LxNETES™ User's Guide ConnectCore 9P 9360/9750

Making DEVICE NETWORKING easy™

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Introduction

CHAPTER 1

Overview

The LxNETES package enables you to easily develop software under Linux 2.6 for Digi International and FS Forth-Systeme embedded modules supported in this release of LxNETES.

This document assumes that you have basic knowledge of Linux. In addition, it is recommended that you have experience with compiling a standard Linux kernel on your host PC. If you are new to Linux, the following books are recommended for resources:

1.) Linux Device Drivers, 3rd Edition, by J. Corbet, A. Rubini, and G. Kroah-Hartman, ISBN 0-596-00590-3

2.) Debian Reference
http://www.debian.org/doc/manuals/reference/reference.en.html

The following sections explain the several parts that compose the LxNETES package.

Cross-development environment

Whenever you need to generate code for an embedded target on a development system with a different microprocessor architecture, you need a cross-development environment. That is, you need a compiler that executes in your development system (for example a x86 PC) but generates code that executes in a different processor (for example your target is NET+ARM).

LxNETES provides the GNU cross-development tool chain for NET+ARM, ARM, and X-Scale, which contains the compiler, linker, assembler, and shared libraries needed to generate software for the supported platforms.

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Linux kernel sources

The LxNETES package contains the complete source code of the Linux kernel. This allows you to configure, modify, and create a custom kernel to your specific embedded system's needs. Although the kernel sources are the official distribution, some modifications have been made to adapt the sources to the supported platforms.

Template project

The philosophy of work in LxNETES environment is linked to the idea of 'projects'. A project is actually a folder which contains the custom system for a specific target. This folder will contain:

- The specific kernel configuration
- The root file system, directory structure, and files
- The applications compiled

With one simple command, the compilation process takes care of compiling the kernel, the applications, generating the target's file system, and compressing into the final binary images. The compilation process take place within the project folder with normal user permissions.

Example applications

As part of the project template, several example applications are included with complete source code. These examples can be used as templates for your future software applications. They are distributed in an environment that allows you to compile them for either of the following systems:

- The target development system (default)
- The target development system with debug information

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Features

What's new in LxNETES 3.2?

Linux Kernel

- Linux Kernel 2.6.12.5
- Added touch screen driver for the ConnectCore 9P family
- Added RTC driver for the ConnectCore 9P family
- Build process based on autoconf

Bootloader

- New U-Boot boot loader, based on version 1.1.3

Tool chain

- gcc-3.4.4 cross compiler for NET+ARM, ARM, and XScale processors

For existing LxNETES customers: LxNETES 3.2 uses a different uClibc than previous versions of LxNETES which is not backwards compatible. Applications built with old uClibc cannot be used in the new environment; they have to be rebuilt.

General features

With LxNETES you receive a Development Kit and BSP with the following features:

- Support for Linux kernel 2.6
- Support for the following NET+ARM, ARM, and Intel X-Scale processors:
  - NetSilicon: NS9750, NS9360
  - Samsung: S3C2440, S3C2410
  - Intel: PXA270
  - Atmel: AT91RM9200

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- Drivers for the following module components and interfaces:
  - SDRAM memory
  - Flash memory
  - Ethernet
  - USB Host
  - Serial
  - I2C
  - RTC
  - GPIO
  - Watchdog
  - LCD Framebuffer
  - Compact Flash Cards
  - SD Cards
  - PCI
  - SPI
  - Touch Screen
  - User Buttons if available
- U-Boot universal bootloader, capable of booting Linux and other operating systems from Ethernet, Flash memory and USB.
- C and C++ support for application development
- gcc-3.4.4 cross compiler for Net+ARM, ARM, and XScale processors
- uClibc 0.9.27 for user applications
- Pre-built Busybox and other applications
- Telnet daemon utelnetd
- Web server BOA
- Nano-X and QT embedded sample projects
- Shared library support
- Project-oriented workflow – kernel configuration and rootfs setup are separated from kernel sources, tool chain sources, thus making it possible to maintain the project in a revision control system.

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- Autoconf driven build process
- All building can be done without root access
- This LxNETES version can coexist with older installations of LxNETES

Conventions used in this manual

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

Style	Used for file and directory names, programs and command names, command-line options, URL, and new terms.
`Style`	Used in examples to show the contents of files, the output from commands or in the text the C code.
`Style`	Used in examples to show the text that should be typed literally by the user.
#	This prompt indicates that the listed commands have to be executed as a root.
$	This prompt indicates that listed commands have to be executed as a normal user.
[1]	Used to indicate an item of the reference section.

This manual also uses these frames and symbols:

This is a warning. It helps you to solve or to avoid common mistakes or problems.

This is a tip. It contains useful information about a topic.

```
$  This is a host computer session
$  And this is what you must input (in bold)
```


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```
#   This is a target session
#   And this is what you must input (in bold)
```

Acronyms and abbreviations

CGI	Common Gateway Interface
CRAMFS	Compressed ROM File system
DHCP	Dynamic Host Configuration Protocol (RFC 2131)
GDB	GNU debugger
GPIO	General Purpose Input/Output
INITRD	Initial Ram Disk
IP	Internet Protocol
JFFS(2)	Journaling Flash File System (version 2)
JTAG	Joint Test Action Group (IEEE 1149.1)
MMU	Memory Management Unit
NFS	Network File System
ROMFS	ROM File System
ROOTFS	Root File System
RTC	Real Time Clock
TFTP	Trivial File Transfer Protocol
USB	Universal Serial Bus

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Requirements

CHAPTER 2

System Requirements/Prerequisites

System requirements

Your development system should be a reasonably fast x86-based host PC with an Ethernet interface, a serial port, and a parallel port.

Different Linux distributions such as SuSE, Debian, or RedHat can be used for the development. This documentation is based on the Debian Linux distribution; however, other distributions with minor changes in the settings can also be used. Please refer to the manuals of your Linux distribution if settings are not working as described in this document.

The following software is required on your development system:

- GNU C library glibc 2.3
- GNU C compiler gcc >= 2.95.3 (3.3 or higher recommended)
- GNU make version >= 3.80
- awk
- perl >= 5.6.0
- autoconf >= 2.59
- Terminal client software (such as Minicom or Seyon)
- TFTP daemon
- NFS daemon
- rsync

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- DOS or DOS-emulator (such as dosemu)

Optional but recommended components:

- Qt3 development tools

For using LxNETES, a recent Linux distribution based on **GNU C Library glibc version 2.3** (a free implementation of the Standard C Library) is needed. To find out which glibc version is installed on your system use the following commands:

```
$  ldd --version
$  ls -l /lib/libc*so
```

Please make sure that you use **GNU Make version 3.80** or later. Check yours with the following command:

```
$  make –v
```

Check the versions of required applications with these commands:

```
$  gcc --version
$  perl -v
$  autoconf --version
```

Disk space

The LxNETES installation needs 400 MB of free disk space. Every project you create needs another 100 MB free disk space. The LxNETES installation and the projects can be located on different hard disks.

Check if there is enough space available on your drive by executing the following command:

```
$  df -h
```

The *"df"* command displays the amount of disk space available. The option *h* displays the space. For detailed information read the man page of "df".

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Applications & Services

To use this software, your system has to be configured to build a standard Linux 2.6. If you can build a kernel for your development platform, you can be sure that all the necessary software is installed.

Depending on the network services used during the development, additional daemons may have to be installed.

TFTP daemon

U-Boot is able to write files to the Flash memory of the module. A TFTP server is required to transport these files from your host computer to the target. Debian users can execute the following command to install a TFTP server:

```
#   apt-get install tftpd
```

After completing installation, create a directory using the path “/tftboot” where exported files are located. Your images can be placed in the directory automatically by the LxNETES build environment. You must be root to create this directory.

