

XDS510PP-PLUS/SPI515 JTAG Emulator

Set-up Instructions

System Hardware and Software Requirements

These operating platform requirements are necessary to install the Code Composer Studio (CCS) integrated Development Environment and support the XDS510PP Plus, SPI515 emulators. The requirements for the operating platform are:

Minimum Configuration

- 500 MHz. or faster Pentium or compatible
- 600MB of free hard disk space
- SVGA (640x480) color display
- Local CD-ROM Drive

Recommended

- 500MB of RAM
- SVGA (1024 x 768) color display
- 2GHz. or faster Pentium or compatible

Supported Operating System CCS 3.x

- Windows 2000 Service Pack 4
- Windows XP Pro Service Pack 1&2
- Windows XP Home Service Pack 1&2

Supported Operating System CCS 2.2x

- Same as CCS 3.x, plus
- Windows NT4/98SE/ME (not recommended)

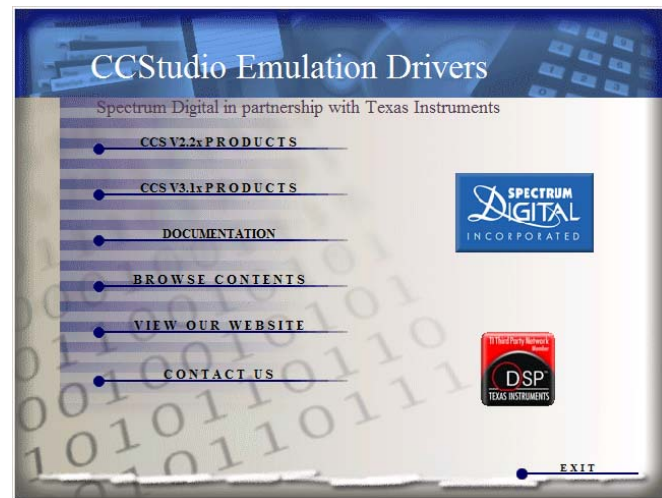
Note: For Windows 2000/NT4 and XP you must install Code Composer Studio using Administrator privileges. To run CCS on these systems requires write permission on the registry.

The install CD contains emulation drivers for both CCS 2.2x and CCS 3.1x environments along with legacy driver support, SDFlash algos for C2000, and assorted manuals. To install any of the legacy support you must browse the CD and install by selecting the appropriate install program.

The CCS 2.2x and CCS 3.1x driver install supports all Spectrum Digital emulators. Emulation drivers are updated on a regular basis so check the Spectrum Digital web site at support.spectrumdigital.com.

Installing Emulation Drivers

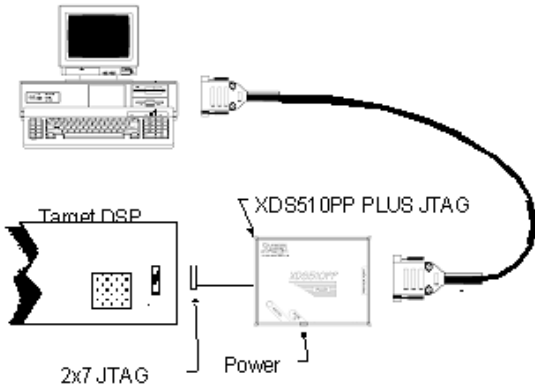
1. Insert the installation CD into the CD-ROM Drive. An install screen should appear; if not, go to Windows Explorer and run launch.exe from the CD-ROM.



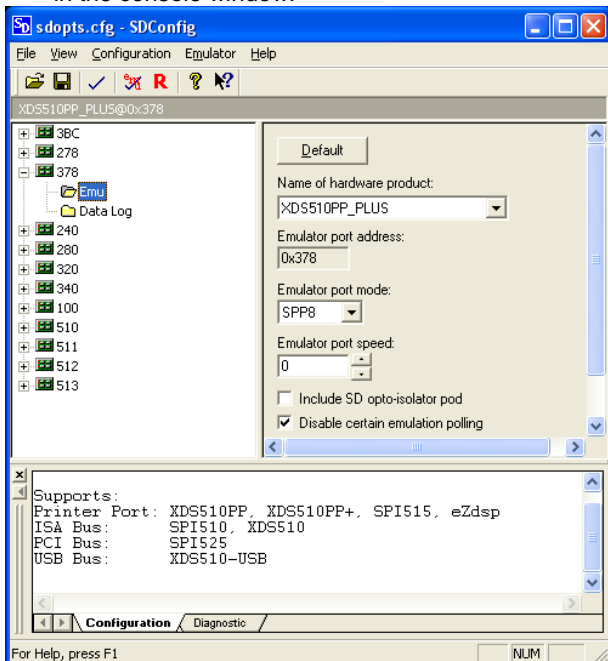
2. Select the CCStudio product version and then the processor of interest. For CCS 2.2x drivers you have the choice of C2000, C6000 and OMAP(C54/C55/ARM). For CCS 3.1x platinum there is only one choice and it includes all processors in one install. When installing emulation drivers the default install should be changed to same directory as you targeted CCStudio install. For CCS 2.2x this is normally "c:\ti" and for CCS 3.1x this is normally "c:\CCStudio_v3.1".

