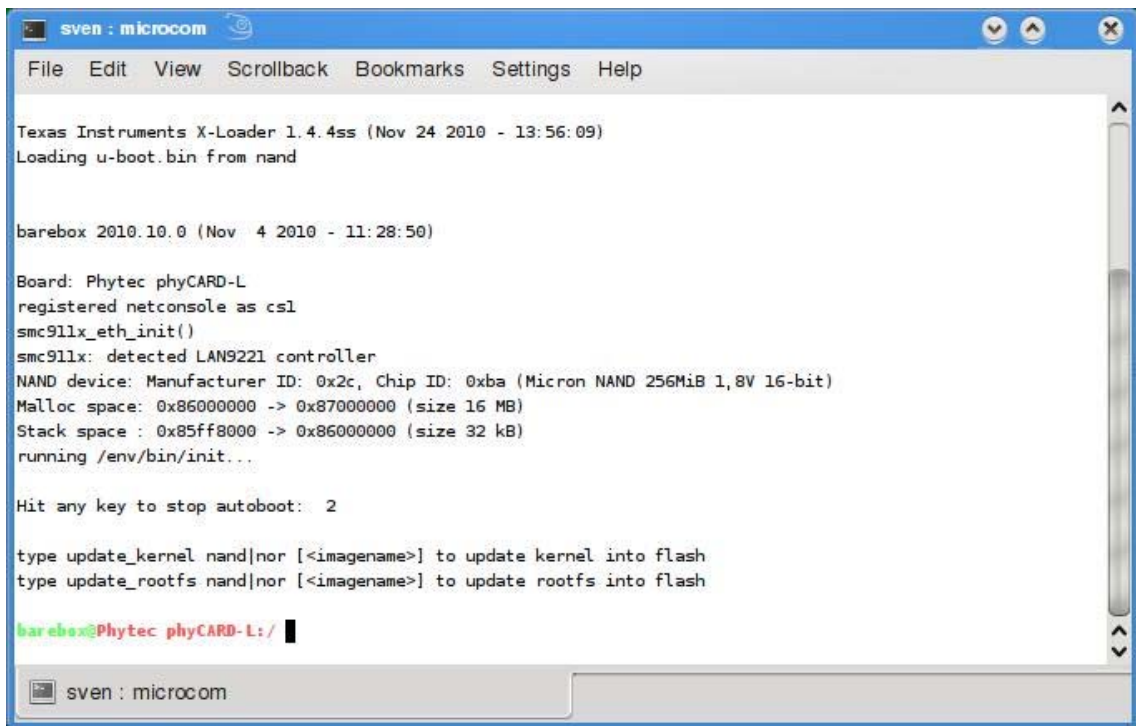
```
cp linuximage /tftpboot
```

```
cp root.jffs2 /tftpboot
```

```
exit
```







```
sven : microcom
File Edit View Scrollback Bookmarks Settings Help

Texas Instruments X-Loader 1.4.4ss (Nov 24 2010 - 13:56:09)
Loading u-boot.bin from nand

barebox 2010.10.0 (Nov  4 2010 - 11:28:50)

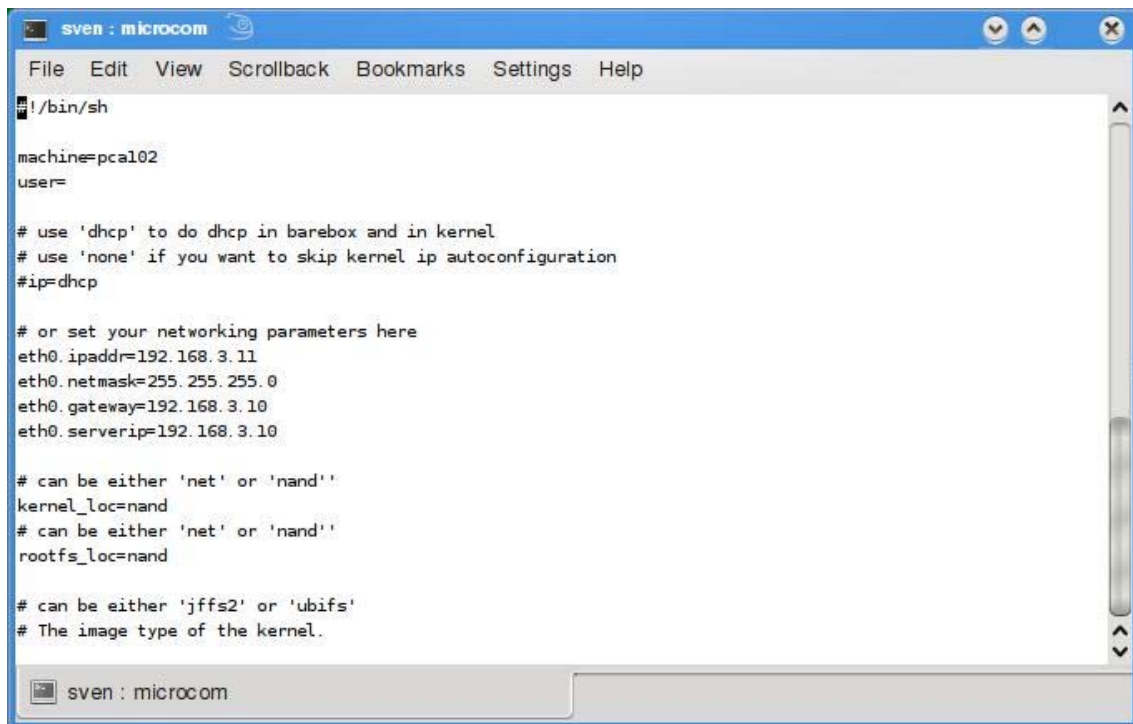
Board: Phytex phyCARD-L
registered netconsole as cs1
smc911x_eth_init()
smc911x: detected LAN9221 controller
NAND device: Manufacturer ID: 0x2c, Chip ID: 0xba (Micron NAND 256MiB 1,8V 16-bit)
Malloc space: 0x86000000 -> 0x87000000 (size 16 MB)
Stack space : 0x85ff8000 -> 0x86000000 (size 32 kB)
running /env/bin/init...

Hit any key to stop autoboot:  2

type update_kernel nand|nor [<imagename>] to update kernel into flash
type update_rootfs nand|nor [<imagename>] to update rootfs into flash

barebox@Phytex phyCARD-L: /
```

- Open Microcom and press the RESET button on the target.  
You will see the output *“Hit any key to stop autoboot.”*
- Press any key to stop autoboot.

A screenshot of a terminal window titled 'sven : microcom'. The window contains a configuration file for Barebox. The text in the terminal is as follows:

```
#!/bin/sh
machine=pca102
user=

# use 'dhcp' to do dhcp in barebox and in kernel
# use 'none' if you want to skip kernel ip autoconfiguration
#ip=dhcp

# or set your networking parameters here
eth0.ipaddr=192.168.3.11
eth0.netmask=255.255.255.0
eth0.gateway=192.168.3.10
eth0.serverip=192.168.3.10

# can be either 'net' or 'nand'
kernel_loc=nand
# can be either 'net' or 'nand'
rootfs_loc=nand

# can be either 'jffs2' or 'ubifs'
# The image type of the kernel.
```

- Type the following command to check your Barebox settings:

### **edit /env/config**

You will see the configuration file which holds Barebox's environment variables.

- Make sure that the following values are set in the configuration file:

```
eth0.ipaddr=192.168.3.11
eth0.netmask=255.255.255.0
eth0.serverip=192.168.3.10
```

- Type **CTRL-D** to save the settings to the file.
- If you made any changes to the Barebox environment, type **save** to write these changes to the Barebox environment partition, and then press the target's RESET button. The phyCARD-L reboots with the new settings applied. Again, press any key to stop autoboot.

You can download the images from the TFTP server to the target's RAM, erase the required flash area, and write the images from the RAM into the flash with just two simple commands: *update\_kernel* and *update\_rootfs*.

- Type **update\_kernel nand linuximage** to download the kernel using TFTP and write it into the target's flash. The copy process can take up to a minute.
- Type **update\_rootfs nor root.jffs2** to download the rootFS using TFTP and write it into the target's flash. The copy process can take up to several minutes.
- Press the RESET button on the target to restart the phyCARD-L with the new kernel. The target will boot the newly created kernel.
- Close Microcom when the target has successfully finished with booting the kernel and mounting the root file system.



### Troubleshooting:

If any problem occurs after writing the kernel into flash, you can restore the original kernel and root file system from your setup CD-ROM.

You will find the kernel and root file system in the directory *PHYTEC/PCA-A-L1 phyCARD-L/Linux-Kit/BSP/Images*.

- To restore the kernel, copy the file *uImage-pca102* to your host's */tftpboot* directory.
- Type **update\_kernel nand uImage-pca102** to download and write the kernel into the target's flash.

If you ever happen to damage your target's root file system, you can also find the original root file system in the *PHYTEC/PCA-A-L1 phyCARD-L/Linux-Kit/BSP/Images*

directory on your setup CD-ROM.

- To restore the root file system, copy the file *root-pca102.jffs2* to your host's */tftpboot* directory.
- Type **update\_rootfs nand root-pca102.jffs2** to download and write the file system into the target's flash.



*In this section you learned how to download images from a tftp server into the RAM of the target. The images have been written from RAM to flash, and finally the target was started with the new images.*

### 3.2 Opening an Existing Project

In this section you will import an existing Eclipse project into your workspace. The imported example project will be compiled with the cross compiler. After compiling the project, you will copy and execute the newly created program on the target.

### 3.2.1 Copying the *HelloWorld* Project

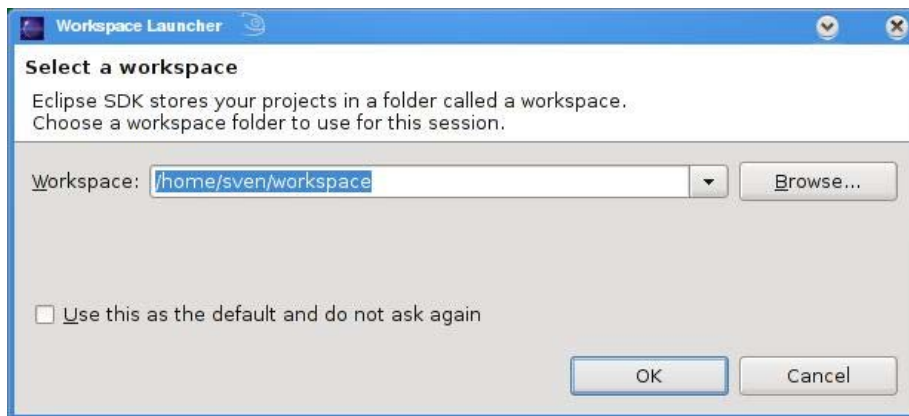


- Click the *phyCARD-L-Kit* icon on your KDE desktop.
- Right-click the *HelloWorld* directory and select *Copy*.
- Browse to your home directory.
- If the *workspace* directory doesn't exist, create a directory *workspace* in your home directory.
- Enter the *workspace* directory.
- Right-click in the *workspace* directory and select *Paste One File*.
- Close the *Dolphin* file browser.

### 3.2.2 Starting Eclipse and Importing the Example Project

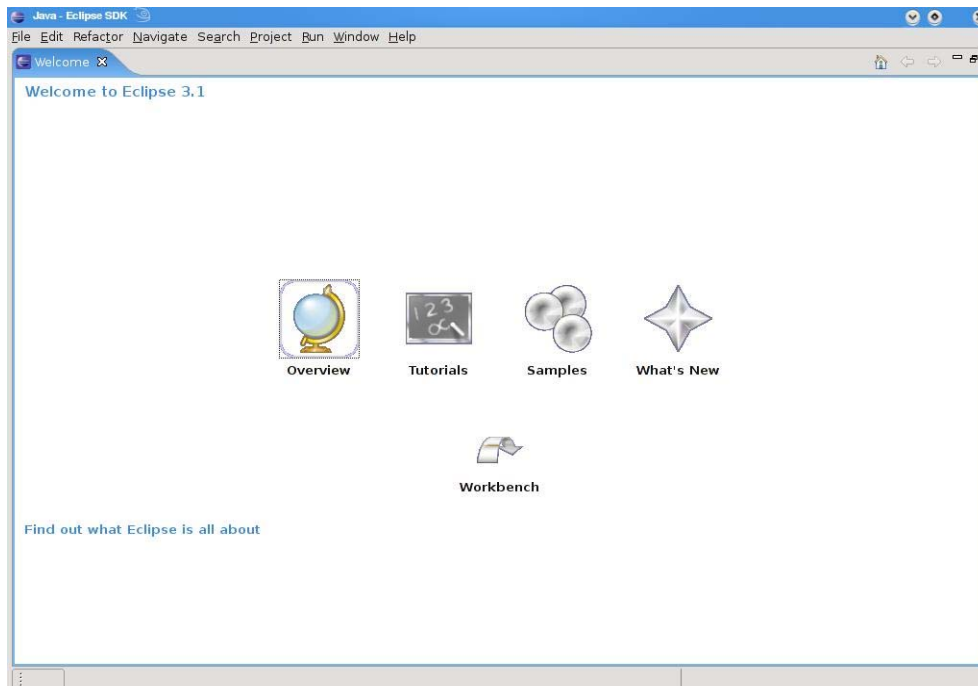


- Click the *Eclipse* icon to start the application. You can find this icon on your desktop.

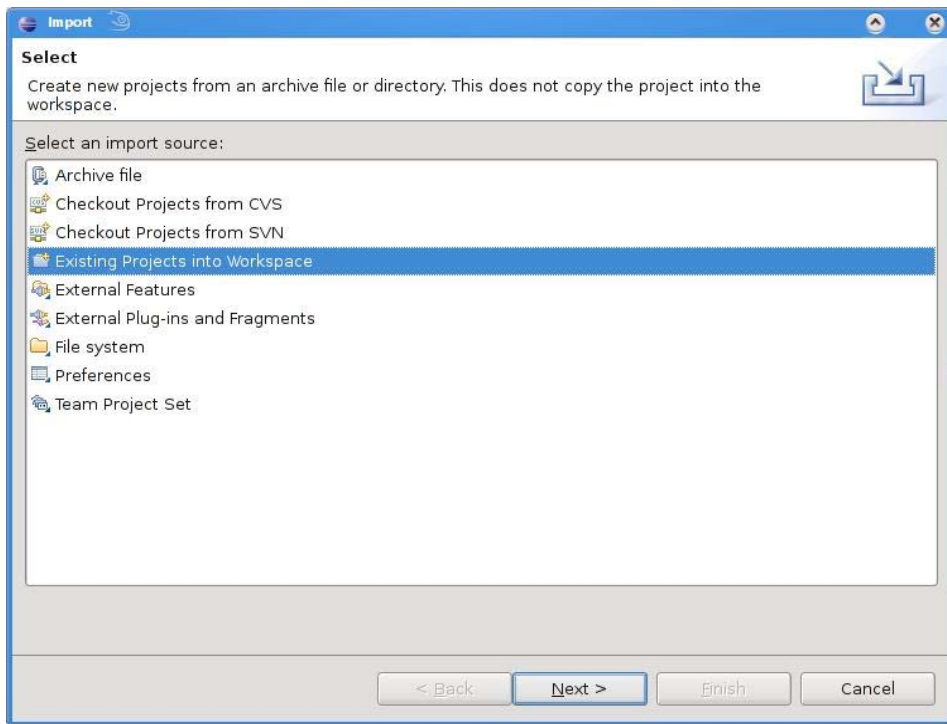


- Confirm the Workspace directory with *OK*.

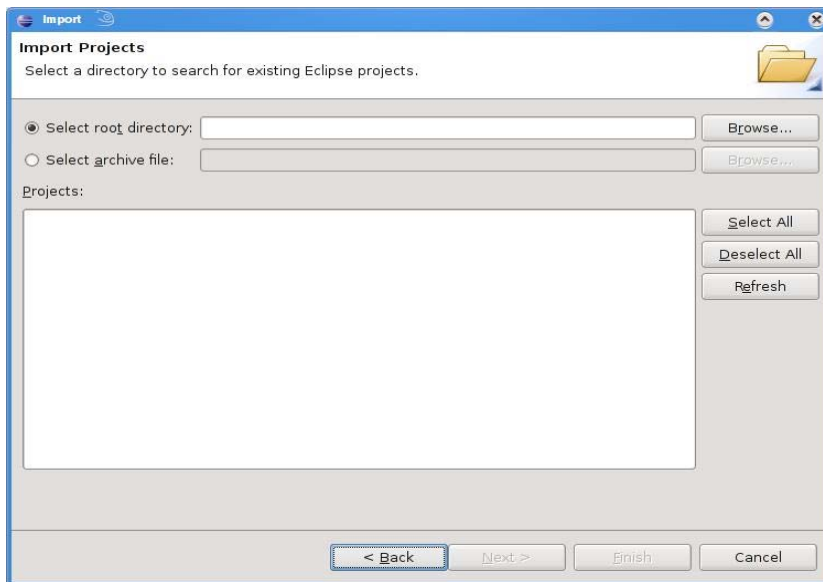
The welcome screen appears.



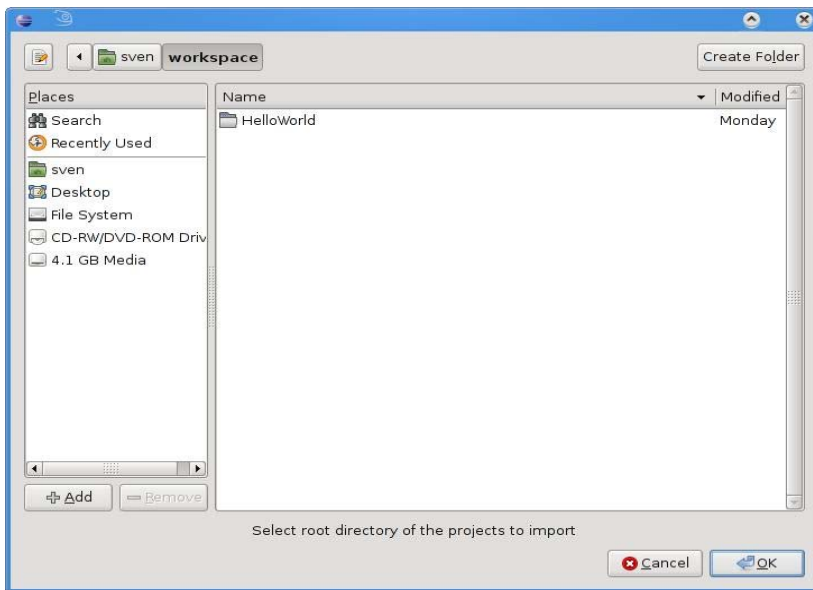
- Select *File* ► *Import...* from the menu bar.