```
#   mkdir /tftpboot
#   chmod 1777 /tftpboot
```

To make sure that your TFTP server is using the “/tftpboot” directory, check the Internet daemons configuration file "/etc/inetd.conf". It should contain an entry similar to the following:

```
tftp dgram udp wait nobody /usr/sbin/tcpd /usr/sbin/in.tftpd -s /tftpboot
```

If the entry is not there, use an editor and change the file accordingly.

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NFS server

Use the network file system (NFS) to simplify application debugging on the target. NFS allows your target to mount its root file system with read/write permissions from the host computer over Ethernet. NFS also allows you to access the file system from the target and from the host computer the same time.

The NFS server configuration details are beyond the scope of this User's Manual and are very specific to the various distributions. This manual only describes the modifications necessary on hosts running a Debian distribution. Please refer to your Linux distribution manual to setup a NFS server if you are using a different distribution.

When the NFS server package (Debian package nfs-kernel-server) is installed on Debian, there is a file "/etc/exports" that contains information on exported directories and its access rights. Add the following line to this file to provide read/write access for your target:

```
BOOTDIR IP_ADDRESS(rw,all_squash,async)
```

BOOTDIR needs to be replaced with the path to the NFS root directory which is exported to the target. The IP_ADDRESS needs to be replaced with the IP address of your target.

Please refer to the Linux man pages for detailed information about the /etc/exports file. The build process copies the NFS root to /export/nfsroot-<platformname>; e.g. to export the rootfs for cc9p9750, write the following to /etc/exports:

```
/exports/nfsroot-cc9p9750dev 192.168.42.10(rw,all_squash,async)
```

For simplicity’s sake you can export the whole /exports dir for a complete subnet, e.g.:

```
/exports 192.168.42.0/24(rw,all_squash,async)
```


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After modifying the exports file, the NFS server has to be restarted with the following command:

```
#  /etc/init.d/nfs-kernel-server restart
```

JTAG-Booster

The JTAG-Booster software for hardware Flash updates is a DOS application. It must be installed on a native DOS / Windows host or a virtual machine like "dosemu" under Linux.

Execute "dosemu" as root to gain full hardware access. The configuration file of dosemu needs the entry:

```
$_ports = "fast range 0x378 0x37a fast range 0x3f8 0x3ff range 0x778 0x77a”
```

To install the JTAG-Booster software, copy the directory "hardware" from the CD to any directory on the hard disk. This directory may also contain a file "Readme.txt" with the latest instructions. Ensure that the parallel port is accessible for the application. If you are using Microsoft Windows NT, 2000, or XP, you have to install the "Kithara DOS Enabler" which is shipped on the LxNETES CD. A detailed manual can be found on the CD in the folder "hardware".

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Getting Started

CHAPTER 3

Introduction

This chapter describes how to configure and test your host PC and development board (target) and how to start up the device for the very first time.

Connecting host PC with development board

Step 1: Connect serial port

Connect the host PC to the development board (target) using a serial null-modem cable. The serial connection is used to interact with the target device.

Step 2: Connect Ethernet interface

The Ethernet connection can be established by connecting a crossover cable directly to the development board's Ethernet port and your host PC. Alternatively, if you already have a running network configuration, you can connect the development board to your hub or switch.

Step 3: Configure terminal client

Configure a terminal client to view the serial console output the target prints on the serial interface. Minicom or Seyon are the most usual applications. Configure the serial parameters for 38400 baud, no parity, 8 data bits, and 1 stop bit.

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To use a terminal client as non-root user, either you need read/write access to /dev/ttyS<n> or the client has to be setuid root.

Unless otherwise stated, it is assumed your target is connected to the first serial port (COM 1, ttyS0) of your host. If you use another port, change the “ttyS<n>” to the appropriate number.

Minicom

To configure *minicom,* start it as root by entering:

```
#   minicom -s
```

Go to “Serial port setup” and change the values to your environment.

```
A -    Serial Device      : /dev/ttyS0
B - Lockfile Location     : /var/lock
C -   Callin Program      :
D -  Callout Program      :
E -    Bps/Par/Bits       : 38400 8N1
F - Hardware Flow Control : No
G - Software Flow Control : No

   Change which setting?
```

Figure 3-4: Minicom settings

Next time start *minicom* as a standard user with:

```
$   minicom
```

Seyon

Start Seyon as a standard user by entering:

```
$   seyon -modems /dev/ttyS0
```

Go to “Seyon Command” window and press “Set”. In the “Settings” window you can adjust the settings.

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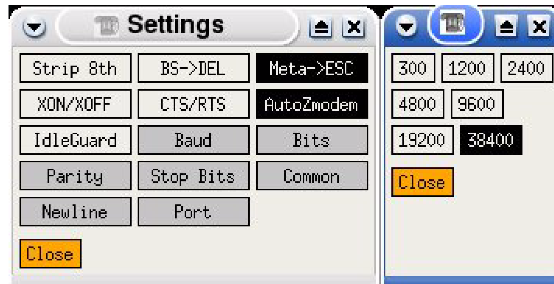

Figure 3-2: Seyon Settings

Step 4: Connect power

Connect the included power supply to the development board. After power-on, the LEDs on the board will light up and 2-4 seconds later the system will print boot messages on the console. After 20-25 seconds, the boot loader has unpacked and launched the pre-installed Linux kernel from the built-in Flash memory.

You will see output on the terminal client similar to the output below.

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```
U-Boot 1.1.3

U-Boot code: 20F00000 -> 20F1529C  BSS: -> 20F19A80
RAM Configuration:
Bank #0: 20000000 32 MB
AM29LV128M (16MB)
Flash: 16 MB
In:    serial
Out:   serial
Err:   serial
Hit any key to stop autoboot:  0
## Booting image at 20100000 ...
   Image Name:   Linux-2.6.12
   Created:      2005-06-17  11:29:13 UTC
   Image Type:   ARM Linux Kernel Image (uncompressed)
   Data Size:    2478816 Bytes =  2.4 MB
   Load Address: 20008000
   Entry Point:  20008000
   Verifying Checksum ... OK
OK

Starting kernel ...

Linux version 2.6.12 (root@lxnetes) (gcc driver version 3.4.4 executing gcc version 3.4.4
CPU: ARM920Tid(wb) [41129200] revision 0 (ARMv4T)
CPU0: D VIVT write-back cache
CPU0: I cache: 16384 bytes, associativity 64, 32 byte lines, 8 sets
CPU0: D cache: 16384 bytes, associativity 64, 32 byte lines, 8 sets
Machine: ATMEL AT91RM9200
Memory policy: ECC disabled, Data cache writeback
...
...
...
BusyBox v1.00 Built-in shell (ash)
Enter 'help' for a list of built-in commands.
```

After Linux started successfully, you can enter commands such as "ls", "cd", or "cat"on the shell.

Step 5: Test Ethernet configuration

The target uses a default IP address on the 192.168.42.x network. We recommend configuring a network separate from your company network which is dedicated to the LxNETES development. You can do this by adding and configuring an additional network card to use an IP address from the 192.168.42.0 subnet, e.g. 192.168.42.1.

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The target network parameters can be changed in U-Boot using the "setenv" command. You can see the IP address of the target by issuing this command:

```
#   ifconfig eth0
          Link encap:Ethernet  HWaddr 12:34:56:78:9A:BC
           inet addr:192.168.42.10  Bcast:192.168.42.255  Mask:255.255.255.0
           UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
           RX packets:3453 errors:0 dropped:0 overruns:0 frame:0
           TX packets:62 errors:0 dropped:0 overruns:0 carrier:0
           collisions:0 txqueuelen:1000
           RX bytes:399740 (390.3 KiB)  TX bytes:6726 (6.5 KiB)
           Interrupt:24 Base address:0xc000
```

In this example, the target device has been given an IP address of 192.168.42.10. You can test the proper functioning of the network by doing a ping to your host machine (Ctrl+C to stop).

```
#   ping 192.168.42.1
PING 192.168.42.1 (192.168.42.1): 56 data bytes
64 bytes from 192.168.42.1: icmp_seq=0 ttl=64 time=10.6 ms
64 bytes from 192.168.42.1: icmp_seq=1 ttl=64 time=0.8 ms
64 bytes from 192.168.42.1: icmp_seq=2 ttl=64 time=0.8 ms
64 bytes from 192.168.42.1: icmp_seq=3 ttl=64 time=0.9 ms

--- 192.168.42.1 ping statistics ---
4 packets transmitted, 4 packets received, 0% packet loss
round-trip min/avg/max = 0.8/3.2/10.6 ms
```

Installing LxNETES

An installation script on the CD will do the installation automatically. However, there are some things the script cannot do such as setting up your DHCP or NFS server.