Setting Up Emulator Hardware

1. Connect your emulator hardware and target as follows:
 - a. Printer cable to PC and XDS510PP-Plus or SPI515.
 - b. Power supply to Emulator.
 - c. JTAG cable connected to target.
 - d. Apply power to target.



2. From the desktop, double click on the “SdConfig” icon generated during the driver install. From the toolbar select “**Configuration, Ports Available, Printer, USB**”, and the available ports will be shown in the console window.



3. Double click on the emulator ID (port address) that matches the port found from step 1. You can then select the emulator product and port mode to match setting from step 1. Save your settings.
4. You can reset your emulator by selecting the large red "R" icon in the tool bar. Once your emulator can reset you can proceed with configuring Code Composer. If you have problems refer to “**Trouble Shooting**” section or SdConfig help.

Setting Up Code Composer

1. Select the Code Composer Setup icon from the desktop.
2. From CC Setup you can either import a new configuration or select from an existing one. From the filters pane select the platform “pp emulator”. This will give you a list of predefined configurations for the XDS510PP-PLUS and SPI515 emulator. If one of these configurations does not exactly match your target then select the closest configuration. You can then modify this configuration to meet your needs. Setup between CCS 2.2x and 3.x has changed dramatically so see your CCStudio docs for more details.
3. If you want to change the configuration of your setup simply right mouse click on the configuration under **System Configuration** then select **Properties**. You can modify the individual properties for your setup. The I/O Port under Board Properties should be set to 0x378 for the default printer port address.
4. Save your configuration and exit CC Setup.

Running Code Composer

You can now start Code Composer by double-clicking on the appropriate CCS icon.

If you are running CCS 3.1, once CCS has started select **Debug->Connect** from the menu bar. Target **Connect/Disconnect** is a new feature in CCS 3.1, for more details go to your CCS online help.

Support

Always check the Spectrum Digital web site at support.spectrumdigital.com for latest drivers, release notes, and tech support. If you are using CCS 3.1 then you can also go directly to the CCS 3.1 page at support.spectrumdigital.com/ccs31. The CCS 3.1 page contains CC setup configurations for many popular Spectrum Digital target boards along with CCS 3.1 specific support information.

Trouble Shooting

1. The most common problem at this point is the "mode" parameter in the "**sdopts.cfg**" file. It may not match the hardware setup of parallel port (LPT1) on your computer. This can be verified with the SDConfig Utility. Reset the computer and enter the BIOS setup. Configure the parallel port to be used to ECP, EPP, EPP 1.9 or bi-directional. ECP or EPP will provide the best performance. Let the computer boot and return to "**Setting Up Emulator Hardware**" section of the installation.
2. If you cannot reset your emulator the port is most likely incorrectly configured. Use the SDConfig Utility to configure your port before attempting Code Composer setup.

Hints

1. The *XDS510PP PLUS* emulator operates with its best performance when the "**EmuPortMode=EPP**" in the "**sdopts.cfg**" file and the BIOS has the parallel port configured as "**ECP+EPP**". The next best option for the BIOS setting is "**EPP**". If the "**EPP**" option is not available in the BIOS try to using "**bi-directional**" and "**EmuPortMode=SPP8**".
2. It is recommended that the *XDS510PP PLUS* be used with the power supply provided.
3. Read through **all** documentation.
4. Prior to calling Spectrum Digital for support, have the following information available: OS type (Win95, Win98, or NT), BIOS parallel port setting, the port being used, the contents of the "**sdopts.cfg**" and "**SdEmulog.txt**" files.