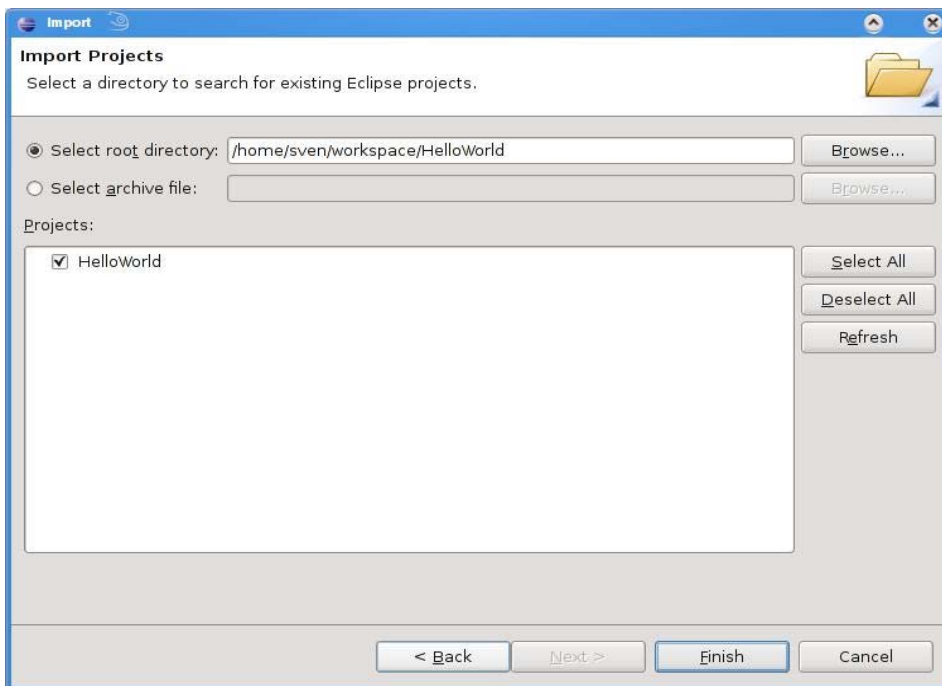
- Select *Existing Projects into Workspace*.
- Click *Next*.



- Select *Browse*.

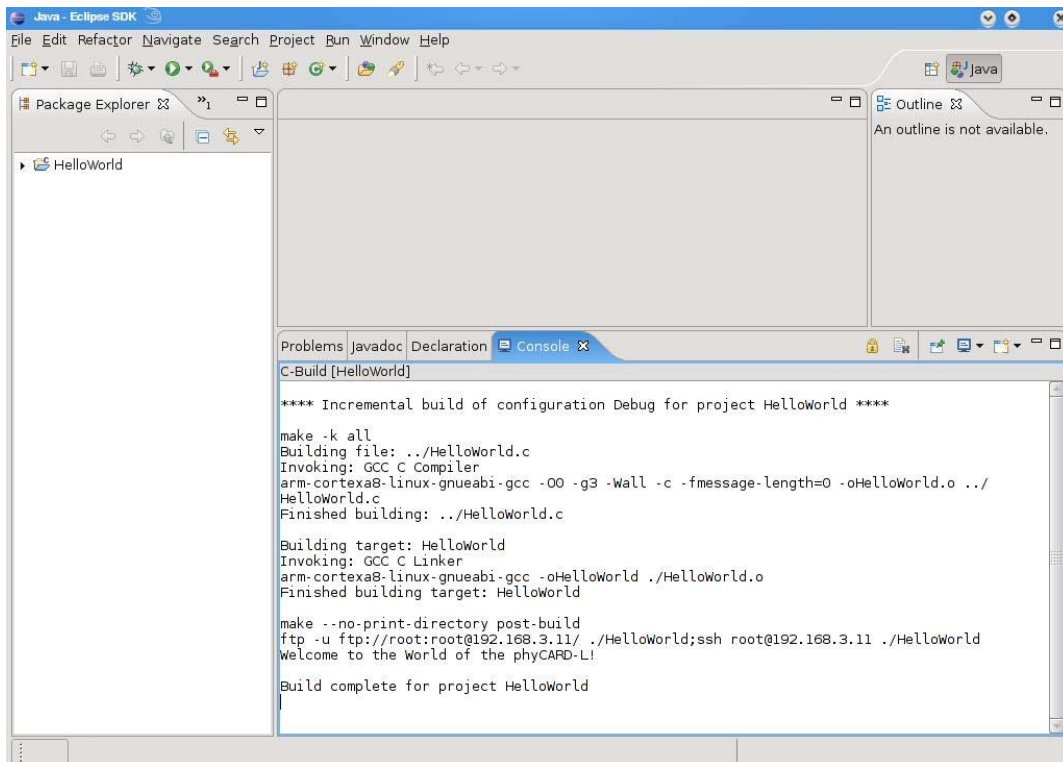


- Double-click the *HelloWorld* directory in your home/*workspace* directory.
- Click *OK*.



- Select *Finish* to import the project.

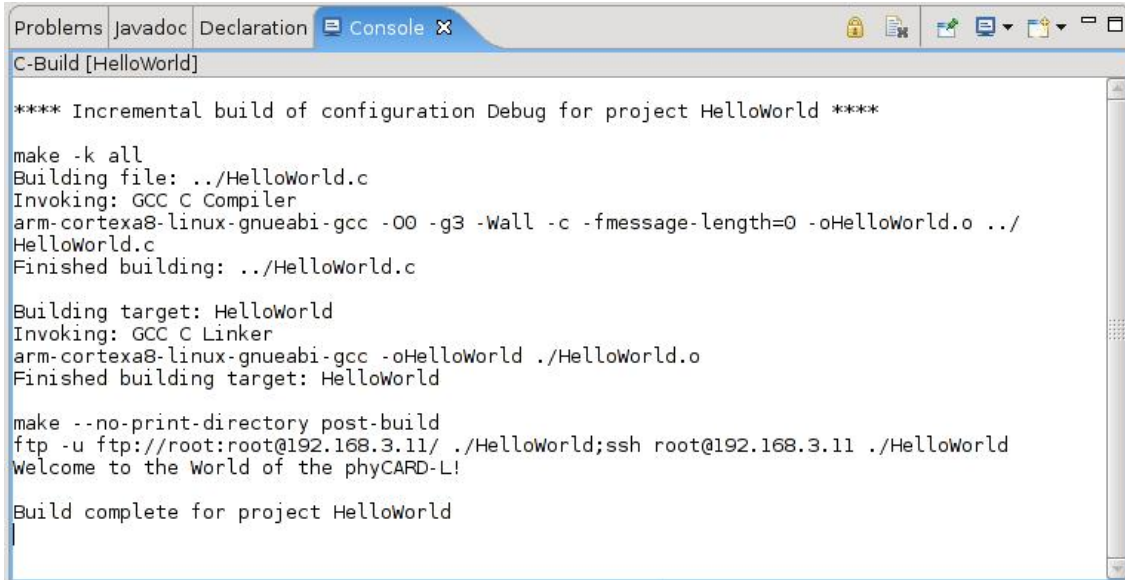




- Close the *Welcome* screen.
- Select the *Console* tab.

The *HelloWorld* program will be compiled and the *HelloWorld* executable is built for the target. Then the *HelloWorld* file is copied to the target using FTP. After the file has been copied to the target, the program is executed on the target using SSH. You should now see the “*Welcome to the World of the phyCARD-L!*” message in the *Console* window.

You will see the following content in the *Console* window:



```
C-Build [HelloWorld]

**** Incremental build of configuration Debug for project HelloWorld ****

make -k all
Building file: ../HelloWorld.c
Invoking: GCC C Compiler
arm-cortexa8-linux-gnueabi-gcc -O0 -g3 -Wall -c -fmessage-length=0 -oHelloWorld.o ../
HelloWorld.c
Finished building: ../HelloWorld.c

Building target: HelloWorld
Invoking: GCC C Linker
arm-cortexa8-linux-gnueabi-gcc -oHelloWorld ./HelloWorld.o
Finished building target: HelloWorld

make --no-print-directory post-build
ftp -u ftp://root:root@192.168.3.11/ ./HelloWorld;ssh root@192.168.3.11 ./HelloWorld
Welcome to the World of the phyCARD-L!

Build complete for project HelloWorld
```

**CAUTION**

If the project is not built automatically, you will have to check *Project* ► *Build automatically* from the menu bar.

**SUCCESS**

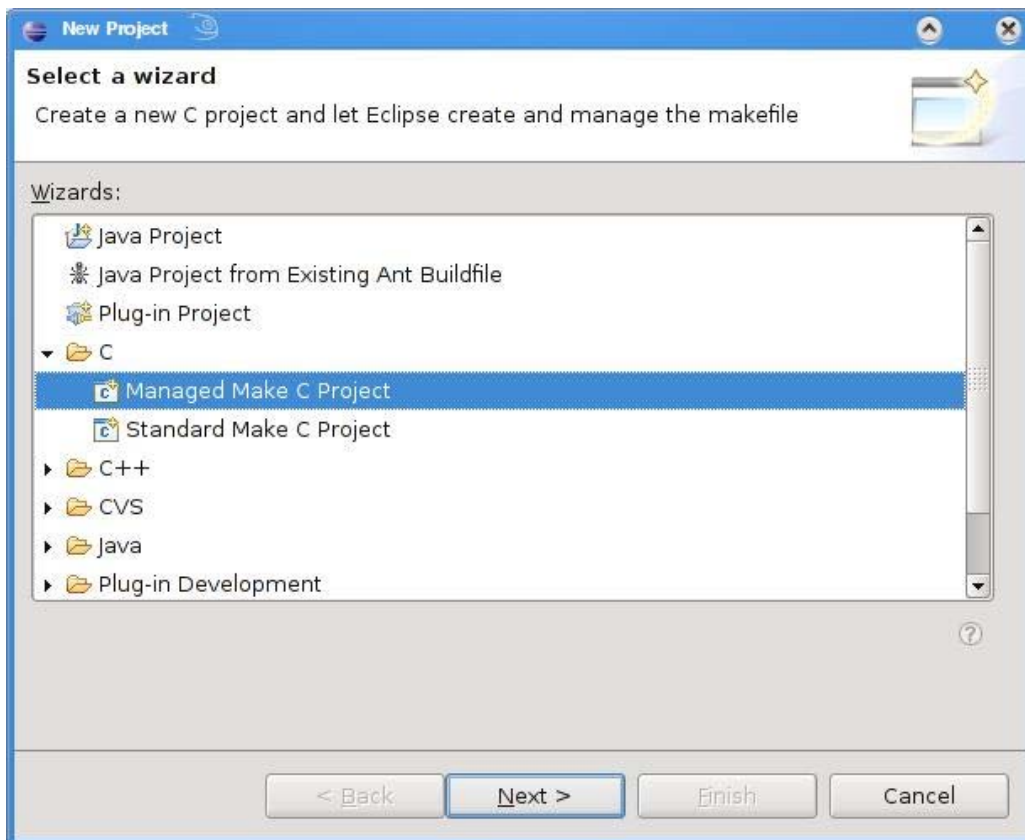
*You have successfully passed the first steps with the Eclipse IDE. You are now able to import existing projects into the Eclipse Workspace. You can compile an existing project and execute the program on the target.*

### 3.3 Creating a New Project

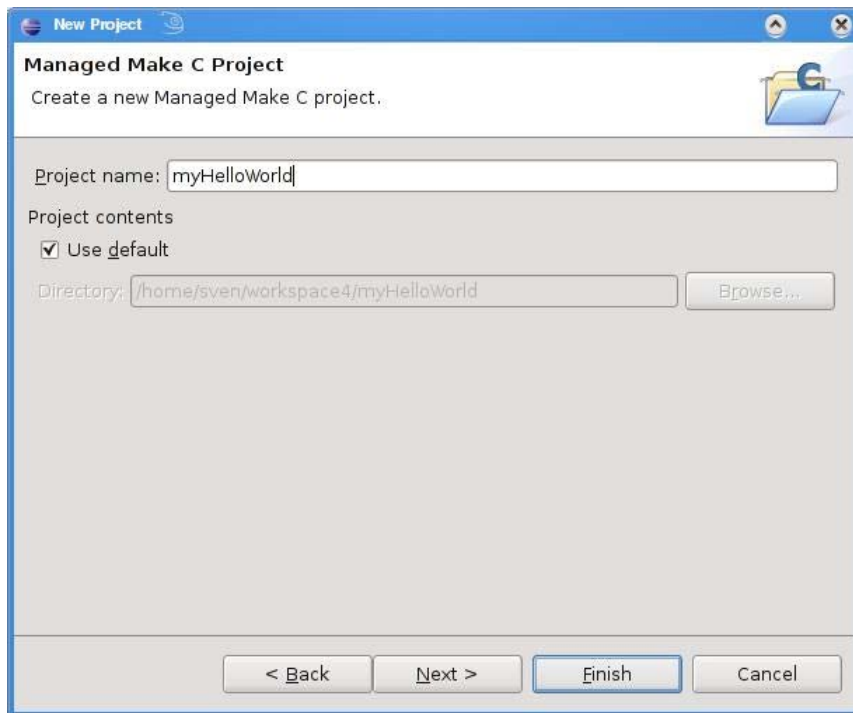
In this section you will learn how to create a new project with Eclipse and how to configure the project for use with the GNU C/C++ cross development toolchain.

- Open Eclipse if it isn't already opened.
- Select *File* ► *New* ► *Project...* from the menu bar.

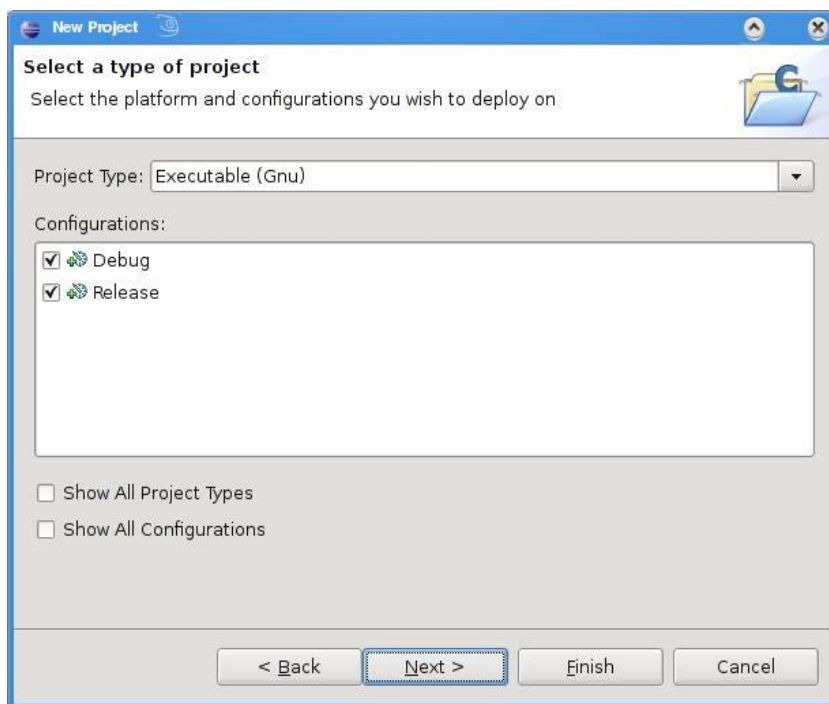
A new dialog opens.



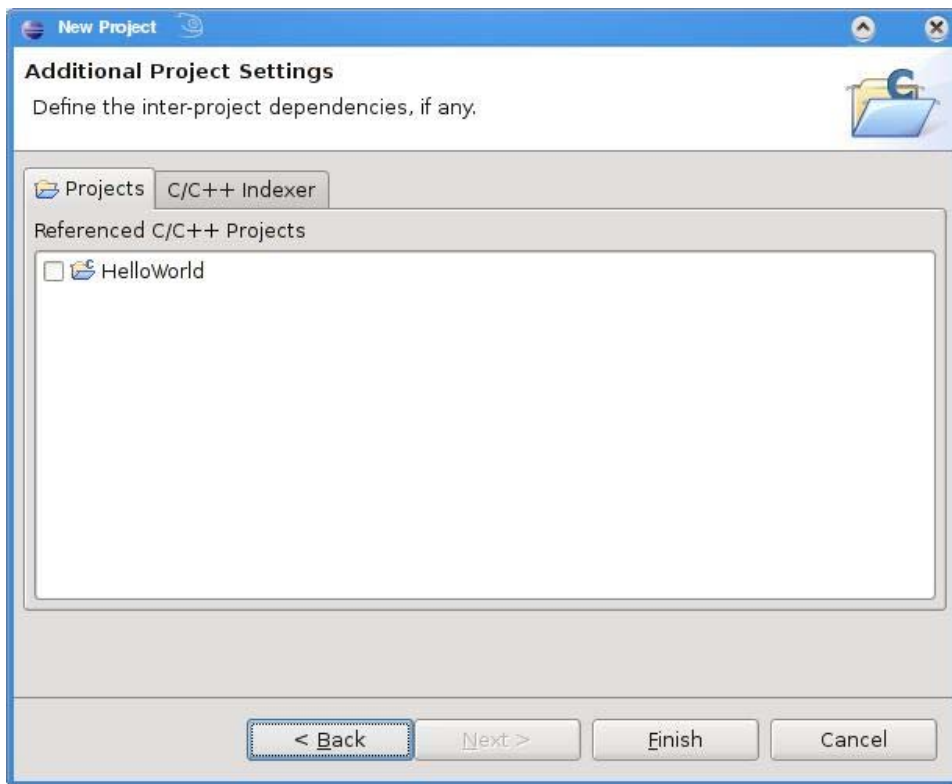
- Select *Managed Make C Project* and click *Next*.



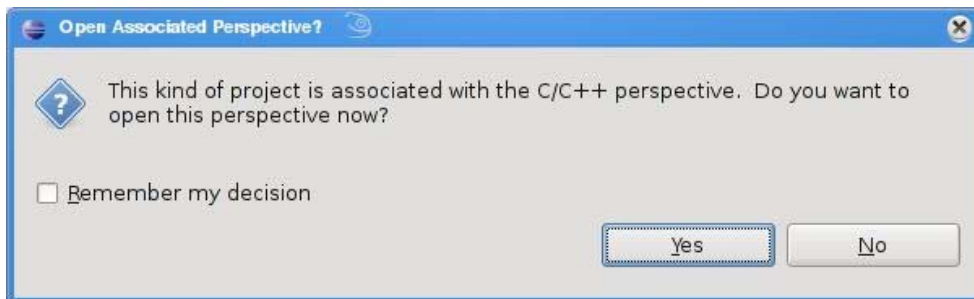
- Enter the project name *myHelloWorld* and click *Next*.



- Click *Next*.