To install LxNETES, you must mount the CD. Enter the following:

```
$   mount /media/cdrom
```


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The mount point of the CD drive depends on your distribution. SuSE e.g. uses "/mnt/cdrom" as the default mount point. Check your "/etc/fstab" or ask your Administrator to do this for you.

Guided Installation

After mounting the CD you are ready to run the installer. Use the following commands to start (depending on your distribution's mount point):

```
$   /media/cdrom/install.sh
```

If the script detects a Perl/Tk installation, a graphical installer will start. If it does not detect that Perl/Tk is installed, the installer will run on the console.

Select the directory where LxNETES should be installed. Click "Select" or type in the path. If the directory doesn't exist, the installer will create it for you.

If you plan to be the only developer on your system it is a good idea to install LxNETES to your home-directory. Otherwise you should use a global directory like "/usr/local".

Write to directories like "/usr/local" by starting the installer as root..

After selecting the installation, click "INSTALL". If an error accurs (e.g. no permissions to write to the directory) the progress bar will turn red and an error message will appear.

If your system isn't able to run the graphical installer, a shell-installer will run.

The Installer will ask for the directory LxNETES should be installed.

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Manual Installation

Instead of using the installation script you can do the installation manually. Just copy the directory "LxNETES" on the CDROM to a directory on your host PC.

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Building the First Project

CHAPTER 4

Building the Default Project

Until now you have worked with the pre-loaded, default kernel image on the target. The next step is to rebuild it on your development host PC to familiarize yourself with the build process.

Step 1: Run configure

Start a new shell and change into your LxNETES installation directory.

Create a new directory underneath and change to that directory.

Then execute `configure` for your platform to configure your project.

Example:

```
~$ cd $HOME/LxNETES-3.2
~/LxNETES-3.2$ mkdir build
~/LxNETES-3.2$ cd build
~/LxNETES-3.2/build$ ../configure
checking whether make sets $(MAKE)... yes
...
```

This configures your project for the default platform. If you want to configure another platform, you have to specify it as a parameter to the configure script, for example

```
~/LxNETES-3.2/build$ ../configure --enable-platform=cc9p9750dev
checking whether make sets $(MAKE)... yes
...
```

The names for available platform:

- ConnectCore 9P 9360: cc9p9360dev

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- ConnectCore 9P 9750: cc9p9750dev

Please check if the script used the correct platform and detected the right directory to install the kernel and the nfsroot directory. If you used the suggested paths in the setup of the TFTPD and NFS server, the output of `configure` should contain:

```
checking which directory to install bootfiles to... /tftpboot
checking which directory to install nfsroot to... /exports
```

If configure returns an error, you can provide the correct paths to use:

```
--enable-exportdir=/path/to/exportdir
--enable-tftpbootdir=/path/to/tftpbootdir
```

Step 2: Run make

After configure finished successfully, run make:

```
~/LxNETES-3.2/build$ make
  SHIPPED linux/.config
  MAKE uImage
...
```

This will build your first kernel image.

Step 3: Run make install

If the configure script was able to detect the directories for exporting a root file system via TFTP and NFS serving, add install to the make command to copy the output files from the build process to the appropriate locations.

```
~/LxNETES-3.2/build$ make install
...
```

You need write permissions in the corresponding directories.

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Application Development

CHAPTER 5

Writing applications

The user applications are stored in subdirectory *apps/* of the project folder.

The template project includes several demo applications for use as templates to begin developing your own programs. They will automatically build and copy to the folder “/usr/bin/” of the target when building the system.

Adding your own applications

To add a new application, run the script `bin/add_app` with the name of the new application as first parameter.

Example:

```
~/LxNETES-3.2/build_custom$ bin/add_app customapp
```

This command creates a sample application named ‘customapp’ in the folder apps/customapp in the source directory. Edit the file apps/customapp/customapp.c to insert your application code.

To use more than one source file, just create the source files and modify Makefile.in to include the files in the build process.

On the next call to `make install`, the application is added to your root file system.

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Using C++

A sample C++ application *"hello_world"* is included in *"apps/misc/src/hello_world"*.

You can use this sample application as a template to develop your own C++ applications.

Just use add_app as above and adapt the Makefile.in according to hello_world_cpp/ Makefile.in

Included example applications

There are several applications included in the project template with full source code:

display

This is a simple application that demonstrates the usage of the Common Gateway Interface (CGI) to communicate data between the embedded web server (BOA) and a target's application.

Open a web browser in your development PC and type the IP address of the target in the address box to access the embedded web page of the target.

You may enter any filename on the text box and click the Display button. The filename will be given to the application which will send the contents of the file to your browser:

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/proc/cpuinfo

```
Processor        : ARM920Tid(wb) rev 0 (v4l)
BogoMIPS         : 79.25
Features         : swp half thumb
CPU implementer  : 0x41
CPU architecture: 4T
CPU variant      : 0x1
CPU part         : 0x920
CPU revision     : 0
Cache type       : write-back
Cache clean      : cp15 c7 ops
Cache lockdown   : format A
Cache format     : Harvard
I size           : 16384
I assoc          : 64
I line length    : 32
I sets           : 8
D size           : 16384
D assoc          : 64
D line length    : 32
D sets           : 8

Hardware         : ATMEL AT91RM9200
Revision         : 0000
Serial           : 0000000000000000
```

Table 6-3: /proc/cpuinfo contents

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Debugging applications

The purpose of a debugger is to allow you to see what is going on his own programs while they execute. For that purpose the GDB debugger is used by means of the *gdbserver* application that runs on the target side and communicates with the host computer. This communication can happen on the serial port or through Ethernet (the latter is preferred for being much faster).

The use of the GDB debugger is out of the scope of this manual. You can get more information about it in the standard GDB man pages.

In order to debug an application it has to be rebuilt with debug information. To do that, enter the target binary build directory (e.g. *"apps/mem"*) and rebuild the application with the following command:

```
~/LxNETES3.2$ rm apps/mem/*.o apps/mem/mem
~/LxNETES3.2$ make apps DEBUG=1 install
```

A binary mem will be created and copied to the rootfs. Restart the target with the new rootfs.

Run the debug server on the target with the following commands:

```
#  gdbserver localhost:2001 /usr/bin/mem
   Process /mem created; pid = 39
   Listening on port 2001
   Remote debugging from host 192.168.42.1
   ->
```

Port number 2001 was selected randomly.

Now start the debug client on the host and connect to the target with

```
~/LxNETES3.2$ ../bin/arm-linux-gdb mem
GNU gdb 6.3
Copyright 2004 Free Software Foundation, Inc.
GDB is free software, covered by the GNU General Public License, and you are
welcome to change it and/or distribute copies of it under certain conditions.
Type "show copying" to see the conditions.
There is absolutely no warranty for GDB.  Type "show warranty" for details.
This GDB was configured as "--host=i386-pc-linux-gnu --target=arm-linux-
uclibc"
...
(gdb)
```


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In the debug interface type

```
$   (gdb) set architecture ARCHITECTURE
$   (gdb) set solib-absolute-prefix <INSTALL_DIR>
$   (gdb) target remote TARGET.IP:2001
```

The supported architectures can be displayed with the following command:

```
$   (gdb) set architecture
    Requires an argument. Valid arguments are arm, armv2, armv2a, armv3,
    armv3m, armv4, armv4t, armv5, armv5t, armv5te, xscale, ep9312, iwmmxt,
    auto.
```

Choose the right architecture for your target.

Valid Argument	CC9C	CCXP270	UNC90	A9M2410 A9M2440	CC9P9360/9750
armv4			x	x	
armv5te	x				x
xscale		x			

Type "c" for continue.

You can now debug your application. Alternatively, you may try an external graphical debugger like "ddd" or use "arm-linux-gdbtui" on the command line instead of "arm-linux-gdb".

When debugging with the BDI2000:

On the A9M9750DEV development board, set dip-switch S4-1 and S4-3 to "on"

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Included pre-built applications

The sources for the included applications can be found in the software folder on the LxNETES CD.

Shell applications: busybox

The *"busybox"* includes all standard shell applications like *"cat", "chmod", "echo", "mount"*, *"sh"* and some more. They are linked into one static application to save flash memory, at the cost of a larger RAM footprint for each application, so this is not recommended for daemons. LxNETES has stripped off the less important applications in order to obtain a small busybox binary.

Telnet daemon: utelnetd

Utelnetd is a small telnet daemon. It is launched by "init". For login use the Telnet on our host computer to connect to the target.

You don't need to provide username or password.

Web server: Boa

Boa is a small single-tasking HTTP server. The configuration file "boa.conf" is located in the "/etc/boa/" directory on the target. It can be modified on the host system. There it is located in "base_rootfs/etc/boa/" in the source directory.

Debug server: gdbserver

With gdbserver it is possible to debug on a remote machine while the debugger itself runs on the host system.

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Nano-X/microwindows

Nano-X makes it possible to write applications using the framebuffer with an API similar to Xlib. There are two demo applications. To use either you must start with the nano-X server.

```
#   nano-X &
```

and then the application.

```
#   nanox_bar &
```

On targets with small flash, nano-X is disabled by default. You may pass "--enable nano-X" to configure, despite the flash size, but you risk overwriting the rootfs on the target.

For further details see http://www.microwindows.org/

Embedded Qt

Embedded Qt is a small variant from the Troll Tech Cross Platform GUI toolkit. A demo is included. To start the demo enter the following:

```
#   qthello -qws
```

On targets with small flash, Qt is disabled by default. You may pass "--enable qt" to configure, despite the flash size, but you risk overwriting the rootfs on the target.

For further information see http://www.trolltech.com/products/qt3/embedded/

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Useful applications

mem

With this application you can read and write the contents of the SDRAM.

All the options of this tool are accessible through a command line. Just type an 'h' to list all the available commands:

```
#  mem
-> h
c <addr> [<len>]: Display char at
w <addr> [<len>]: Display word at
i <addr> [<len>]: Display int at
s <addr>: Display string at
B <addr> <val> [<len>]: Write byteval at addr
W <addr> <val> [<len>]: Write wordval at addr
I <addr> <val> [<len>]: Write intval at addr
/ <addr> <txt> [<len>]: Search string at
h :Display this help
q :Quit
-> b 0x31000000 32
0x31000000: 0xff 0xff 0xff 0xbf 0xfd 0x7d 0xbf 0xcd 0xf9 0xfb 0xfe 0xfb 0xff
0xfb 0xff 0xfb
0x31000010: 0xbf 0xd7 0xf5 0xff 0xff 0xff 0xf7 0xff 0xff 0xff 0xee 0xff 0x7f
0x7f 0xff 0xe7
->
```


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Kernel Development

CHAPTER 6

Writing kernel modules

What is a kernel module?

Modules are pieces of code that can be loaded and unloaded into the kernel upon demand. They are useful because they extend the functionality of the kernel without the need to reboot the system.

A typical kernel module is the device driver, which allows the kernel to access hardware connected to the system. Without modules, you would have to build substantial kernels and add new functionality directly into the kernel image. Besides having extensive kernels, you would be required to rebuild and reboot the kernel for every new functionality.

Writing your own kernel modules

Some kernel modules are included as examples. They can be found in the *modules/* subdirectory of the project folder. Each kernel module must be stored in a different folder.

The easiest way to create your own kernel module is to clone one of the existing modules**:**

```
~/LxNETES3.2$ cd modules
~/LxNETES3.2/modules$ cp -r minimal my_kmodule
~/LxNETES3.2/modules$ cd my_kmodule
```

Add your source files

Add the sources for your kernel module directly to the new folder you've just created, and remove the original source files of the folder that you cloned.

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Add the module to the build environment

You have to edit *"my_kmodule/Makefile.in"* so that the build environment knows what files to build.

To include them for the target build, append them to obj-m like *"obj-m += my_module.o"*. The modules must be named like their C-source files. Usable object modules will have the extension ".ko".

```
# Add your kernel modules here
obj-m += my_module.o
```

Then you have to add the module to the list of available modules. Edit the configure.ac and modify the line adding the module minimal to add your module to the list.

```
LXNETES_KMODULES([minimal my_kmodule])
```

Building and loading of kernel modules

For building the new kernel module, just rebuild your project by issuing make in the build directory.

If you reboot your target with the newly created rootfs (or if you mount your rootfs via nfs), The modules can be loaded in the target with "modprobe my_kmodule"

There is an example "minimal.c" for the most minimalist kernel module. Try it with "modprobe/minimal"

```
#  modprobe /minimal
    Minimal driver $Revision: 1.1 $ loaded
#  cat /proc/modules
    minimal 1536 0 - Live 0xbf000000
#  rmmod minimal
    Minimal driver unloaded
#  cat /proc/modules
```

Included Kernel modules

minimal

This is a minimalist kernel module which actually does nothing. It is only a module to test the functionality of the load and unload functions of the kernel.

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Advanced Topics

CHAPTER 7

Modifying the default project

The following information is the default kernel configuration for LxNETES:

- serial baudrate 38400 bps
- Ethernet enabled
- uses devfs per default

The default configuration is made up of 2 layers:

- Kernel command line parameters: set by U-Boot
- Kernel configuration: lowest priority

The kernel command line parameters can overwrite some configurations. However, if there is no boot loader, the only way the kernel command line parameters can be entered is by compiling them into the kernel.

To change the kernel configuration to the needs of your target system, enter the following commands from the project build directory:

```
$   make xconfig
```

The menu-driven kernel configuration tool *"xconfig"* is started. Here you can do your changes.

Figure 8-1: Kernel configuration

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Once you have configured the kernel to your system needs, save the configuration and exit. To rebuild the kernel use one of the build commands seen before.

```
$   make        (to build the entire project)
$   make uImage (to build only the linux kernel)
```


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Building a custom project

To create a custom project, that is a project for your custom hardware, first configure the default project. Follow the steps described in "Building the Default Project" up to running configure. Then run:

```
$   ~/LxNETES-3.2/build$ bin/add_platform -b cc9p9360dev custom
$   checking whether make sets $(MAKE)... yes
$   ...
```

In this example, ConnectCore 9P 9360 dev module (cc9p9360dev) was used as the template project. Substitute the platform that is most similar to the platform you intend to create.

Then create a new build directory and configure for your custom platform:

```
~/LxNETES-3.2/build$ cd ..
~/LxNETES-3.2$ mkdir build_custom
~/LxNETES-3.2$ cd build_custom
~/LxNETES-3.2/build_custom$ ../configure --enable-platform=custom
...
```

Check the detected settings are correct in the new run of configure.

Now you can reconfigure your custom kernel by running:

```
~/LxNETES-3.2/build_custom$ make xconfig
```

You need QT installed to run make xconfig (Debian package libqt3-mt-dev). If you don't have it, use menuconfig (requiring ncurses, Debian package libncurses5-dev).

You have to run make xconfig in the build directory. Running in other directories (e.g. ~/LxNETES-3.2/build_custom, ~/LxNETES-3.2/build_custom/linux, or ~/LxNETES-3.2/linux) will fail.

You can build and install the project for the default platform after the previous steps are complete.

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Boot process

This chapter describes the boot process of U-Boot and Linux.