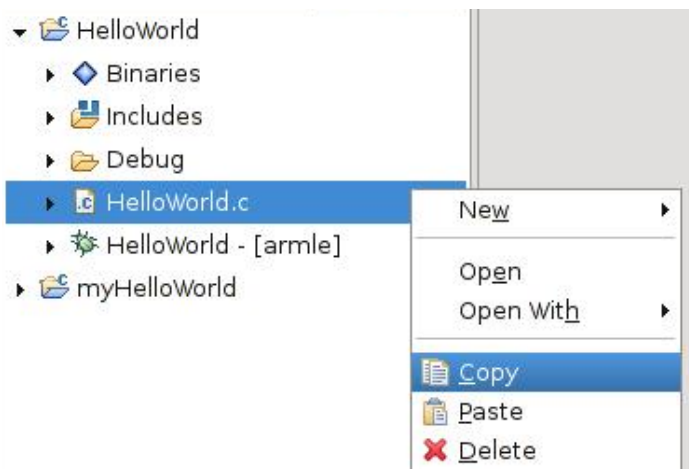
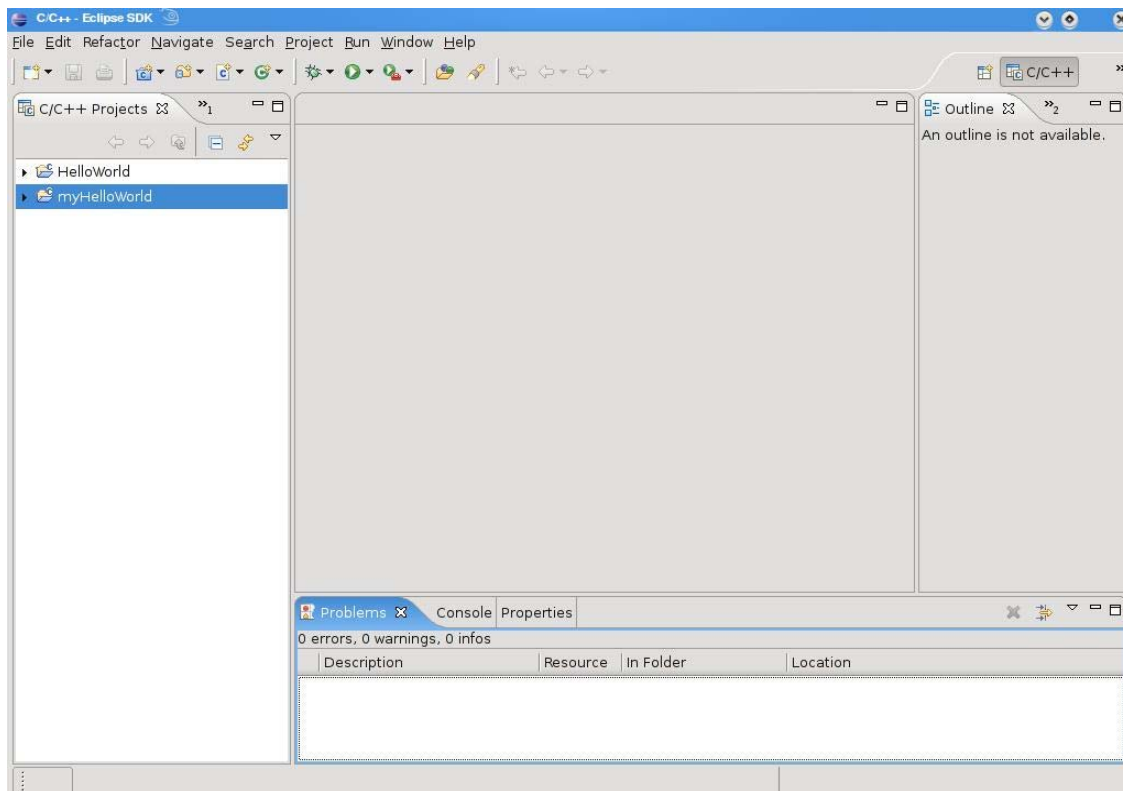


- Click *Finish*.

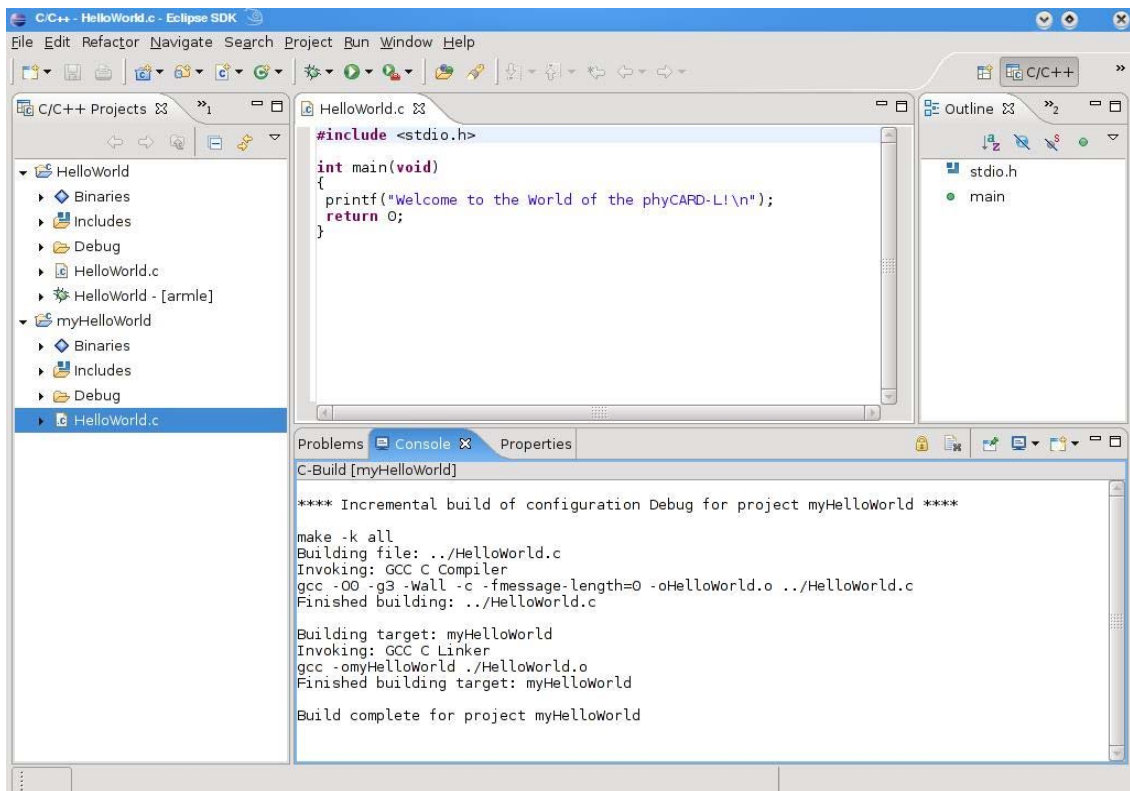


- Select *Yes* to open the C/C++ perspective.

You will see the C/C++ IDE with the *myHelloWorld* project.



- Right-click on *HelloWorld.c* in the *HelloWorld* project which we have worked with previously.
- Select *Copy*.



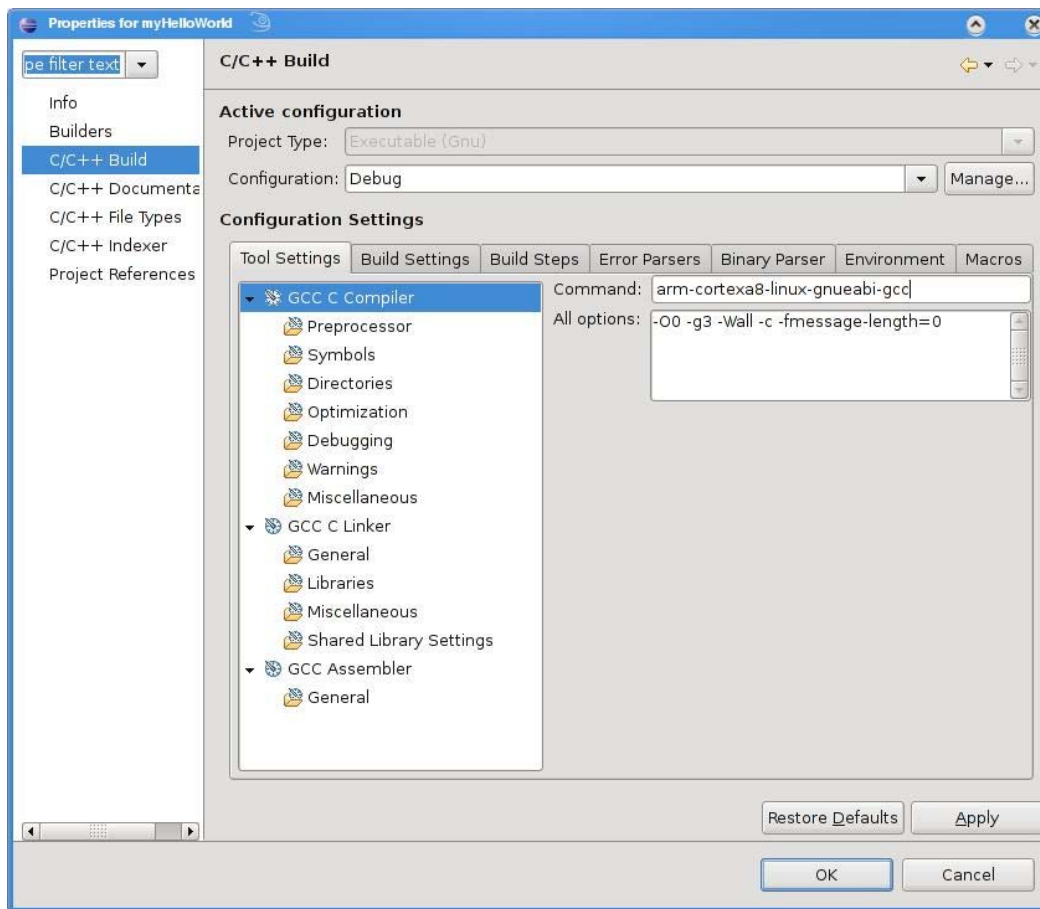
- Select the *myHelloWorld* project.
- Right-click and select *Paste*.
- Double-click on *HelloWorld.c* in the *myHelloWorld* project.

If *Build Automatically* from the *Project* menu is selected, the *HelloWorld* application will now be compiled and created with the standard GCC C/C++ compiler suitable for your host machine. You will find the executable file, which can only be run on your host system, in the *workspace/myHelloWorld/Debug* directory.

To compile your project for the phyCARD-L instead, you will have to use the GNU C/C++ cross compiler.

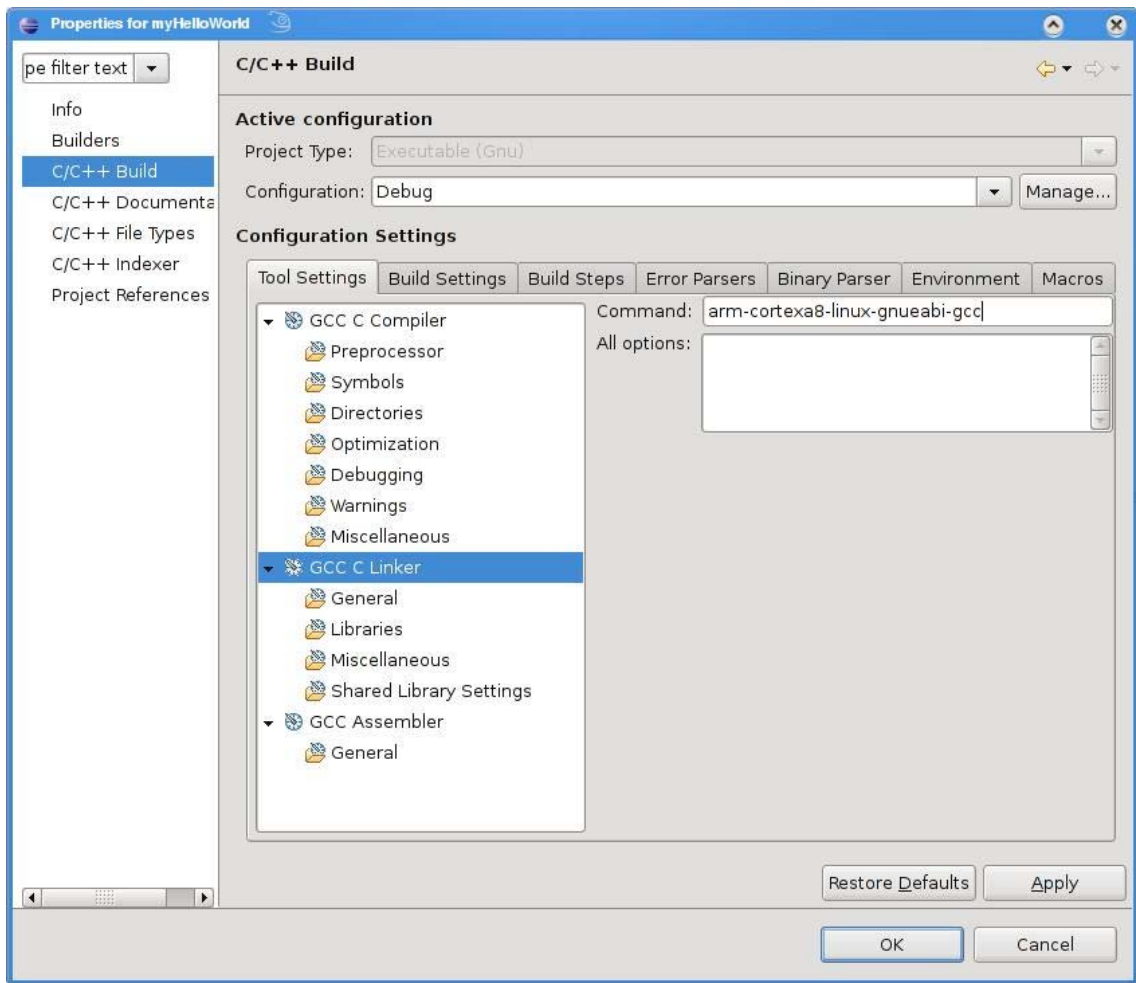
- Right-click the *myHelloWorld* project and choose *Properties*.

The *Properties* dialog appears.

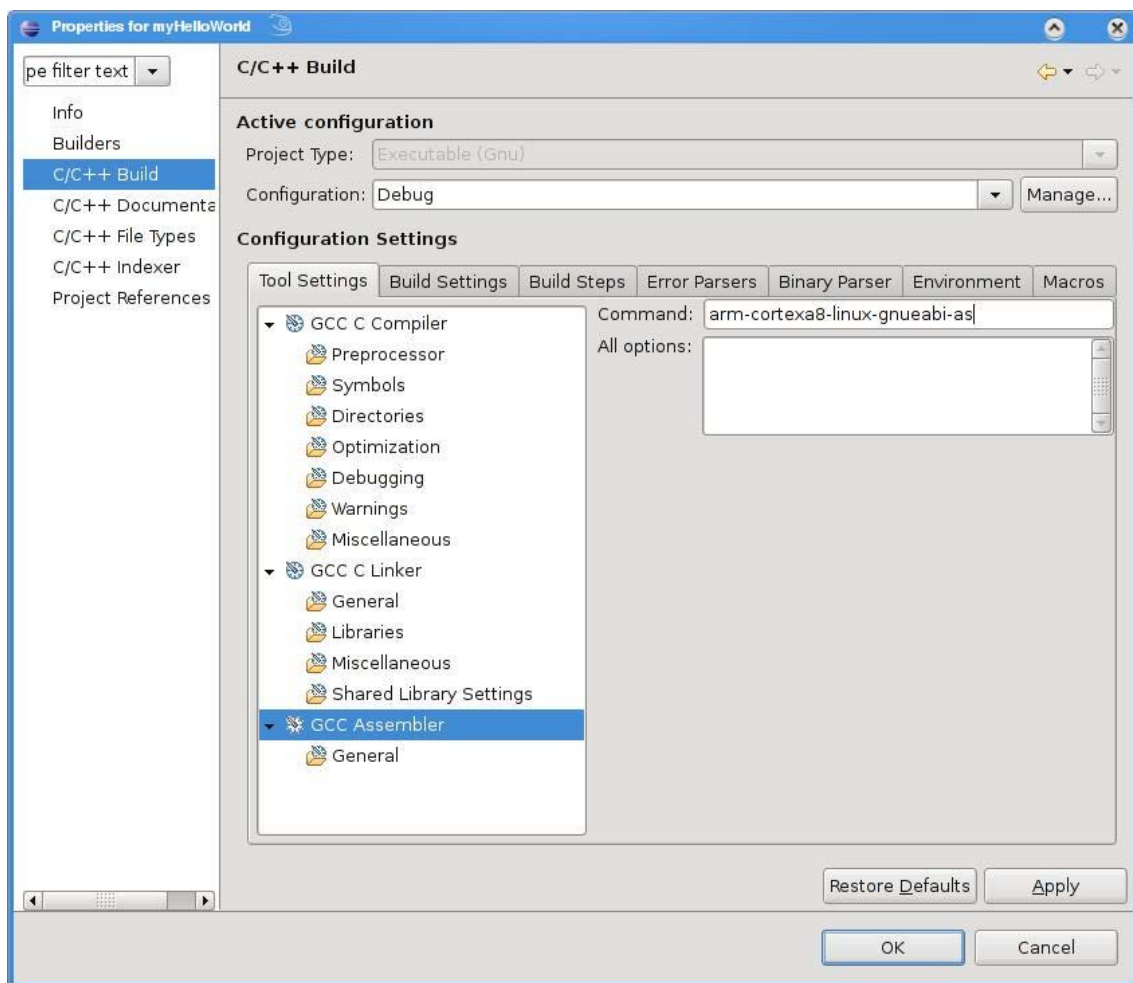


- Select *C/C++ Build*.
- Enter **arm-cortexa8-linux-gnueabi-gcc** into the *Command* input field.

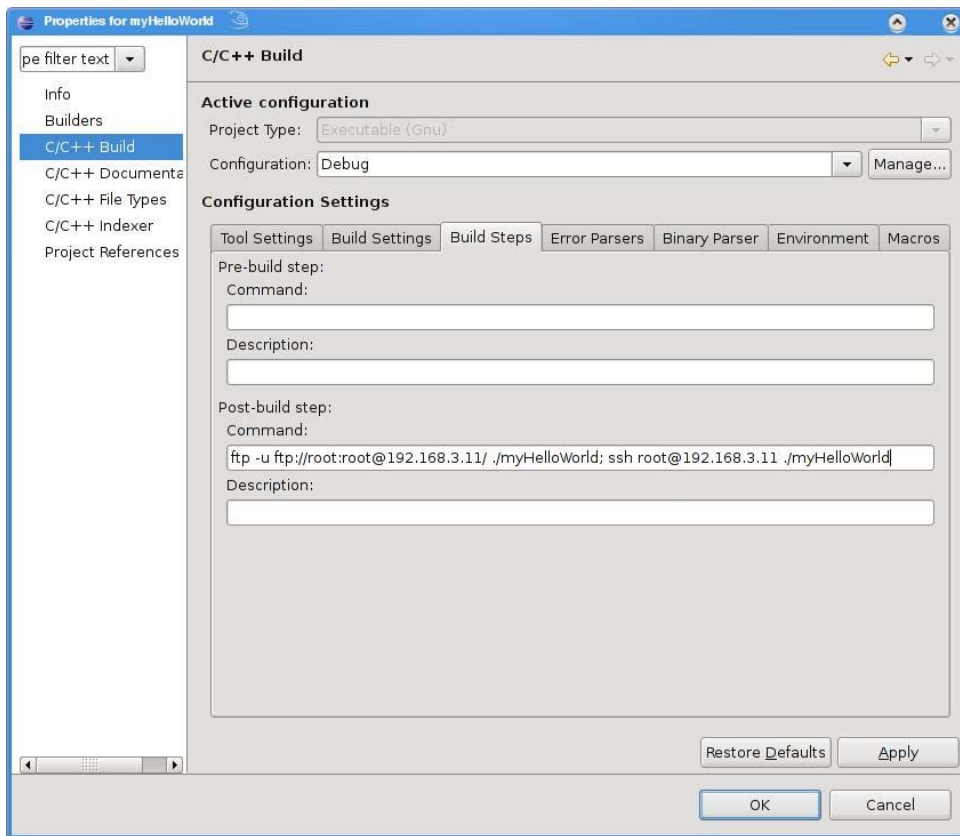




- Select *GCC C Linker*.
- Enter **arm-cortexa8-linux-gnueabi-gcc** into the *Command* input field.