Introduction

A boot loader is a small piece of software that executes soon after powering up a computer. On a desktop PC it resides on the master boot record (MBR) of the hard drive and is executed after the PC BIOS performs various system initializations. The boot loader then passes system information to the kernel and then executes the kernel. For instance, the boot loader tells the kernel which hard drive partition to mount as root.

In an embedded system the role of the boot loader is more complicated since these systems do not have a BIOS to perform the initial system configuration. The low level initialization of the microprocessor, memory controllers and other board specific hardware varies from board to board and CPU to CPU. These initializations must be performed before a Linux kernel image can execute.

At a minimum, a boot loader for an embedded system performs the following functions:

- Initialize the hardware, especially the memory controller.
- Provides boot parameters for the operating system image.
- Starts the operating system image.

Additionally, most boot loaders also provide convenient features that simplify development and update of the firmware:

- Reading and writing arbitrary memory locations.
- Uploading new binary images to the board's RAM via a serial line or Ethernet
- Copying binary images from RAM to Flash memory.

U-Boot

After power-up or reset the processor loads the U-Boot boot loader. This is performed in different steps and depends on the target.

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ConnectCore 9P 9360/9750

On the ConnectCore 9P 9360 and ConnectCore 9P 9750 modules, the SPI boot loader is loaded from the SPI EEPROM which initializes the RAM. Then additional code (~1kB) is loaded into RAM (address 0x0). This code loads U-Boot from NAND flash and executes it.

In the next step, U-Boot configures the serial console, the Ethernet interface and the Flash memory and loads the settings stored as environment variables in the nonvolatile memory.

Then, it waits some seconds (programmable) before it loads and starts the operating system image. You can stop the auto-boot process by sending a character to the serial port (pressing a key on the serial console connected to the target). If stopped, U-Boot displays a command line console similar to this:

```
U-Boot 1.1.3 (Sep 15 2005 - 17:02:40) FS.1
CC9P9360 module on A9M9750DEV_1 development board
CPLD Version: 2.1
FPGA Version: 2.1
U-Boot code: 00080000 -> 000A6020  BSS: -> 000B8A00
RAM Configuration:
Bank # 0: 00000000 32 MB
NAND:  32 MB
In:    serial
Out:   serial
Err:   serial
Hit any key to stop autoboot:  0
CC9P9360 #
```


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Linux boot methods

Linux is booted by U-Boot in one of the following ways:

- TFTP/NFS
- Flash memory
- USB storage device (e.g. an USB memory stick)

The following information describes each boot method.

TFTP/NFS

With this method, the Linux kernel is downloaded through Ethernet via TFTP protocol from the server's TFTP folder.

Use the "tftp" command from the U-Boot command line to copy a kernel image from your TFTP server to the target's RAM. Then use "bootm" to execute it.

```
#   setenv bootargs console=...
    ip=$(ipaddr):$(serverip)::$(netmask):2440:eth0:off root=nfs
    nfsroot=$(serverip):$(npath)
#   tftp <load_addr> <kernel_image>
#   bootm <load_addr>
```

A faster way to do this is to use the "boot_net" macro, which loads a kernel image from your TFTP server to the target's RAM and then connect to a root file system via NFS.

NAND-Flash

This method will load the Linux kernel and the root file system from NAND Flash.

Use the "nand read.jffs2" command to load the kernel from the NAND flash.

After copying the kernel image from NAND to flash you can run it with "bootm".

```
#   setenv bootargs console=...
    ip=$(ipaddr):$(serverip)::$(netmask):2440:eth0:off root=/dev/mtdblock2
    rootfstype=jffs2
#   nand read.jffs2s <load_addr> <start flash> <kernel_image_size>
#   bootm <load_addr>
```


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A faster way to do this is to use the "boot_flash" macro.

NOR Flash

Use the following commands if you have NOR Flash (similar to booting from NAND).

```
#   setenv bootargs console=...
    ip=$(ipaddr):$(serverip)::$(netmask):2440:eth0:off root=/dev/mtdblock2
    rootfstype=jffs2
#   cp.b <start flash> <load_addr> <kernel_image_size>
#   bootm <load_addr>
```

A faster way to do this is to use the "boot_flash" macro.

USB

It is possible to load a kernel image from a USB storage device. Copy the kernal to the FAT partition of the USB device.

Copy the kernal to the USB stick.

The commands update_kernel_usb and guu are provided.

Enter the following to copy the kernel from the USB stick to the memory.

```
#   run guu
```

The image can now be executed with the bootm command.

There is also a macro for boot_usb which does both steps. It is run boot_usb.

```
#   run boot_usb
```


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Update the kenel from the USB stick to the memory and write it to flash memory.

```
#   run update_kernel_usb
```

Linux boot process

The command “bootm” uncompress the kernel and runs the function start_kernel(). Once the kernel is started, several options are given to the kernel: machine type, command line and ATAG list. The kernel itself does some basic initialization;

- MMU
- Machine Type
- Interrupt Handler
- Timer
- Loading drivers

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```
Uncompressing
Linux.......................................................................
done, booting the kernel.
Linux version 2.6.12.5-fs.1 (jdietsch@onyx.fsforth.de) (gcc version 3.4.4) #1
Mon Sep 19 17:30:44 CEST 2005
CPU: ARM926EJ-Sid(wb) [41069264] revision 4 (ARMv5TEJ)
CPU0: D VIVT write-back cache
CPU0: I cache: 8192 bytes, associativity 4, 32 byte lines, 64 sets
CPU0: D cache: 4096 bytes, associativity 4, 32 byte lines, 32 sets
Machine: A9M9360
Memory policy: ECC disabled, Data cache writeback
NS9360 Rev. 0, running at 176 MHz
Built 1 zonelists
Kernel command line: console=ttyS0,38400
ip=192.168.42.10:192.168.42.1:192.168.42.1:255.255.255.0:a9m9360:eth0:off
nfsroot=192.168.42.1:/exports/nfsroot-cc9p9360dev root=nfs
PID hash table entries: 256 (order: 8, 4096 bytes)
Console: colour dummy device 80x30
Dentry cache hash table entries: 8192 (order: 3, 32768 bytes)
Inode-cache hash table entries: 4096 (order: 2, 16384 bytes)
Memory: 32MB = 32MB total
Memory: 29756KB available (2097K code, 387K data, 104K init)
Mount-cache hash table entries: 512
CPU: Testing write buffer coherency: ok
NET: Registered protocol family 16
SCSI subsystem initialized
usbcore: registered new driver usbfs
Freeing init memory: 104K
Mounting kernel filesystems: proc sysfs /dev/pts.
Starting syslog daemon: syslogd.
Starting boa webserver: boa.
Starting telnet server: utelnetd.

BusyBox v1.00 (2005.09.05-08:11+0000) Built-in shell (ash)
Enter 'help' for a list of built-in commands.

/ #
```


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If a wrong command line parameter for "console=" is used, nothing will be displayed after "done, booting the kernel". The system may continue to boot. You may connect to the target by Telnet after telnetd is configured .

After finishing the initialization, the filesystems are mounted and the process "/sbin/init" is started with process ID 0. Init runs all applications stated in "/etc/inittab", e.g. "/etc/init.d/rcS", the various daemons like telnetd and shells on the serial consoles.

Passing arguments to the kernel

Depending on the kernel settings, additional command line arguments may be given to the kernel. This can be modified by editing the *std_bootarg* environment variable. For example, to enable a console on a different serial port than the standard one when Linux boots, add 'console=ttyS1':

```
#   setenv std_bootarg console=ttyS1
#   saveenv
```

Automating the image download

It is also possible to automate the boot process to always boot by network when the target is reset. Adjust the environment variable "*bootcmd*" to contain the *" run boottftp"* script seen before:

```
#   setenv bootcmd run boot_net
#   saveenv
```

Don't forget "saveenv" to store your settings.

If you want to store a script with several commands into a variable, separate each command with a semicolon prefixed with a "\" to prevent ending the setenv command itself. (i.e. setenv MyCommand cmd1\;cmd2\;cmd3)

Updating the Flash memory

This chapter describes how you can update the U-Boot boot loader, the Linux kernel, and the root file system in the Flash memory of the module.

It is strongly recommended that you test your images before updating the Flash memory by downloading them over Ethernet using TFTP.

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Updating a running system (the easy way)

On a running system, that is a system able to start the boot loader, U-Boot contains pre-defined macros that can update the on-module flash memory.

If the boot loader is corrupted, you have to first use a debugger to restore the boot loader which then can be used to restore the remaining images.

Power up (or reset) the target. After 2-4 seconds, the boot loader messages appear on the serial port. Hit any key to interrupt the auto-boot process. You can break into the U-Boot command line interface by pressing any key.

There are 3 main flash partitions: U-Boot, kernel image, and a root file system. To update a partition using a TFTP server, run one or more of the following macros from the U-Boot prompt:

```
#   run update_uboot_tftp
#   run update_kernel_tftp
#   run update_rootfs_tftp
```

You can also copy the images onto a vfat formatted usb-stick, connect it to the target, and run one or more of these macros from the U-Boot prompt:

```
#   run update_uboot_usb
#   run update_kernel_usb
#   run update_rootfs_usb
```

Updating a running system manually

Advanced users may want to have more control over the flash update process. In this case, use the steps below to update an image on a running system. It is presumed you are using the memory layout as described in Appendix A of this document.

.

For more information about the use of U-Boot commands, refer Appendix A or the related documentation in Appendix B.

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Step 1: Download the new image file to RAM

The first step is to download the image into RAM. Specify the start address, the end address, and the size of the image in RAM, for example:

```
#   mw.l <start address in RAM> <end address in RAM> <image size>
#   tftp <start address> <image name>
#   Filename <image name>.
#   Load address: <memory address>
Loading:
   #####################################################
   #####################################################
   ########################################
#   done
```

Step 2: Erase the Flash partition

The second step is to erase the Flash partition sectors. Specify the start address and the end address of the range to be deleted.

For modules with NAND flash, use this command:

```
#   nand erase <start address in Flash> <size>
```

For modules with NOR flash, use this command:

```
#   erase <start address in Flash> <end address in Flash>
```

Step 3: Write the image to Flash

After the image is downloaded into RAM and the flash erased, the new image can be copied into Flash.

For modules with NAND flash, use this command:

```
#   nand write.jffs2 <start address in RAM> <start address in Flash> <image
    size>
```


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For modules with NOR flash, use this command:

```
#   cp.b <start address in RAM> <start address in Flash> <image size>
```

ConnectCore 9P 9360/9750

The following commands are to update the U-Boot loader, Kernel image, and Root file system.

U-Boot

To update the U-Boot boot loader, type:

```
mw.l 100000 ffffffff 10000
tftp 100000 <u-boot_image>
nand erase 0 40000
nand write.jffs2 100000 0 u-boot_image_size
reset
```

Kernel

To update the Linux kernel image, type:

```
tftp 100000 <kernel_image>
nand erase 40000 2C0000
nand write.jffs2 100000 40000 kernel_image_size
```

Root File System

To update the root file system, type:

```
tftp 100000 <rootfs_image>
nand erase 300000 (Size of flash - 3MB)
nand write.jffs2 100000 300000 rootfs_image_size
```


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Updating a corrupted system using a debugger

ConnectCore 9P 9360/9750

If the Flash memory has become corrupted and the system cannot boot anymore, then the Flash memory must be re-programmed using the JTAG interface and the JTAG-Booster.

Connect the JTAG-Boosters 8-pin connector to the development board (JTAG X12). The two black cables point to pin 1.

Set DIP-switch S4-1 to "on" and S4-2 to S4-8 to "off".

Copy the JTAG tools from the LxNETES-3.2 CD to the host system. A detailed manual how to setup the JTAG-Booster can be found on the LxNETES-3.2 CD, hardware/jtag.

On a Linux system use a tool like dosemu to get the JTAG tools running.

Once you have installed the JTAG tools on your host computer, copy the U-Boot image that you want to program into the Flash memory, to the same directory and execute the batch file to flash U-Boot.

After a successful programming of U-Boot, the kernel and the Root File System can be updated (if they were corrupted, too).

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Root File System Types

CHAPTER 8

The following describes the different possibilities which can be used as root file system. The type of rootfs must be passed as an argument to kernel by means of the bootargs environment variable of U-Boot.

NFSROOT

The rootfs may be in a different computer on the network and not within the target. This can be useful if, for example, a RAM disk is too small to include all the necessary files, or allow rapid turnaround during testing and development.

An NFS root allows quick kernel downloads, helps ensure file system integrity (since the server is basically impervious to crashes by the client), and provides virtually infinite storage.

During development it feel free to use an NFS directory as root file system. This avoids unnecessary flash erases, which on a power failure will result in the need to re-program the kernel into flash. It also increases the lifetime of the module because the flash has a limited number of erase cycles. Initialization scripts may be quickly modified since a failure will not result in an unusable system. Initialization scripts can be fixed on the host then reset the target.

The root file system can be installed to "/exports/BOOTDIR" issuing this command in the project directory

```
$  make install-nfsroot
```

To test the new image run the following command at the U-Boot prompt in your target:

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```
#   run boot_net
```

This script does three steps (that you can also do manually):

Step 1: Set bootargs to be passed to the kernel

The environmental variable bootargs must be updated to tell Linux that the rootfs is taken via NFS. To manually do this enter the following commands (it is supposed that the network variables serverip and nfspath have been already set). The values for ip and console have to be filled depending on the platform.

```
#   setenv bootargs nfsroot=$(serverip):$(nfspath) root=nfs ip=... console=...
#   saveenv
```

Step 2: Download the kernel to RAM via TFTP

The following commands download the "/tftpboot/uImage-unc90" image to RAM memory

```
#   tftp 20100000 uImage-unc90dev
```

Step 3: Launch the kernel from RAM

Now that the kernel image has been downloaded to RAM, we can execute Linux with the following command

```
#   bootm 20100000
```

Remember that you must have the U-Boot network environment variables properly configured (ipaddr, serverip,...).

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JFFS2

JFFS is a log-structured journaling flash file system which was designed to be used on Flash devices in embedded systems. It was originally developed for the 2.0 kernel by Axis Communications. JFFS2 is an improved version of JFFS which includes compression and improved read/write access.

Find more about JFFS2 at http://sourceware.org/jffs2

NAND chips are not guaranteed to be error free and most chips have bad blocks. Therefore, U-Boot as well as Linux has to know how to handle these bad blocks. Both use JFFS2 for this purpose.

U-boot provides the commands "nand read.jffs2.s" and "nand write.jffs2". Both commands are skipping bad blocks. Therefore, there must be some space left for reserve blocks. In U-Boot you can run the "nand bad" command for a summary of known bad blocks on the flash device.

In Linux a JFFS2 driver for NOR and NAND chips can be used.

If a jffs2 image should be copied to a partition it must be ensured that the image was created with the correct erase size of the used chip. Otherwise Linux will print error messages on the screen.