- Select *GCC Assembler*.
- In the *Command* input field, change the default **as** to **arm-cortexa8-linux-gnueabi-as**.
- Click *Apply*.



- Select the *Build Steps* tab.
- Enter following command in the *Post-build step Command* input field:

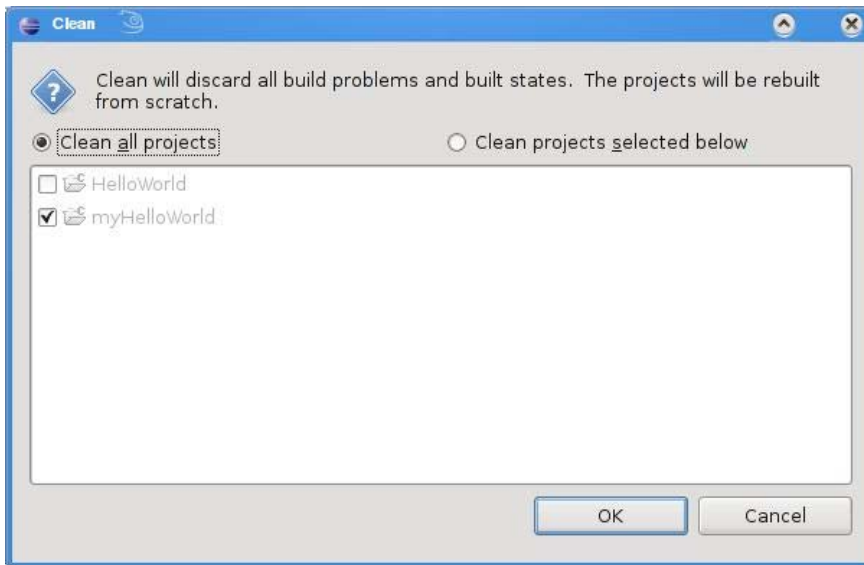
```
ftp -u ftp://root:root@192.168.3.11/ ./myHelloWorld;  
ssh root@192.168.3.11 ./myHelloWorld
```



Be sure to enter the semicolon between **./myHelloWorld** and **ssh**.

**CAUTION** Be sure the file *myHelloWorld* on the target will have execution rights, because otherwise *ssh* will fail.

- Click *Apply*.
- Click *OK*.



- Select *Project* ► *Clean* from the menu bar.
- Confirm with *OK*.

The project will be rebuilt.

- Select the *Console* tab.

If no errors occur while building the project, you will see the following output:

```
C-Build [myHelloWorld]
**** Full rebuild of configuration Debug for project myHelloWorld ****
make -k clean all
rm -rf ./HelloWorld.o ./HelloWorld.d myHelloWorld

Building file: ../HelloWorld.c
Invoking: GCC C Compiler
arm-cortexa8-linux-gnueabi-gcc -O0 -g3 -Wall -c -fmessage-length=0 -oHelloWorld.o ../HelloWorld.c
Finished building: ../HelloWorld.c

Building target: myHelloWorld
Invoking: GCC C Linker
arm-cortexa8-linux-gnueabi-gcc -omyHelloWorld ./HelloWorld.o
Finished building target: myHelloWorld

make --no-print-directory post-build
ftp -u ftp://root:root@192.168.3.11/ ./myHelloWorld; ssh root@192.168.3.11 ./myHelloWorld
Welcome to the World of the phyCARD-L!

Build complete for project myHelloWorld
```



*You have successfully created your first own project with the Eclipse IDE. You have configured the project to create an application for your target platform.*

### 3.4 Changing the Demo Application

Now we will extend the *myHelloWorld* application. The extended *myHelloWorld* application will write an output to the first serial interface as well as to the standard output.

- Open Eclipse if it is not opened yet.
- Double-click *HelloWorld.c* in the *myHelloWorld* project.
- First include the following two additional header files:

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

- Then add the function *write\_tty()*, which writes *n* bytes to the first serial interface (which, on the phyCARD-M, is connected to the system console */dev/console*):

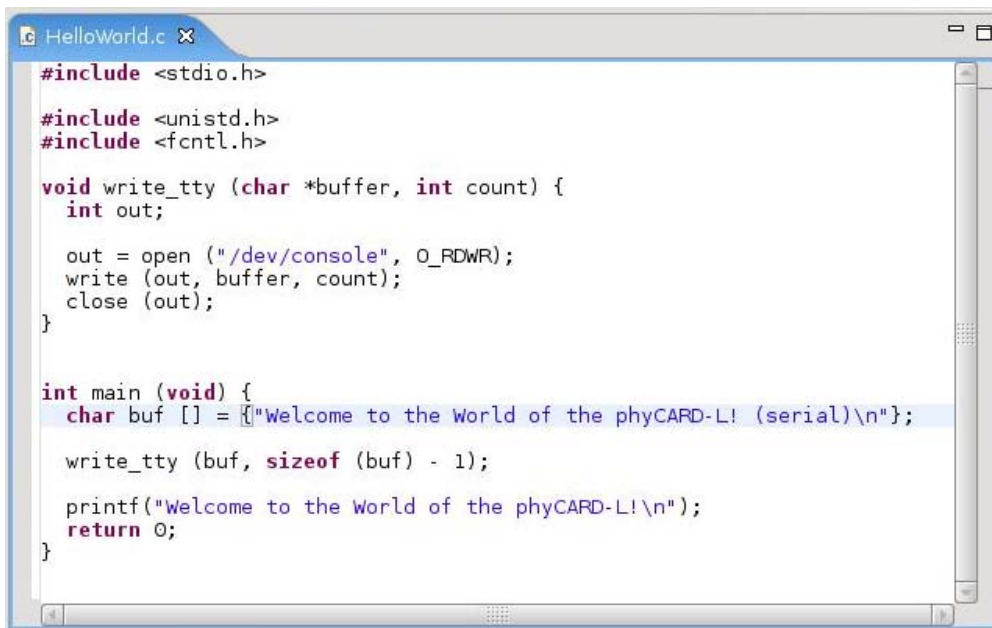
```
void write_tty (char *buffer, int count) {
    int out;

    out = open ("/dev/console", O_RDWR);
    write (out, buffer, count);
    close (out);
}
```

- Enter the following two lines in the *main()* function to declare the buffer and call the *write\_tty()* function.

```
char buf [] = { "Welcome to the World of the
                phyCARD-L! (serial)\n" };
write_tty (buf, sizeof (buf) - 1);
```

In the next screenshot you can see the complete program.



```

#include <stdio.h>

#include <unistd.h>
#include <fcntl.h>

void write_tty (char *buffer, int count) {
    int out;

    out = open ("/dev/console", O_RDWR);
    write (out, buffer, count);
    close (out);
}

int main (void) {
    char buf [] = {"Welcome to the World of the phyCARD-L! (serial)\n"};

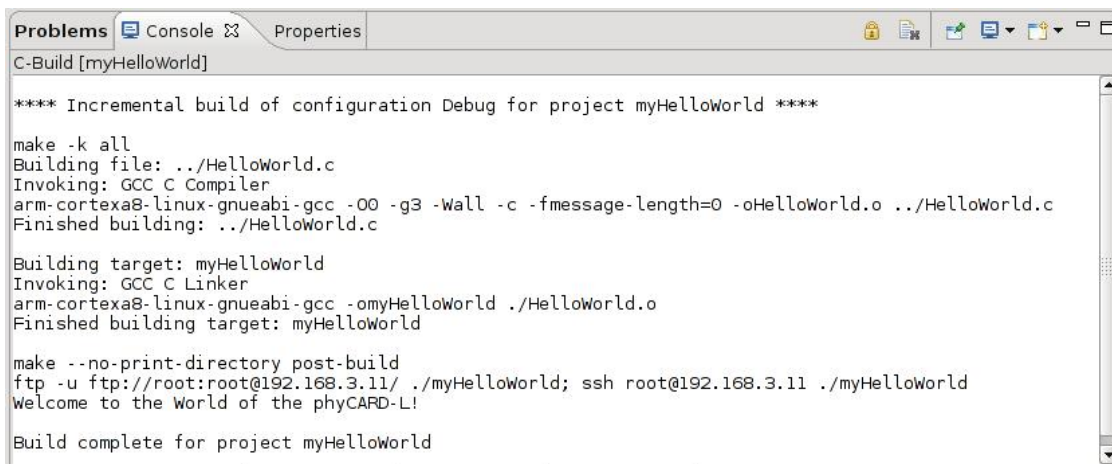
    write_tty (buf, sizeof (buf) - 1);

    printf("Welcome to the World of the phyCARD-L!\n");
    return 0;
}

```

- Save your program after changing the code.

The application will be compiled, built, copied to the target, and executed.



```

C-Build [myHelloWorld]

**** Incremental build of configuration Debug for project myHelloWorld ****

make -k all
Building file: ../HelloWorld.c
Invoking: GCC C Compiler
arm-cortexa8-linux-gnueabi-gcc -O0 -g3 -Wall -c -fmessage-length=0 -oHelloWorld.o ../HelloWorld.c
Finished building: ../HelloWorld.c

Building target: myHelloWorld
Invoking: GCC C Linker
arm-cortexa8-linux-gnueabi-gcc -omyHelloWorld ../HelloWorld.o
Finished building target: myHelloWorld

make --no-print-directory post-build
ftp -u ftp://root:root@192.168.3.11/ ./myHelloWorld; ssh root@192.168.3.11 ./myHelloWorld
Welcome to the World of the phyCARD-L!

Build complete for project myHelloWorld

```

### 3.4.1 Executing the Program on the Target using Microcom

- Click the *Microcom* icon on the desktop.
- If you are not logged in, enter **root** and press *Enter*.
- Type *./myHelloWorld* to start the application.
- You will see the following output:

```
Welcome to the World of the phyCARD-L! (serial)  
Welcome to the World of the phyCARD-L!
```

- Close Microcom.

When you start the application over an SSH session, you only see one output line. When you execute the program with Microcom, you see two output lines.



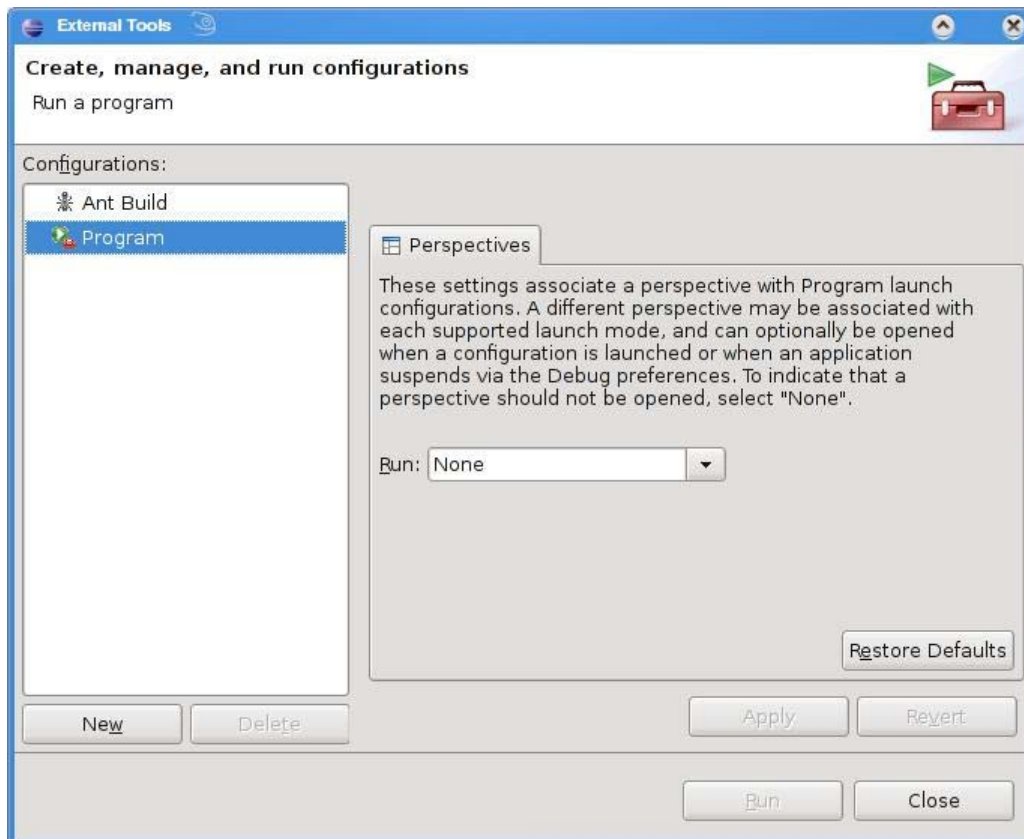
The first line is a direct output on the serial interface. You can't see this line in an SSH session, because you are connected over a TCP/IP connection to the target. With Microcom, however, you have direct access to serial interface, so you can also see the line that it written to the serial console.

In this passage you have changed an existing application. You also learned how to access the serial interface. First you called the function *open()* on the device */dev/console*. The return value of this function was a file descriptor. With the file descriptor you called the function *write()* to send *n* bytes to the device */dev/console*. After that, the file descriptor was closed with the function *close()*.

This procedure is in principle quite typical for Linux, because Linux treats everything like a file.

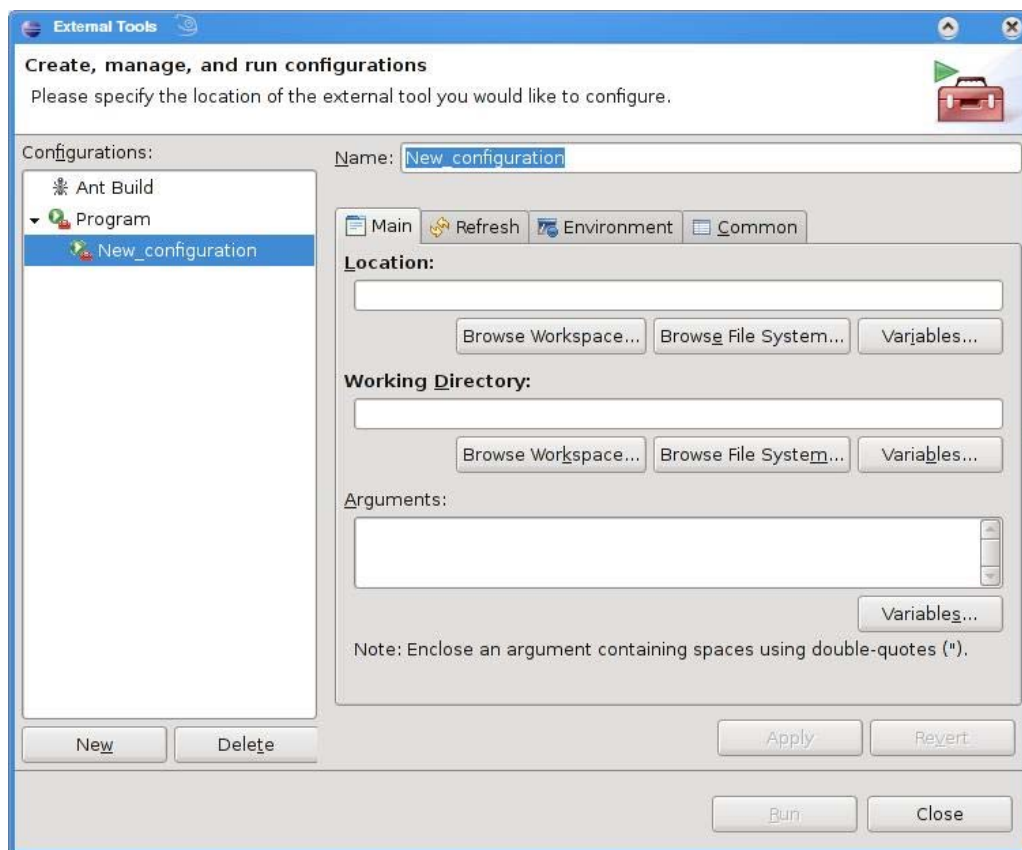
### 3.5 Starting a Program out of Eclipse on the Target

After compiling a project in Eclipse, the program is copied to the target and directly executed. A program can also be executed on the target without compiling a project. In the following section you will learn how to start a program on the target as an external tool.

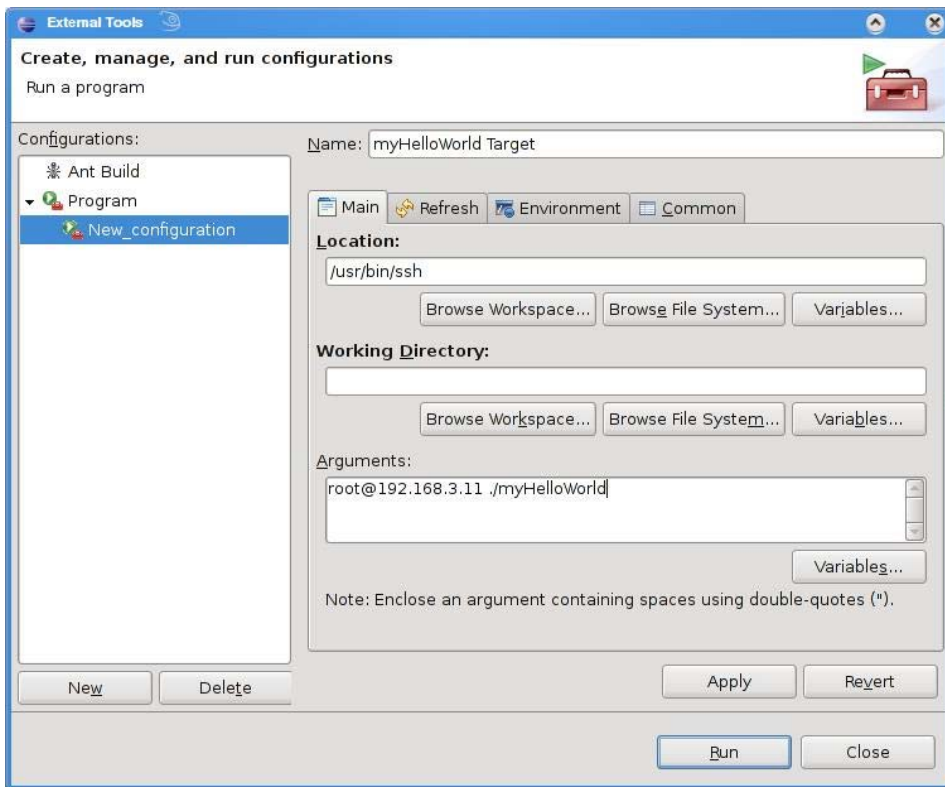


- Select *Run* ► *External Tools* ► *External Tools...* from the menu bar.
- Select *Program*.