To reduce memory allocation Linux uses a virtual erase size if the physical erase size of the chip is to small. A message like the one below may be printed on the console

```
jffs2: Erase block size too small (XXKiB. Using virtual blocks size(XXKiB)
instead
```

Another message which could be printed on the console is

```
Empty flash at 0xXXXXXXXX ends at 0xXXXXXXXX
```

This message doesn't indicate a problem. Instead, it is printed if a block of data is partially written. These messages will disappear when the garbage collection restructures the remaining space

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```
jffs2_get_inode_nodes(): Data CRC failed on node at 0xXX XXXXXX: Read
0xXXXXXXXX, calculated 0xXXXXXXXX
```

The message above is printed if the file system was not cleanly unmounted. The system should not be powered off before all partitions are unmounted. After a clean unmount, the message should disappear.

Step 1: Set bootargs to be passed to the kernel

The environmental variable bootargs must be updated to tell Linux that the rootfs is taken from Flash and it is stored in JFFS2 file system. Enter the following commands to manually initate these commands:

```
#   setenv bootargs root=/dev/mtdblock3 rw rootfstype=jffs2 ip=... console=...
#   saveenv
```

Step 2: Copy the kernel to RAM

Depending on the flash type of your platform, use for NOR flash the following command to copy the kernel from Flash to RAM memory:

```
#   cp.b <startaddr> <loadaddr> <image_size>
```

For NAND flash use the following command:

```
#   nand read.jffs2s <loadaddr> <startaddr> <image_size>
```

Step 3: Launch the kernel from RAM

Now that the kernel image has been copied to RAM, we can execute Linux with the following command:

```
#   bootm <loadaddr>
```


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You should use a separate data partition for your data which is frequently updated so your rootfs does not get corrupted.

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Interfaces & Devices

CHAPTER 9

The following interfaces and devices are supported in the current LxNETES version:

	a9m2410	a9m2440	cc9c	cc9p9360	cc9p9750	ccxp270	unc90
Compact Flash	X	X		X	X	X	only available on the UNCBASCF base board
Ethernet	X	X	X	X	X	X	X
I2C Interface	X	X	X	X	X	X	X
LCD	X	X		X	X	X	
PCI	n/a	n/a	n/a	n/a	X	n/a	n/a
RTC	X	X		X	X	X	X
SD card	X	X				n/a	
Serial	X	X	X	X	X	X	X
SPI	X	X		X	X		
Touch screen	X	X		X	X		
USB Host	X	X	X	X	X	X	X

Refer to the documentation that came with the development board for the location of the interfaces on the board as well as any board configuration required to enable these interfaces.

Serial interface

A driver for the serial interfaces is included and enabled in the default kernel configuration. Devices can be accessed via /dev/ttyS<n>.

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USB host interface

A USB host driver is included and enabled in the default kernel configuration. To operate multiple USB devices simultaneously, connect a USB hub to the USB host port.

A memory stick can be mounted as followed

```
#   lxmount usb
#   ls -l /media/usbdisk
```

I2C interface

A driver for the I2C interface is included and enabled in the default kernel configuration. Devices attached to the I2C interface can be accessed via /sys/bus/i2c/device/<your device>.

SPI interface

A driver for the SPI interface is included and enabled in the default kernel configuration. It can be accessed via /sys/bus/spi/device/<your device>.

LCD interface

A LCD frame buffer driver is included and enabled in the default Linux kernel configuration.

Touch screen interface

CC9P9360/9750

A driver for the touch controller on the LCDMODARM development board, which is connected via SPI, is included and enabled in the default Linux kernel configuration.

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Compact flash interface

CC9P6360/9750

A driver for the internal Compact Flash (CF) card interface is included and enabled in the default kernel configuration.

A CF card can be mounted as follows

```
#   lxmount cf
#   ls -l /media/cf
```

SD card interface

A SD card can be mounted as follows:

```
#   lxmount sd
#   ls -l /media/sd
```

Real time clock (RTC)

A driver for the RTC, which is connected to the I2C interface, is included and enabled in the default kernel configuration.

The system time and date is automatically set to the values of the RTC when the kernel boots. This is done by calling /sbin/hwclock -s.

How to set the initial system date and time

Initially, the RTC doesn't have a correct time/date value, so establish the correct time/date on the Linux system using the date command. The parameters are given in the format MMDDhhmmYYYY (month,day,hour,minutes,year). For example, if the date is June, 3rd 2005, at 13:22 enter:

```
#   date 060313222005
Fri Jun 3 13:22:00 UTC 2005
```


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The next step is to store this information into the RTC. Use the application hwclock:

```
#   hwclock
Fri Jun 3 13:22:44 UTC 2005 0.000000 seconds
```

Now you can reset or power off your target. The small battery on the development board will keep the correct time/date values and are saved when you power up your target again.

PCI interface

A driver for the PCI interface can be enabled in the kernel configuration. You can use Mini-PCI cards with the Mini-PCI slot on the development board.

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Appendix A

Related documentation

http://www.modarm9.com	ModARM9 home page for forum, download area and FAQs
http://www.fsforth.de	Manufacturer of UNC20, ModNET50, ModARM9
http://www.kernel.org	Homepage of the Linux Kernel
http://u-boot.sourceforge.net	Homepage of the U-Boot Loader
http://www.uclibc.org	Homepage of the user library and user applications. Toolchain is also created by uclibc's build flow
http://www.abatron.ch	Manufacturer of the BDI2000 for debugging via JTAG
http://www.samsung.com	Manufacturer of S3C2410 processor
http://www.netsilicon.com	Manufacturer of NS9750/ NS9360 processor
http://www.atmel.com	Manufacturer of AT91RM9200 processor
Linux Device Drivers	ISBN 0-596-00590-3
http://sourceware.org/jffs2	JFFS2 overview
http://sources.redhat.com/jffs2	Detailed Information about JFFS2
http://www.gnu.org/software/gdb/documentation	GDB debugger documentation

CD contents

The CD contains all the necessary software and documentation needed for LxNETES.

Note: The folders 'images', 'LxNETES' and 'hardware' contain their own readme.txt file including additional information about the directory content.

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There following folders are on the CD:

Readme.txt

Briefly describes LxNETES and lists the CD contents.

RelNotes.txt

Contains the last release information.

install.sh

A script to install LxNETES on your host computer. For more information see chapter 4 (installation).

docs

The doc folder contains this User's Manual and additional documentation.

images

This folder contains pre-built images for your target platform. These images are already programmed into the Flash memory on all modules shipped with a development kit.

The files in the imags folder are named according to the following scheme:

File	Description
u-boot-<platform>.bin	U-Boot boot loader image for <platform>
uImage-<platform>	Linux kernel image for <platform>
rootfs-<platform>	Root file system for <platform>

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ConnectCore 9P 9360 (CC9P9360)

File	Description
u-boot-cc9p9360dev.bin	U-Boot boot loader image for the ConnectCore 9P 9360 module on the ConnectCore 9P development board.
uImage-cc9p9360dev.bin	Linux kernel image for the ConnectCore 9P 9360 module on the ConnectCore 9P development board.
rootfs-cc9p9360dev.jffs2	Root file system for the ConnectCore 9P 9360 module.

ConnectCore 9P 9750 (CC9P9750)

File	Description
u-boot-cc9p9750dev.bin	U-Boot boot loader image for ConnectCore 9P 9750 module on the ConnectCore 9P development board (A9M9750DEV, P/N 376).
uImage-cc9p9750dev	The Linux kernel image for the ConnectCore 9P 9750 module on the ConnectCore 9P development board (A9M9750DEV).
rootfs-cc9p9750dev.jffs2	Root file system for the ConnectCore 9P 9750 module.

hardware

This folder contains hardware specific content. The JTAG Booster software (if supported by the target platform) is located here, hardware reference manuals and (depending on your target platform) files for CPLD logic.

Please refer to the documentation in this directory for more information.

LxNETES

These files will be installed on the development host computer during the installation process. This includes source code and the environment to build the complete LxNETES distribution

setup

This folder contains files needed to install LxNETES

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upstream

LxNETES is based on various open source projects. The original source code from these projects is stored in this folder. The following source code is included:

Linux

Buildroot

U-Boot

This folder contains the source code of U-Boot including all patches which are necessary for the specific target.

Memory layouts

Flash memory layout

The partitioning of the nonvolatile memory is described in this following table.

ConnectCore 9P 9360 / ConnectCore 9P 9750

Flash Start Address	Size	Partition Name	mtdblock/
0x00000000	0x00040000	U-Boot	0
0x00040000	0x002C0000	Kernel	1
0x00300000	(Size of flash – 3MB)	rootfs	2

SDRAM memory layout

The following tables describe some typical addresses in memory used by U-Boot and Linux.

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ConnectCore 9P 9360 / ConnectCore 9P 9750

RAM Start Address	RAM End Address	Description	Used by
0x00000000	0x00080000	U-Boot stack	U-Boot
0x00080000		TEXT_BASE	
0x00080000	0x000C0000	U-Boot	
0x00100000		default load address in U-Boot for Linux kernel	Linux
0x00108000		entry point of the decompressed kernel	

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Appendix B

U-Boot command reference

This chapter gives an overview of common used U-Boot commands. Detailed information can be found at:

http://www.denx.de/wiki/view/DULG/Manual?stickboard=tqm8xxl

To get to the U-Boot prompt press any key immediately after you have powered the target on or pressed reset. At the prompt type “help” or “?” to get an overview of the supported commands.

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```
#   help
#   ?       - alias for 'help'
#   autoscr - run script from memory
#   base    - print or set address offset
#   bdinfo  - print Board Info structure
#   boot    - boot default, i.e., run 'bootcmd'
#   bootd   - boot default, i.e., run 'bootcmd'
#   bootelf - Boot from an ELF image in memory
#   bootm   - boot application image from memory
#   bootp   - boot image via network using BootP/TFTP protocol
#   bootvx  - Boot vxWorks from an ELF image
#   cmp     - memory compare
#   coninfo - print console devices and information
#   cp      - memory copy
#   crc32   - checksum calculation
#   date    - get/set/reset date & time
#   echo    - echo args to console
#   eeprom  - EEPROM sub-system
#   fatinfo - print information about filesystem
#   fatload - load binary file from a dos filesystem
#   fatls   - list files in a directory (default /)
#   fsinfo  - print information about filesystems
#   fsload  - load binary file from a filesystem image
#   go      - start application at address 'addr'
#   help    - print online help
#   icrc32  - checksum calculation
#   iloop   - infinite loop on address range
#   imd     - i2c memory display
#   iminfo  - print header information for application image
#   imls    - list all images found in flash
#   imm     - i2c memory modify (auto-incrementing)
#   imw     - memory write (fill)
#   inm     - memory modify (constant address)
#   iprobe  - probe to discover valid I2C chip addresses
#   itest   - return true/false on integer compare
#   loadb   - load binary file over serial line (kermit mode)
#   loads   - load S-Record file over serial line
#   loop    - infinite loop on address range
#   ls      - list files in a directory (default /)
#   md      - memory display
#   mm      - memory modify (auto-incrementing)
#   mtest   - simple RAM test
#   mw      - memory write (fill)
#   nand    - NAND sub-system
#   nboot   - boot from NAND device
#   nfs     - boot image via network using NFS protocol
#   nm      - memory modify (constant address)
#   ping    - send ICMP ECHO_REQUEST to network host
#   printenv- print environment variables
#   rarpboot- boot image via network using RARP/TFTP protocol
#   reset   - Perform RESET of the CPU
#   run     - run commands in an environment variable
#   saveenv - save environment variables to persistent storage
#   setenv  - set environment variables
#   sleep   - delay execution for some time
#   tftpboot- boot image via network using TFTP protocol
#   usb     - USB sub-system
#   usbboot - boot from USB device
#   version - print monitor version
```