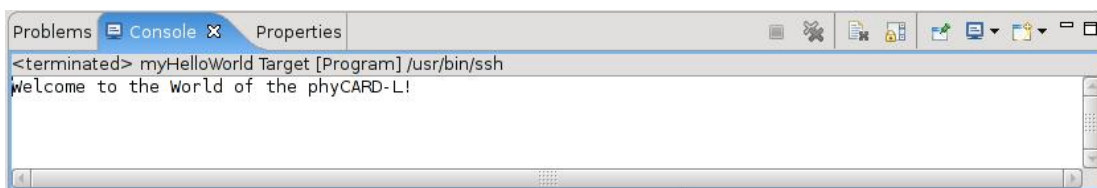




- Select *New*.



- In the *Name* input field, enter: **myHelloWorld Target**
- Enter **/usr/bin/ssh** in the *Location* input field.
- Enter **root@192.168.3.11 ./myHelloWorld** into the *Arguments* field.
- Select *Apply*.



- Select *Run*.

If you want to execute the program the next time, you can use the *Run External Programs* button from the menu bar.



### 3.6 Automatically starting the Program when booting the Target

In this passage you will integrate the *myHelloWord* program into the startup process of the target. When you have finished this part, the *myHelloWorld* application will be started automatically each time you are starting the target.

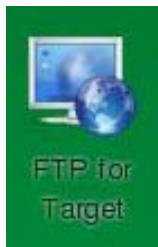


*TIP*

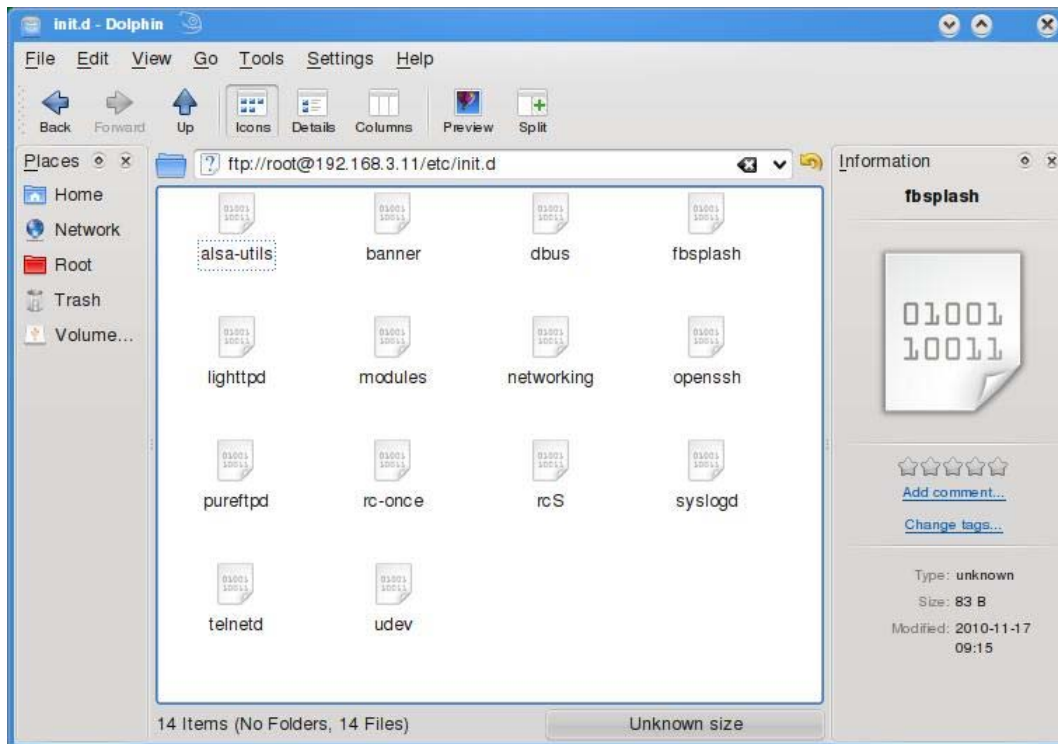
The scripts for controlling the system startup will be found in */etc/init.d*. These are executed directly or indirectly by */sbin/init*, the father of all processes. The configuration of */sbin/init* is placed in */etc/inittab*.

After system startup, */sbin/init* will switch to the default run level, as configured in */etc/inittab*. It calls the run level master script */etc/init.d/rcS* to start or stop services provided by the other scripts in */etc/init.d*. This is done by the help of symbolic links in the directory */etc/rc.d*. These links point to the actual startup scripts in */etc/init.d*.

First you will have to create a startup script in */etc/init.d*.



- Click the *FTP for Target* icon on your KDE desktop.



- Browse to the target's `/etc/init.d` directory. If an authorization dialog should appear, just click *OK* (no password is required).

In the directory `/etc/init.d` you can see the existing scripts.

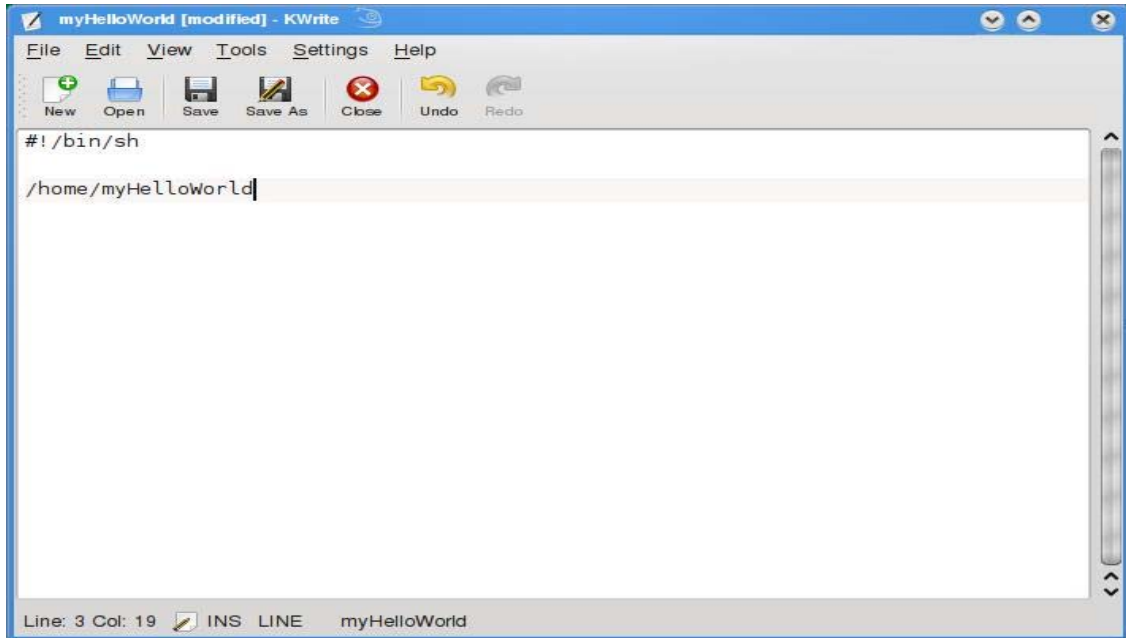
- Right-click in the opened window and select *Create New ► Text File*.



- Enter *myHelloWorld*.
- Click *OK*.
- Right-click on *myHelloWorld* and select *Open with....*

- Enter **kwrite** and click *OK*.

The text editor *KWrite* starts with an empty document.



- Enter the following two lines:

```
#!/bin/sh
```

```
/home/myHelloWorld
```

- Select *File* ► *Save*.
- Close the *KWrite* window.
- Close the *FTP* window.



- Click the *Telnet for Target* icon on your desktop.

```

sven : telnet
File Edit View Scrollback Bookmarks Settings Help
root@phyCARD: /etc/rc.d ls -l
lrwxrwxrwx 1 root root 14 Nov 18 2010 S00udev -> ../init.d/udev
lrwxrwxrwx 1 root root 18 Nov 18 2010 S01fb splash -> ../init.d/fb splash
lrwxrwxrwx 1 root root 17 Nov 18 2010 S01rc-once -> ../init.d/rc-once
lrwxrwxrwx 1 root root 17 Nov 18 2010 S00syslog -> ../init.d/syslogd
lrwxrwxrwx 1 root root 14 Nov 18 2010 S12dbus -> ../init.d/dbus
lrwxrwxrwx 1 root root 17 Nov 18 2010 S16openssh -> ../init.d/openssh
lrwxrwxrwx 1 root root 17 Nov 18 2010 S16telnetd -> ../init.d/telnetd
lrwxrwxrwx 1 root root 17 Nov 18 2010 S20modules -> ../init.d/modules
lrwxrwxrwx 1 root root 20 Nov 18 2010 S26networking -> ../init.d/networking
lrwxrwxrwx 1 root root 20 Nov 18 2010 S80alsa-utils -> ../init.d/alsa-utils
lrwxrwxrwx 1 root root 18 Nov 18 2010 S91lighttpd -> ../init.d/lighttpd
lrwxrwxrwx 1 root root 18 Nov 18 2010 S91pureftpd -> ../init.d/pureftpd
lrwxrwxrwx 1 root root 16 Nov 18 2010 S99banner -> ../init.d/banner
-rwxr-xr-x 1 root root 77 Nov 17 2010 S99zzz_PHYTEC_BSP_version_startup_script
root@phyCARD: /etc/rc.d █
sven : telnet

```

- Enter **root** and press *Enter* to login.
- The startup script we have just created with KWrite must be made executable in order to run it later:

**chmod a+x /etc/init.d/myHelloWorld**

- Change to the directory */etc/rc.d*. Type the following command:  

**cd /etc/rc.d**
- Enter **ls -l** to list the directory content.

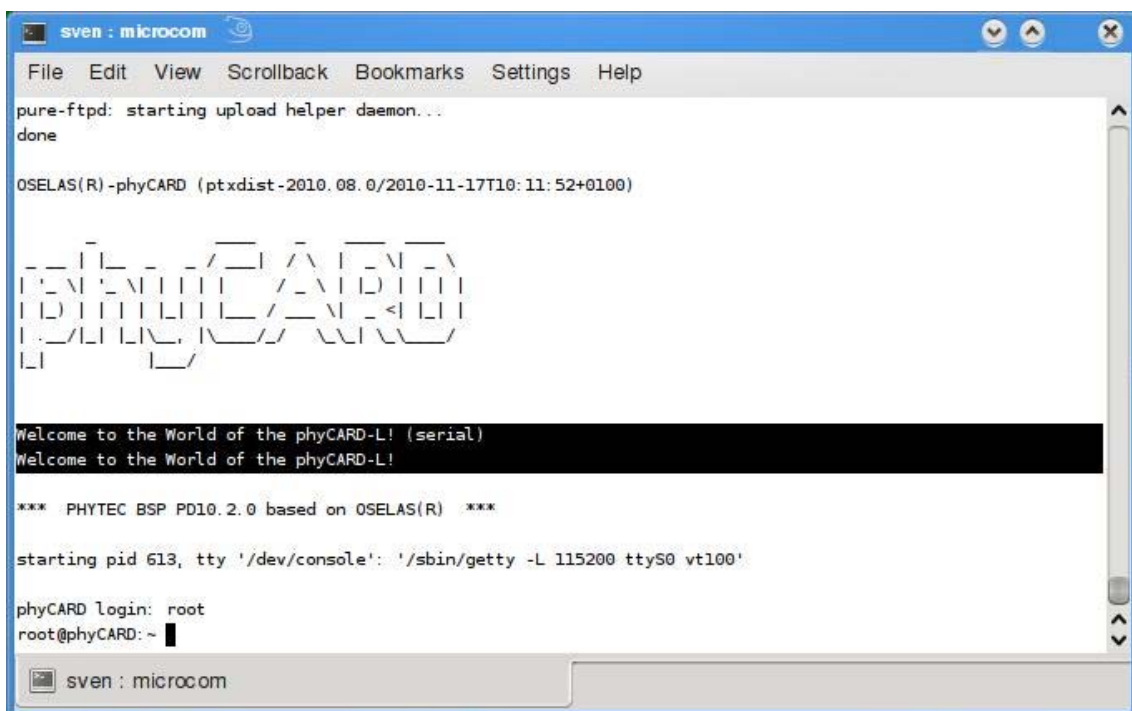
You can see the different links to the scripts in the directory */etc/init.d*. The scripts are started in alphabetic order: The script *udev* is the first script started, because the link starts with *S00...*, whereas *S99zzz\_PHYTEC\_BSP\_version\_startup\_script* will be started last.

To start your *myHelloWorld* application automatically when the system boots, you have to create a new link to the start script */etc/init.d/myHelloWorld*.

- In `/etc/rc.d`, create a symbolic link which points to `/etc/init.d/myHelloWorld`. Enter the following command:

```
ln -s ../init.d/myHelloWorld S99myHelloWorld
```

- Type `ls -l` again to check the newly created link.
- Close the window.
- Open Microcom.
- Push the RESET button on the target to restart your system.



```
sven : microcom
File Edit View Scrollback Bookmarks Settings Help
pure-ftpd: starting upload helper daemon...
done
OSELAS(R)-phyCARD (ptxdist-2010.08.0/2010-11-17T10:11:52+0100)

Welcome to the World of the phyCARD-L! (serial)
Welcome to the World of the phyCARD-L!

*** PHYTEC BSP PD10.2.0 based on OSELAS(R) ***

starting pid 613, tty '/dev/console': '/sbin/getty -L 115200 ttyS0 vt100'

phyCARD login: root
root@phyCARD: ~
```

The program `myHelloWorld` now starts automatically on startup. Because its link in `/etc/rc.d` starts with `S99...`, you should see `myHelloWorld`'s output near the output of the two other scripts that start with `S99...` (which print all sorts of version information).

- Close Microcom.

Now you can add your own programs to the root file system and start these programs automatically when your phyCARD-L boots.



*You have successfully passed the “Getting More Involved” part of this Quick Start.*

SUCCESS



## Chapter 4     Debugging an Example Project

**20 min**

TIME

*In this chapter you will learn using the GNU debugger GDB on the host for remote debugging in conjunction with the GDB server on the target. GDB is the symbolic debugger of the GNU project and is arguably the most important debugging tool for any Linux system.*

*First you will start the GDB server on the target. Then you will configure the Eclipse platform and start the GNU debugger out of Eclipse using the Debug view.*

*The CDT extends the standard Eclipse Debug view with functions for debugging C/C++ code. The Debug view allows you to manage the debugging and running of a program in the Workbench. Using the Debug view you will be able to set breakpoints/watchpoints in the code and trace variables and registers. The Debug view displays the stack frame for the threads of each target you are debugging. Each thread in your program appears as a node in the tree, and the Debug view displays the process for each target you are running.*

*The GDB client is running on the host and is used to control the GDB server on the target, which in turn controls the application running on the target. GDB client and GDB server can communicate over a TCP/IP network connection as well as via a serial interface. In this Quick Start we will only describe debugging via TCP/IP.*

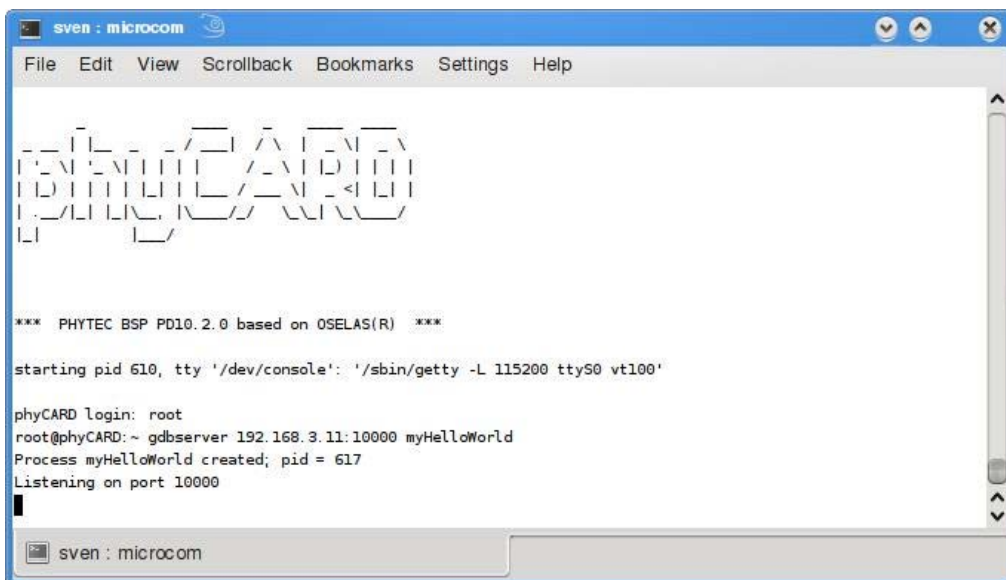
## 4.1 Starting the GDB Server on the Target

In this passage you will learn how to start the GDB server on the target. The GDB server will be used to start and control the *myHelloWorld* program.

To debug a program with GDB, the program needs extended debugging symbols. This has already been added while building the program.



- Open Microcom.



```
sven : microcom
File Edit View Scrollback Bookmarks Settings Help

*** PHYTEC BSP PD10.2.0 based on OSELAS(R) ***

starting pid 610, tty '/dev/console': '/sbin/getty -L 115200 ttyS0 vt100'

phyCARD login: root
root@phyCARD:~# gdbserver 192.168.3.11:10000 myHelloWorld
Process myHelloWorld created; pid = 617
Listening on port 10000
```

- Type **root** and press **Enter**.
- Start the GDB server:

```
gdbserver 192.168.3.11:10000 myHelloWorld
```

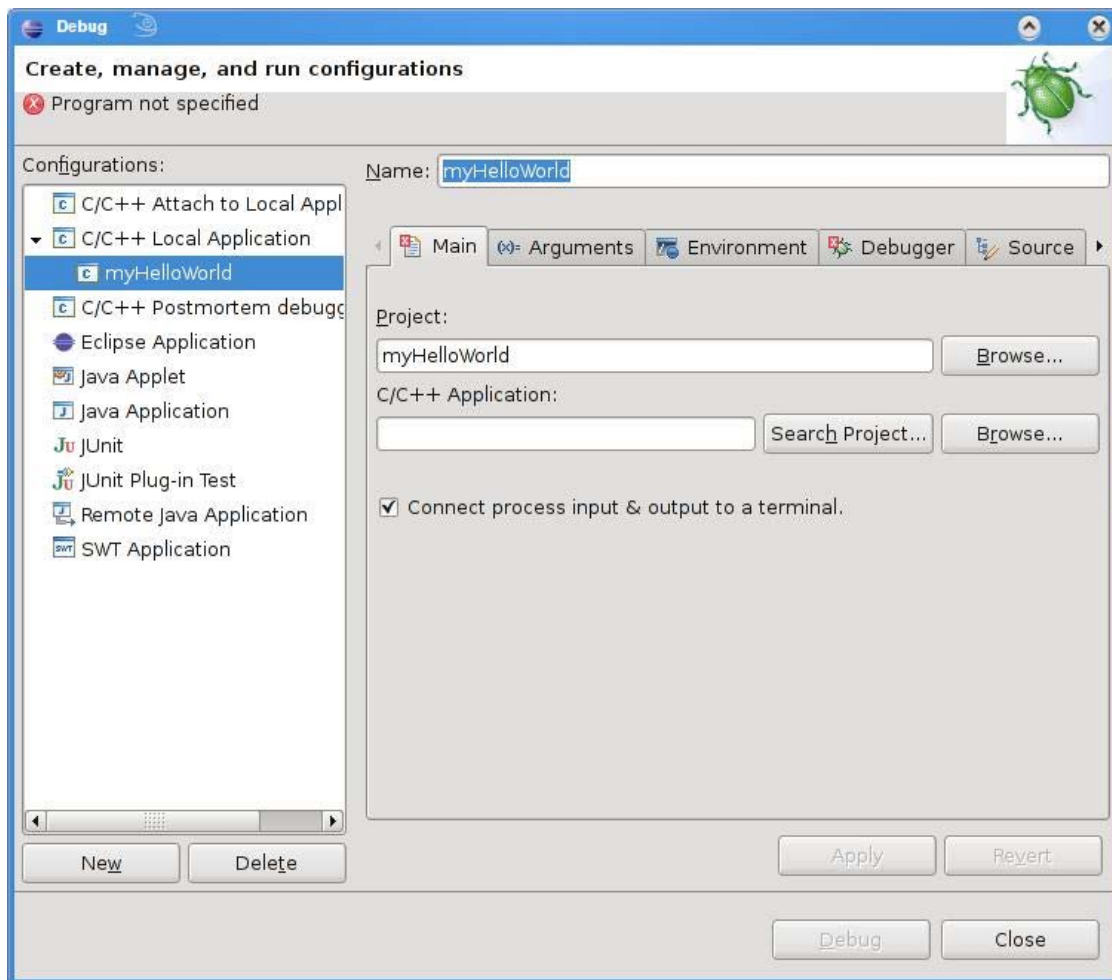
You have started the GDB server on the target. The GDB server is now waiting for connections on TCP port 10000.

## 4.2 Configuring and Starting the Debugger in Eclipse

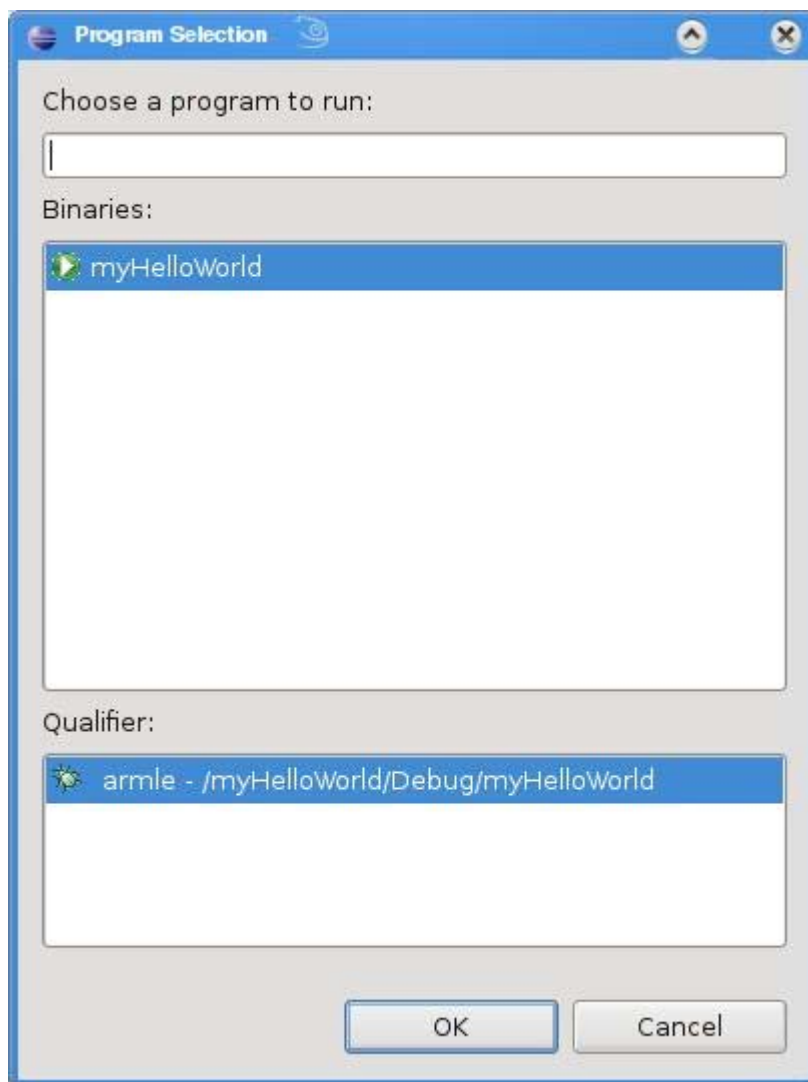
In this passage you will learn how to configure your project settings to use Eclipse with the GNU debugger. After the configuration of your project settings, the GNU debugger will start and connect to the GDB server on the target.

- Start Eclipse if the application is not started yet.
- Select *myHelloWorld* in the *Navigator* window.
- Select *Run ► Debug...* from the menu bar.

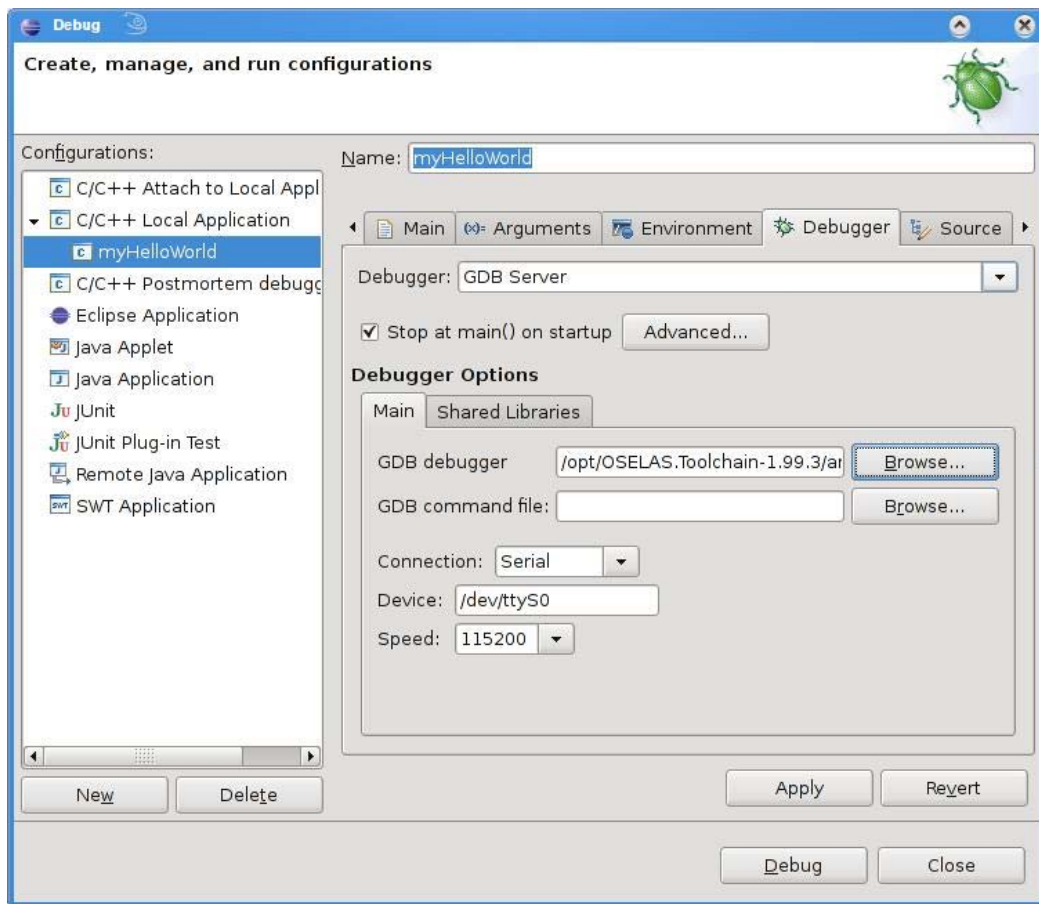
A dialog to create, manage and run applications will appear.



- Double-click *C/C++ Local Application*.



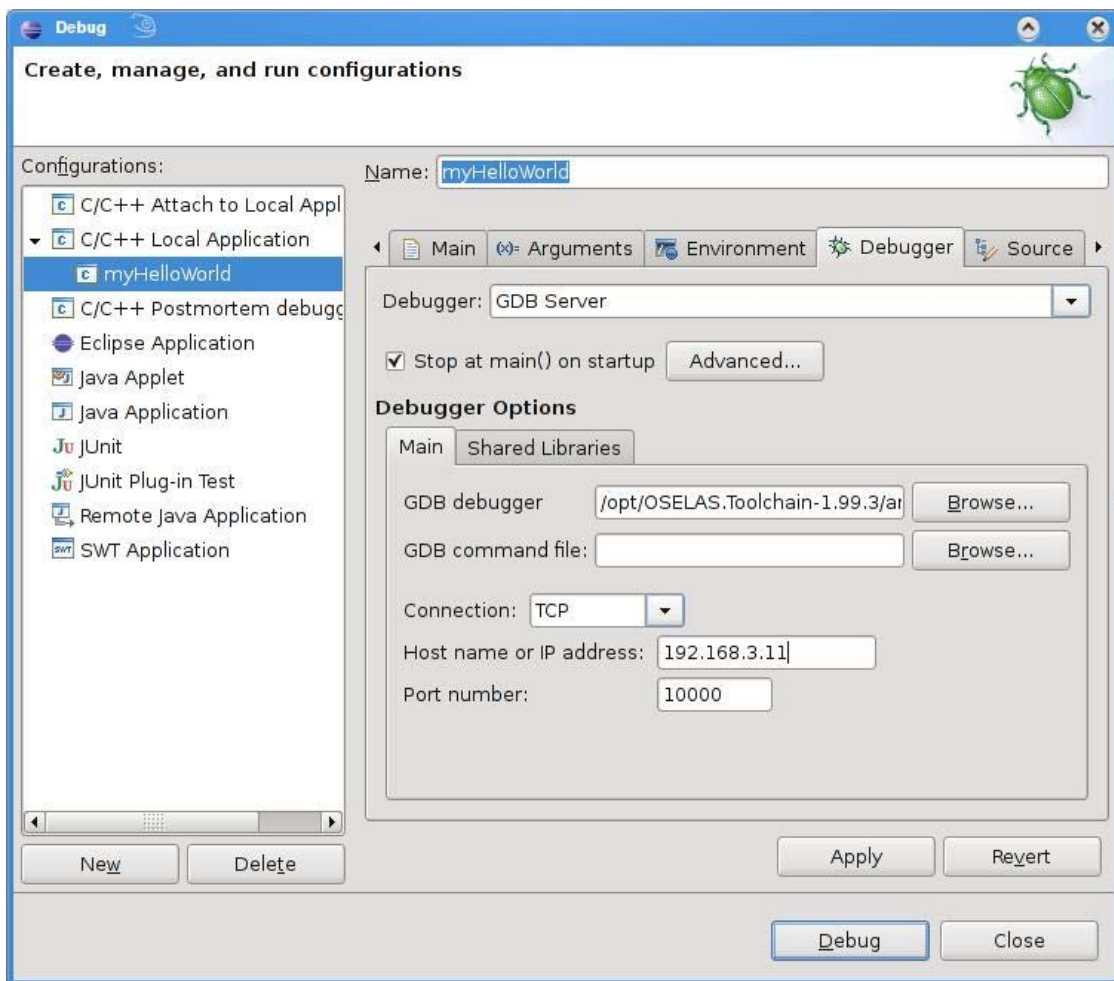
- Click the *Search Project...* button.
- Click *OK*.



- Select the *Debugger* tab.
- Select *GDB Server* from the *Debugger* drop-down box.
- Click the *Browse* button right beside the *GDB debugger* input field.

A new dialog opens to choose the GDB executable.

- Click *File System*.
- Navigate to the directory */opt/OSELAS.Toolchain-1.99.3/arm-cortexa8-linux-gnueabi/gcc-4.3.2-glibc-2.8-binutils-2.18-kernel-2.6.27-sanitized/bin*.
- Select the file *arm-cortexa8-linux-gnueabi-gdb*.
- Click *OK*.



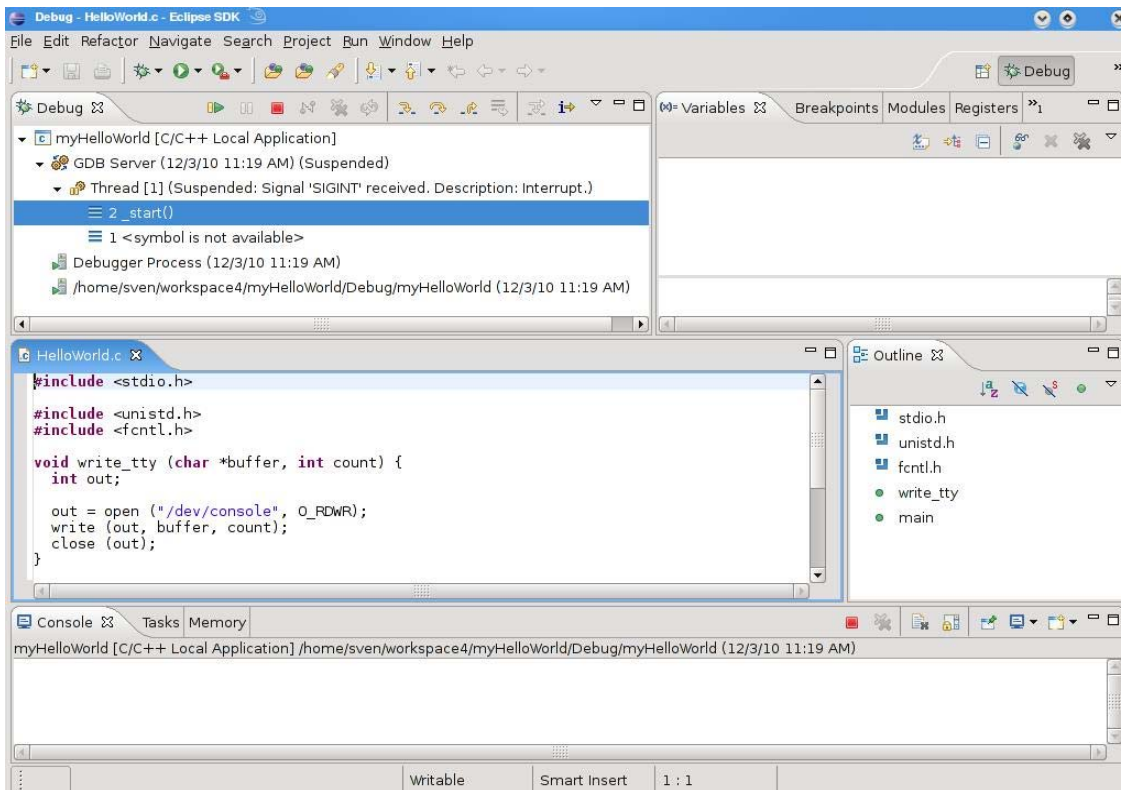
- From the *Connection* drop-down box, select *TCP*.
- Enter **192.168.3.11** (the target's IP address) in the *Host name* input field. The host's GDB will connect to this IP address to communicate with the target's GDB server.
- Click *Apply*.
- Click *Debug*.

A new dialog appears.



- Select *Yes* to switch to the *Debug* perspective.

The *Debug* perspective opens and the debugger stops at the beginning of the program automatically. The host's GDB is now connected to the GDB server on the target.

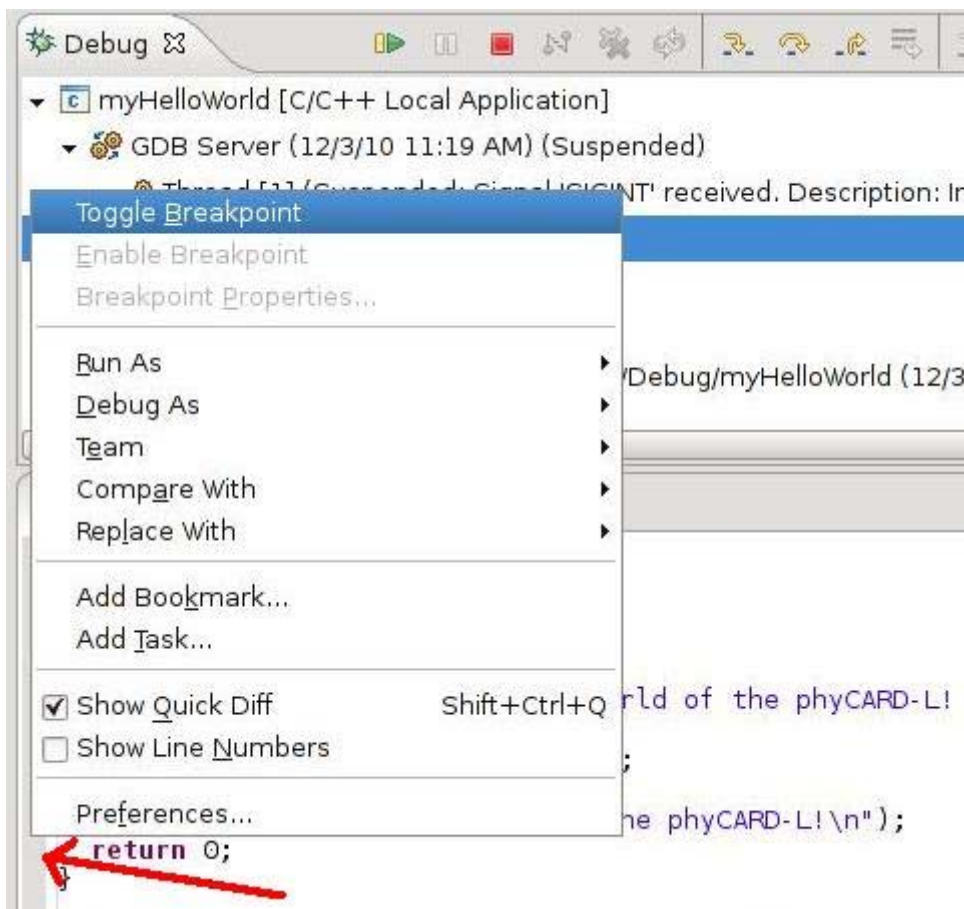


You have configured your project for remote debugging. You have started the GNU debugger in Eclipse and connected the host's GDB with the target's GDB server. You can now start to debug the project.



### 4.3 Setting a Breakpoint


Now you will set a breakpoint in your program. The breakpoint will be set on the last line of the function *main()*. If you resume the application, the debugger will stop on this line.