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Each of these commands has additional help available, which can be viewed by entering help <command>.

All numeric values, which are needed for different commands, are interpreted as HEX values. Entering 30100000 means 0x30100000.To speed up programming, the real size of the image files can be used. In the commands above we have used the maximum size of the partition instead of the actual size of the image files (0x180000 words = 3 Mb)

The following table explains some of the more often used commands:

bootm ADDR ARG	boots image from ADDR passing arguments ARG. ARG is the address of the initrd image
boot, bootd	boots image via running default bootcmd
nand bad	prints a list of bad blocks on the current device
nand erase OFF SIZE	erase SIZE bytes from OFF
nand erase clean	erase entire NAND Flash WARNING: after this command, U-Boot has to be reprogrammed
nand read ADDR OFF SIZE	read SIZE bytes from OFF in NAND flash to ADDR. If there are bad blocks the command stops with an error.
nand read.jffs2s ADDR OFF SIZE	read SIZE bytes from OFF in NAND flash to ADDR. Bad blocks are skipped.
nand write ADDR OFF SIZE	write SIZE bytes from ADDR to OFF in NAND flash. If there are bad blocks or writing fails the command stops with an error.
nand write.jffs2 ADDR OFF SIZE	write SIZE bytes from ADDR to OFF in NAND flash. Bad blocks are skipped.
printenv	prints the environment variables
saveenv	stores the changed environment variables persistently
setenv VARIABLE VALUE	sets the environment variable VARIABLE to the given value VALUE. If a semicolon is used, to set different variables, it has to be masked with “\”
run VARIABLE	executes the commands of VARIABLE like a script
tftp ADDR image	loads image to ADDR via network using TFTP and the environment variables “ipaddr” and “serverip”
usb reset	enables and resets the USB interface
usb scan	scans the bus for attached USB storage devices
usb tree	shows the connected devices

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fatload usb DEV:PART ADDR image	loads image to ADDR from USB storage device DEV with the partiton number PART to ADDR
help	shows all of the available commands
help ITEM	shows all of the available commands belonging to a particular item. e.g. help nand

Note that not all U-Boot commands are supported by every platform. The following table shows which are available:

	CC9C	CCXP270	UNC90	A9M2410	A9M2440	CC9P	
?	X	X	X	X	X	X	
autoscr	X	X	X	X	X	X	
base	X	X	X	X	X	X	
bdinfo	X	X		X	X	X	
boot	X	X	X	X	X	X	
bootd	X	X	X	X	X	X	
bootelf	X			X	X	X	
bootm	X		X	X	X	X	
bootp	X		X	X	X	X	
bootvx							
cmp	X		X	X	X	X	
coninfo	X		X	X	X	X	
cp	X		X	X	X	X	
crc32	X		X	X	X	X	
date			X	X	X	X	
echo	X		X	X	X	X	
eeprom				X	X	X	
fatinfo	X		X	X	X	X	
fatload	X		X	X	X	X	
fatls	X		X	X	X	X	
fsinfo	X			X	X	X	
fsload	X			X	X	X	
go	X		X	X	X	X	
help	X		X	X	X	X	
icrc32	X		X	X	X	X	
iloop							
imd			X				
iminfo	X			X	X	X	
imls			X				
imm			X				
imw			X				
inm			X				
iprobe	X		X	X	X	X	
itest	X		X	X	X	X	
loadb	X		X	X	X	X	
loads							
loop			X				
ls	x			X	X	X	
md	x		X	X	X	X	
mm	x		X	X	X	X	
mtest	x		X	X	X	X	
mw			X	X	X	X	
nand				X	X	X	
nboot				X	X	X	
nfs	X		X	X	X	X	
nm			X				
ping	X		X	X	X	X	
printenv	X		X	X	X	X	
rarpboot			X				
reset	X		X	X	X	X	
run	X		X	X	X	X	
saveenv	X		X	X	X	X	
setenv	X		X	X	X	X	
sleep	X			X	X	X	
tftpboot	X		X	X	X	X	
usb	X		X	X	X	X	

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The command “run” allows to execute variables as sequence od commands.

Here values of other variables could be used to simplify the scripts. (e.g. $(filesize))

Example (A9M24x0):

The following variables are available:

ipaddr = 192.168.42.10

serverip = 192.168.42.1

loadaddress = 0x30100000

bootfile = uImage-a9m2410dev

setenv bootcmd tftp\;bootm

This command is identical with:

setenv bootcmd tftp 30100000 uImage-a9m2410dev\;bootm 30100000

and:

setenv bootcmd tftp 30100000 $(bootfile)\;bootm 30100000

User keys

Note: CC9P9360/9750 and A9M2410/2440 only

There are two User Keys on the development board, which can be used with functions from U-Boot. It is common to use them for booting different kernel versions or using different rootfs. For example:

```
#   setenv key1 run boot_usb
#   setenv key2 run boot_net
#   saveenv
```

When User Key 1 is pressed in the start phase of U-Boot, the contents of the variable “key1” is executed, i.e. the target will boot from a USB medium.

When User Key 2 is pressed the target boots via TFTP/NFS.

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Golf course search by state
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Email search by domain
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