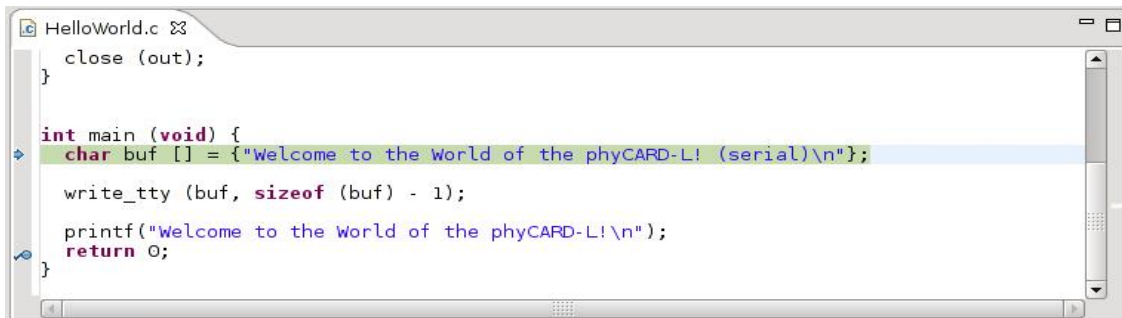


- Select the last line in *main()*.
- Right-click into the small grey border on the left-hand side and select *Toggle Breakpoint* to set a new breakpoint.

## 4.4 Stepping and Watching Variable Contents

In this part you will step through the example project with the debugger. You will also learn how to watch the content of a variable.

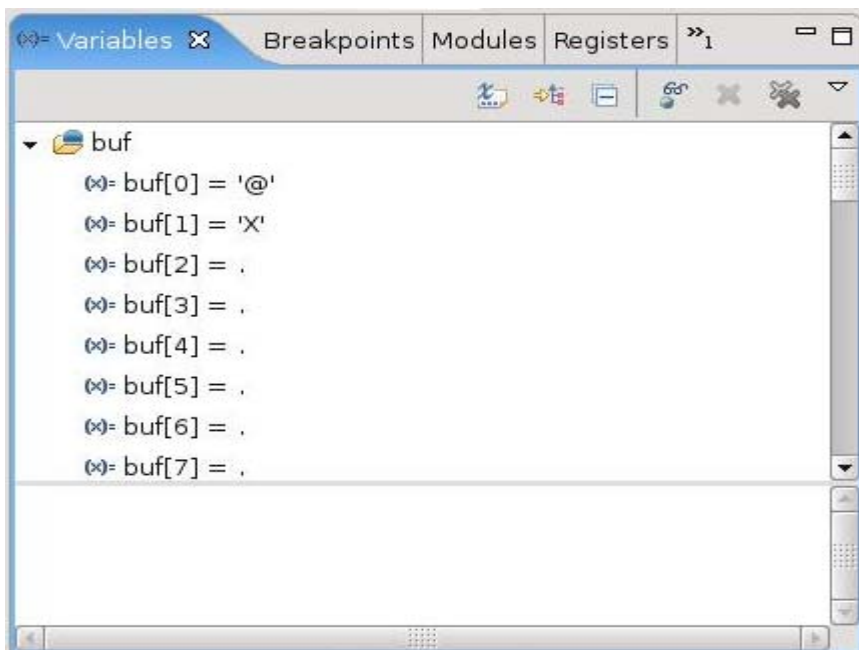
- Click the *Resume*  button in the *Debug* window to step to the first line of the program.




```
>HelloWorld.c
}
close (out);
}

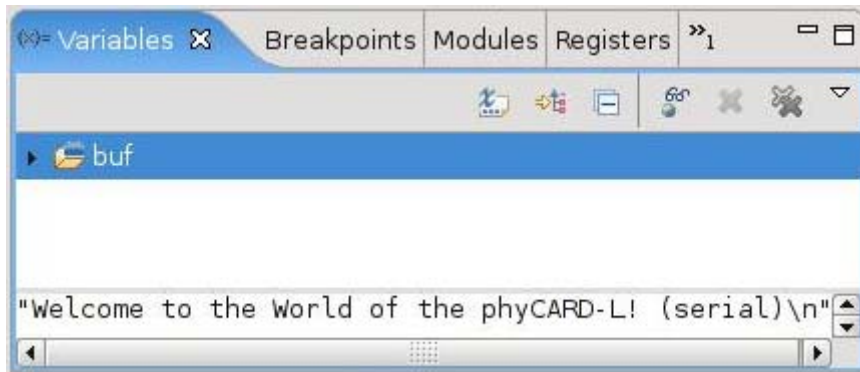
int main (void) {
char buf [] = {"welcome to the world of the phyCARD-L! (serial)\\n"};
write_tty (buf, sizeof (buf) - 1);
printf("welcome to the world of the phyCARD-L!\\n");
return 0;
}
```

- Expand *buf* in the *Variables* window.



- Click the *Step Over*  button in the *Debug* window to step to the next line.

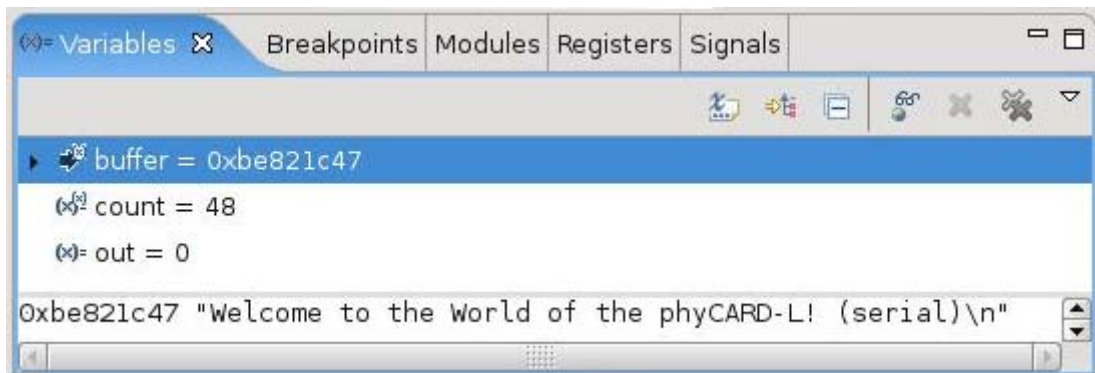
You will see the content of the *buf* variable in the *Variables* window.



- Click on the variable *buf*.
- Then click the button *Step into*  to enter the function *write\_tty()*.

The debugger stops in *write\_tty()*.

You will see the following variable window:

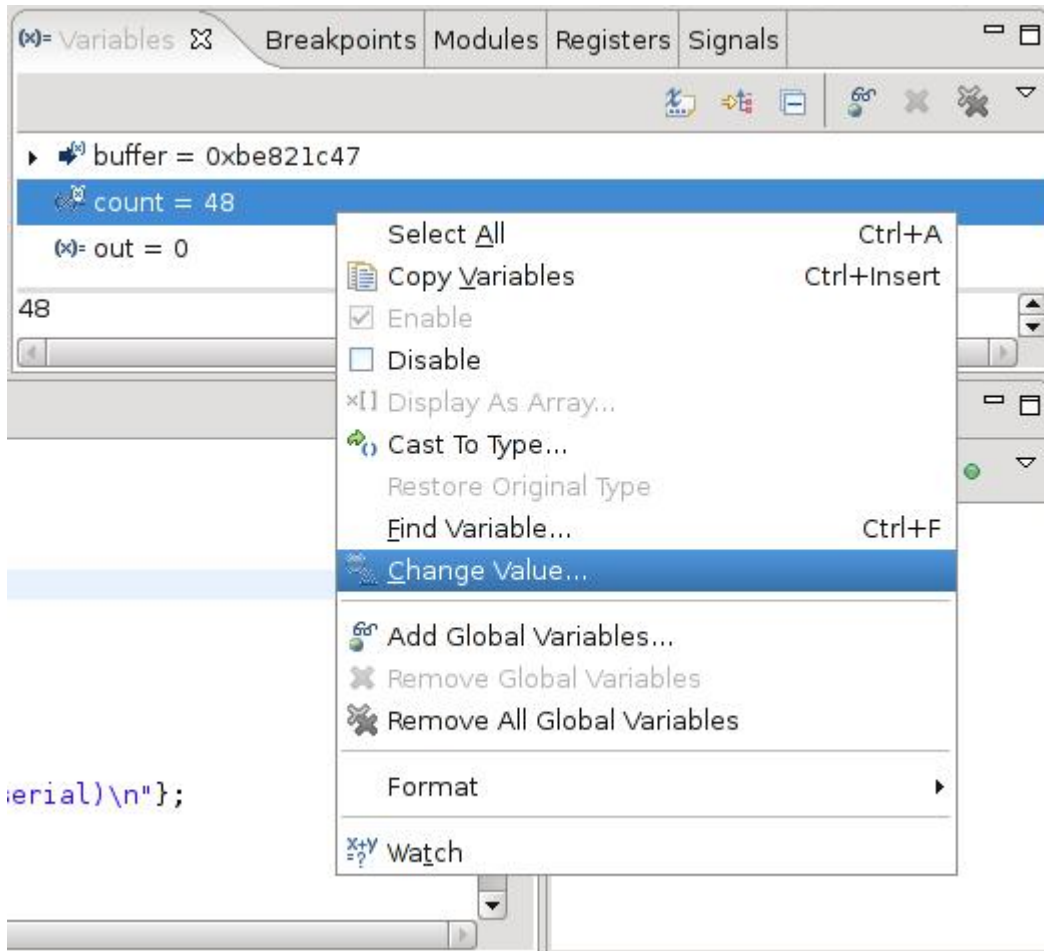


- Click on the variable *buffer*.

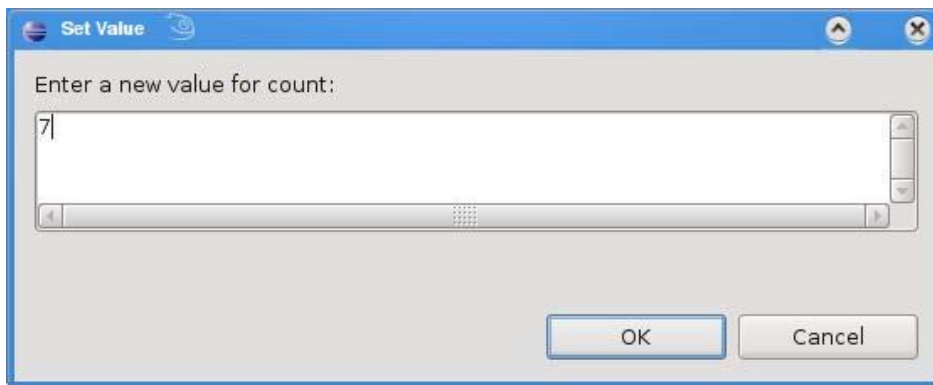
You will probably see a different address at the buffer pointer. Remember what address is shown in your case; you will need this address later.


## 4.5 Changing Variable Values

In this section you will change the value of a variable. At the end of this part you will see the effect of this change.



- Select the *count* variable in the *Variables* window.
- Right-click on *count* and select *Change Value...*



- Change the value of count to **7** and click *OK*.
- Open Microcom if the application is not already opened.
- Go back to Eclipse.
- Click the *Step Over*  button **two times**.
- Change to Microcom.

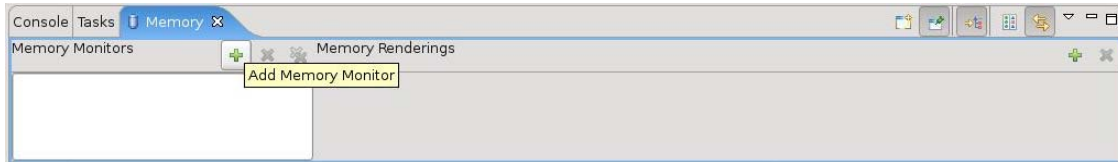
```
root@phyCARD: ~ gdbserver 192.168.3.11:10000 myHelloWorld
Process myHelloWorld created; pid = 634
Listening on port 10000

Remote debugging from host 192.168.3.10
Welcome█
```

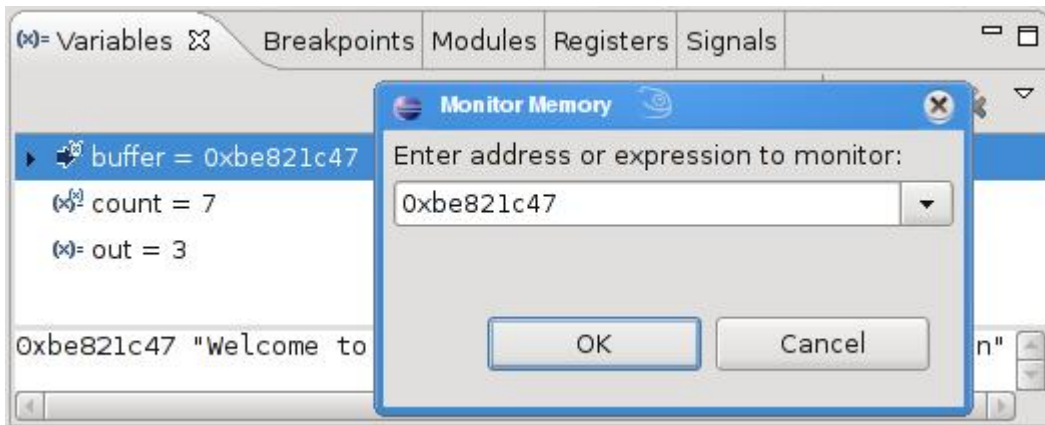
You will see the output *Welcome* in the Microcom window. This means that due to changing the *counter* variable's value, instead of printing the full "Welcome to the World of the phyCARD-L" string, only the first seven characters of the buffer were written to the screen.

## 4.6 Using the Memory Monitor

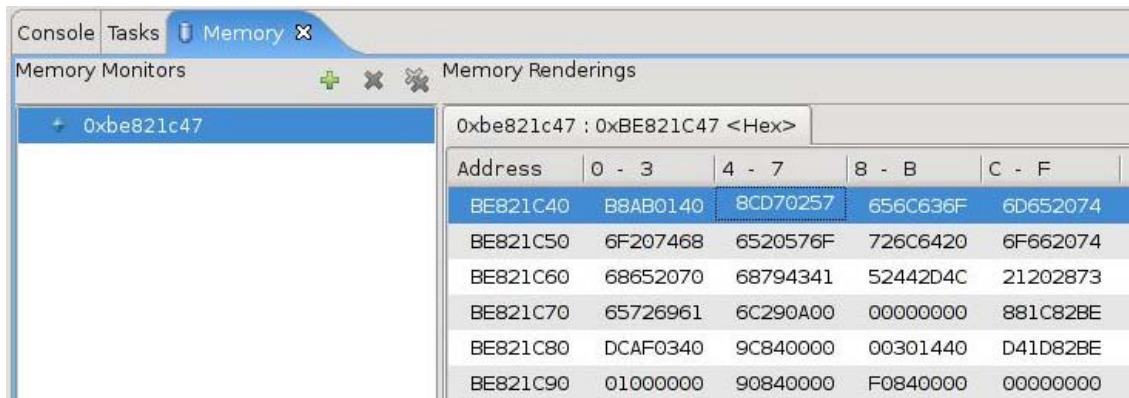
In the last section of this chapter you will use the memory monitor to watch the content at a memory address.



- Select the *Memory* tab.
- Click *Add Memory Monitor*.



- Enter the address of *buffer* and click *OK*. Remember that the variable's address might differ on your system.



- Change the window size.

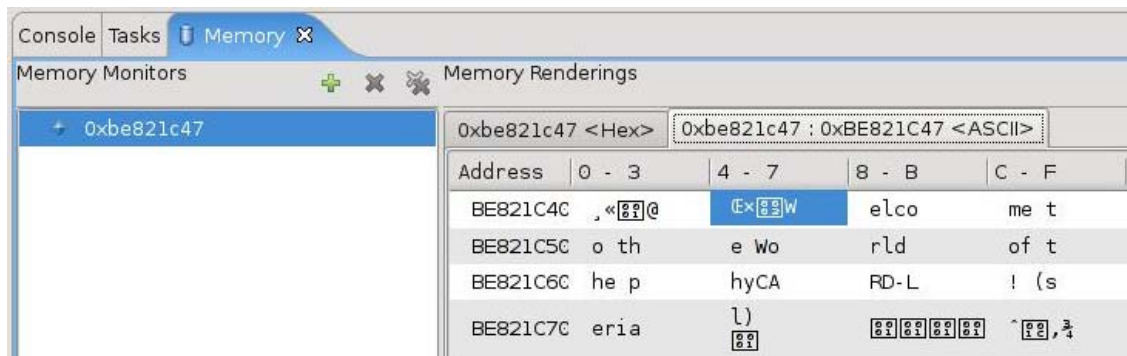


- Click *Add Rendering(s)*.



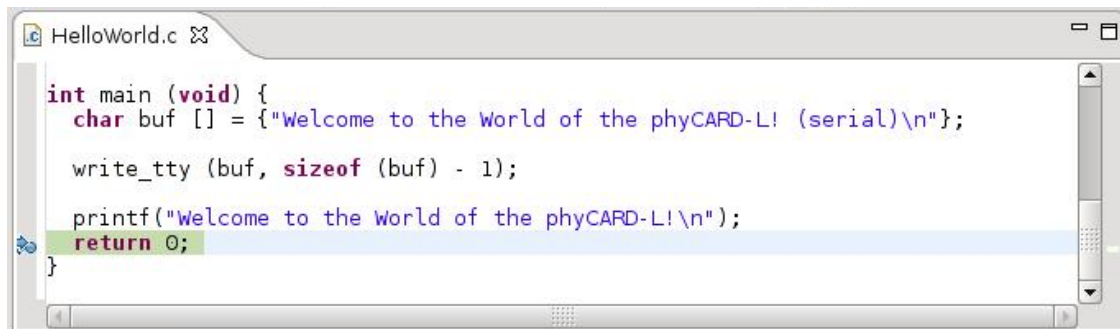
- Select *ASCII* and click *OK*.





You can see the contents of the variable *buffer* at the address *0xbe821c47* (or whatever address is used on your system).

- Now click the *Resume*  button from the menu bar.



The debugger stops at the breakpoint in the last line of *main()*.

- Click the *Resume*  button to end the application.



**SUCCESS**

*You have successfully passed the debugging chapter. You are now able to configure and use Eclipse for remote debugging. You can step through a project, watch and change the content of variables, and you can use the memory monitor to view the content at a memory address.*



## Chapter 5 Summary

This Quick Start manual provided a general “Rapid Development Kit” description, as well as software installation advice and an example program enabling quick out-of-the-box start-up of the phyCARD-L in conjunction with the Eclipse IDE and GNU C/C++ software tools.

In the *Getting Started* section you learned how to configure your host to provide a basis for working with your target platform. You installed the Rapid Development Kit software and learned how to copy and run a program on the target.

In the *Getting More Involved* section you got step-by-step instructions on how to configure and build a new kernel, modify the example application, create and build new projects, and copy programs to your phyCARD-L using Eclipse.

The *Debugging* part of this Quick Start gave you information on setting up and using the GNU debugger with the Eclipse IDE. You learned how to set breakpoints, watching and changing variable contents and using the memory monitor.

## Chapter 6 Installing Linux on the phyCARD-L

This part provides instructions on how to install the x-loader and the boot loader (*Barebox*) on the phyCARD-L and how to write a kernel and/or a root file system image into the target's flash memory.

### 6.1 Installing the X-Loader and the Boot Loader

The boot loader used on the phyCARD-L is *Barebox*. In order to get it started, you need to flash the X-Loader in addition. Flashing both will be performed by the *EVM FlashTool* provided by Texas Instruments. The *EVM FlashTool* uses the serial port and must be executed on a PC running *Microsoft Windows*.

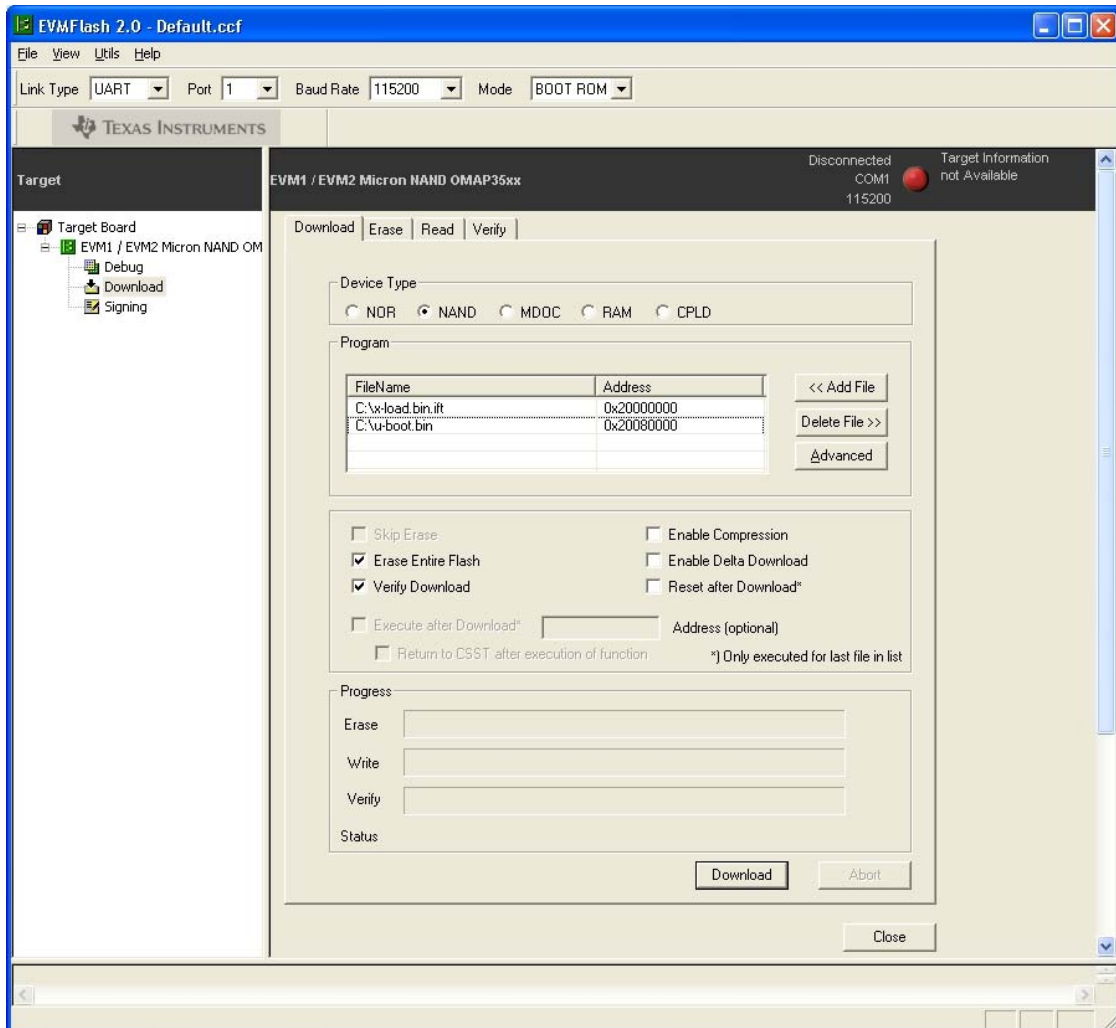


There's also the possibility to get the both loaders flashed by using an SD card. If the SD card is being made bootable, the OMAP will automatically search for a file named MLO and load and use it as X-Loader.

- Insert your PHYTEC Linux-phyCARD-L-Disc, navigate to the *PHYTEC\PCA-A-L1 phyCARD-L\Linux-Kit\Software\Tools\EVM\_FlashTool* directory, and execute *evmflash3530\_v2\_0\_bin.exe* to install the *EVM FlashTool*.
- Configure JP1 by closing PIN 1+2 to boot from UART first.
- Connect the UART1 (connector P1) to your computer.
- Start the program *EVM FlashTool*.

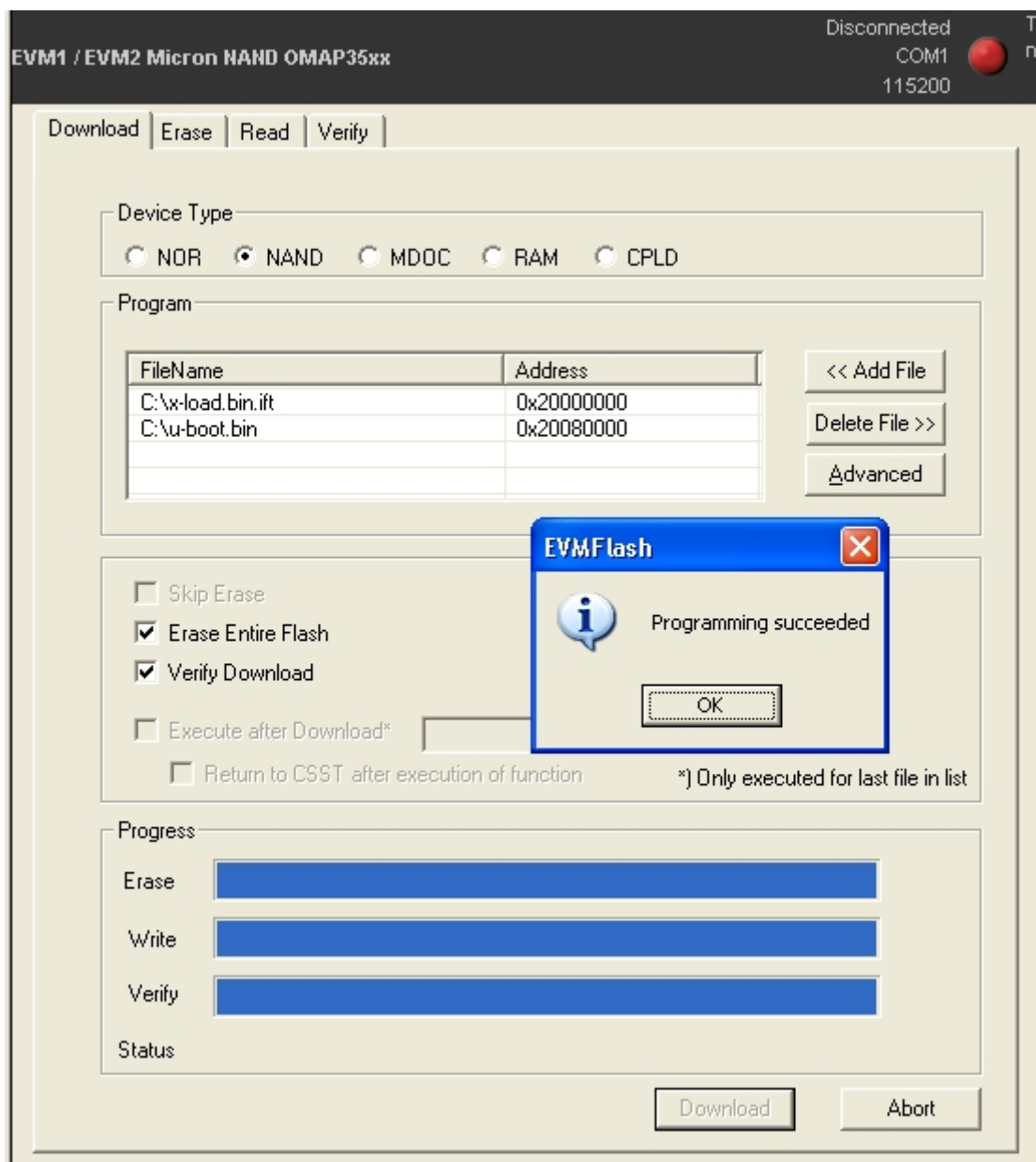
The *EVM FlashTool* dialog opens.

- Choose link type *UART*, select the right port and choose baud rate *115200* and mode *BOOT ROM*.
- Click *Download* in the tree *Target Board* under *EVM1 / EVM2 Micron NAND OMAP35xx*.



- Select the first rider *Download* and there the device type *NAND*.
- Check *Erase Entire Flash*.

- In the *Program* section, click << *Add File*, add file *PHYTEC\PCA-A-L1 phyCARD-L\Linux-Kit\BSP\X-Loader\bin\x-load.bin.ift* from the CD and set its *Address* to **0x20000000**. Then click << *Add File* again, add file *PHYTEC\PCA-A-L1 phyCARD-L\Linux-Kit\BSP\Barebox\bin\barebox-image* and set its *Address* to **0x20080000**.
- Click *Download*.
- When you'll see the Message *Reset Target to proceed*, power up the baseboard.



- When finished, power down the baseboard.
- Configure JP1 by opening PIN 1+2 to boot from NAND Flash first.

## 6.2 Configure Barebox Environment Variables

The following steps will be done on a Linux platform. We assume that you have configured your host platform and have executed the setup program provided on the Linux-phyCARD-L-Disc. Information on how to configure the host platform can be found in the *Getting Started* part of this Quick Start.

- Connect the serial cable with the UART1 (connector P1) on the target and the first serial interface on your host.
- Connect the cross-over Ethernet cable with the connector X27 on the target and the right network card of your host.



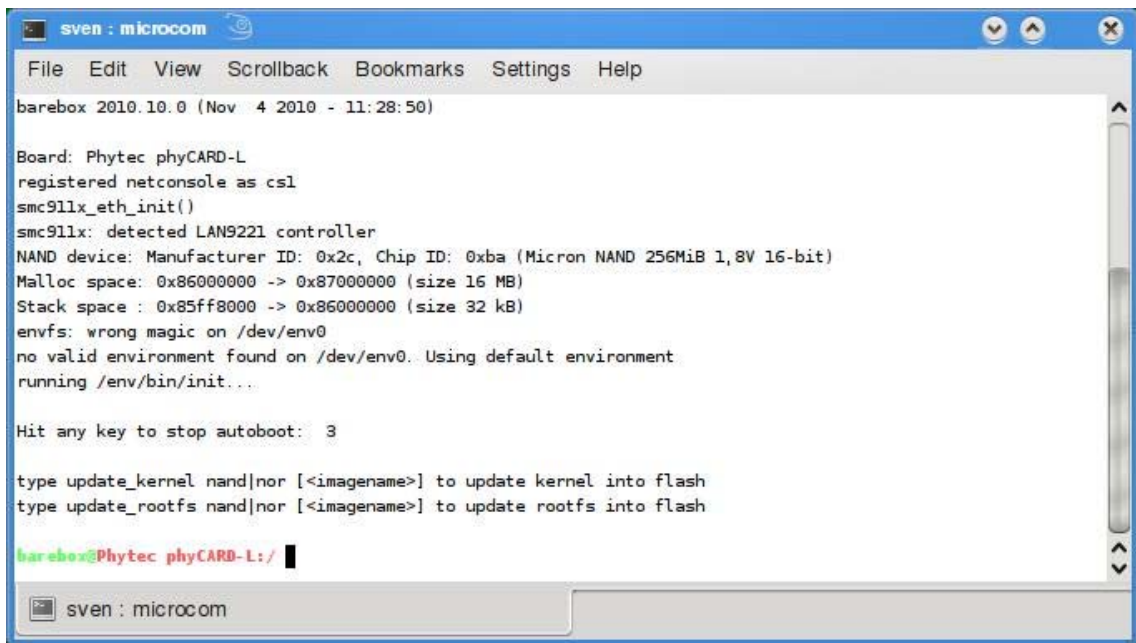
- Click the *Microcom* icon on your desktop

Microcom was configured during the setup with the following configuration:

*115200 baud, 1 start bit, 8 data bits, 1 stop bit, no parity, no flow control.*

If you want to use a program other than Microcom for serial communication, you will have to setup that program with these settings.

- Connect the AC adapter with the power supply connector PWR (12V) on your board.



```
sven : microcom
File Edit View Scrollback Bookmarks Settings Help
barebox 2010.10.0 (Nov  4 2010 - 11:28:50)

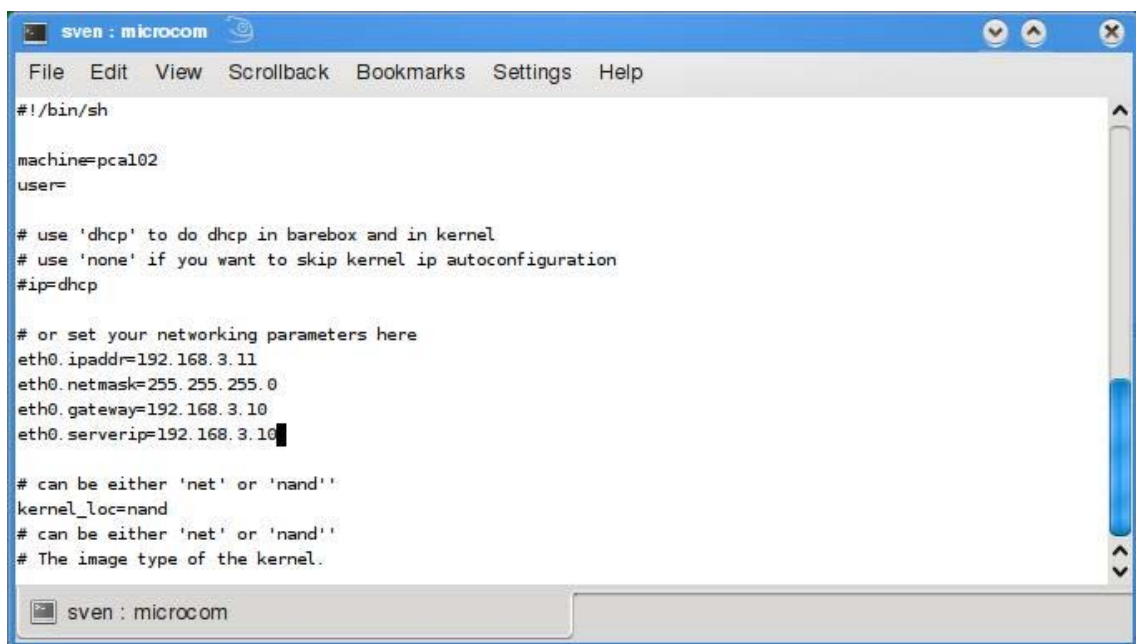
Board: Phytec phyCARD-L
registered netconsole as csl
smc911x_eth_init()
smc911x: detected LAN9221 controller
NAND device: Manufacturer ID: 0x2c, Chip ID: 0xba (Micron NAND 256MiB 1,8V 16-bit)
Malloc space: 0x86000000 -> 0x87000000 (size 16 MB)
Stack space : 0x85ff8000 -> 0x86000000 (size 32 kB)
envfs: wrong magic on /dev/env0
no valid environment found on /dev/env0. Using default environment
running /env/bin/init...

Hit any key to stop autoboot:  3

type update_kernel nand|nor [<imagename>] to update kernel into flash
type update_rootfs nand|nor [<imagename>] to update rootfs into flash

barebox@Phytec phyCARD-L: /
```

- Press any key to stop autoboot.
- Type **edit /env/config** to check and edit the configuration file.



```
sven : microcom
File Edit View Scrollback Bookmarks Settings Help
#!/bin/sh

machine=pca102
user=

# use 'dhcp' to do dhcp in barebox and in kernel
# use 'none' if you want to skip kernel ip autoconfiguration
#ip=dhcp

# or set your networking parameters here
eth0.ipaddr=192.168.3.11
eth0.netmask=255.255.255.0
eth0.gateway=192.168.3.10
eth0.serverip=192.168.3.10

# can be either 'net' or 'nand'
kernel_loc=nand
# can be either 'net' or 'nand'
# The image type of the kernel.
```

You will see the configuration file that holds Barebox's environment variables.

The default IP address of the target is 192.168.3.11, and the default server IP address is 192.168.3.10. If you want to set up a different network configuration, you can edit the following lines of the configuration file:

```
eth0.ipaddr=target IP address
eth0.netmask=target netmask
eth0.serverip=server IP address
```

- Type **CTRL-D** to save the settings to the file.
- Type **save** to write the settings to the target's flash.
- Press the RESET button on your board. The target will restart with the new settings applied.

### 6.3 Restoring the Barebox Default Configuration

If you want to restore the default Barebox configuration, you can use the following commands to delete the Barebox environment partition:

- **erase /dev/nand0.bareboxenv**

After pressing the RESET button on your board, the default Barebox configuration will be used.

- Type **save** to write the default settings to the target's flash.

After a new Reset you won't get the messages *Wrong magic on /dev/env0* and *no valid environment found* any more.



## 6.4 Writing the Kernel / Root File System into Flash

Before the kernel and/or root file system can be written into the target's flash, the target will have to download the image from a TFTP server. This will be done from the command line of the boot loader. First the image will be downloaded via TFTP and copied into target's RAM. Then the part of the flash where the kernel or root file system should be written to must be erased. Finally the kernel or root file system image can be transferred from RAM into flash.

In the directory *PHYTEC/PCA-A-L1 phyCARD-L/Linux-Kit/BSP/Images* on your setup CD-ROM you can find a file called *uImage-pca102* – this file is the Linux kernel image. There is another file, *root-pca102.jffs2*; this file contains the Linux root file system.

- Copy the files *uImage-pca102* and *root-pca102.jffs2* to your host's */tftpboot* directory.

You can download the kernel or root file system from the TFTP server into the target's RAM, erase the corresponding flash partition, and write the kernel from RAM into flash with one simple command, *update\_kernel* or *update\_rootfs*, respectively.

Before executing these commands, you should check that your Barebox environment is properly configured.

- Open Microcom and press the RESET button on the target.  
You will see the message “*Hit any key to stop autoboot.*”
- Press any key to stop autoboot.
- Type the following command to check your Barebox settings:

**edit /env/config**

You will see the configuration file which holds Barebox's environment variables.

- Make sure the following values are set within the configuration file:

```
eth0.ipaddr=target IP address
eth0.netmask=target netmask
eth0.serverip=server IP address
```

- Type **CTRL-D** to save the settings to the file.
- If you have made any changes to the Barebox environment, type **save** to write these changes to the target's flash. Then press the RESET button on the target. The board reboots with the new settings applied. Then, again, press any key to stop autoboot.
- Type **update\_kernel nand uImage-pca102** to download and write the kernel into the target's flash.
- Type **update\_rootfs nand root-pca102.jffs2** to download and write the root file system into the target's flash.

The copy process can take quite a while, depending on the speed of your system.

- Press the RESET button on the board to restart your target.

The target should now start with the kernel and root file system you have written into the flash.

**Document:** phyCARD-L with Linux  
Quick Start Instructions  
**Document Number:** L-743e\_0 December 2010

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**How would you improve this manual?**

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**Did you find any mistakes in this manual?** page

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---

**Return to:**

PHYTEC Messtechnik GmbH

Robert-Koch-Str. 39

D-55129 Mainz

Fax: +49 (6131) 9221-26

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