Connecting Dragon-ICE to AXD Debugger

1. Start Dragon-ICE Server

You first install Dragon-ICE Server (We provide), then start it, as following.

Connect Target board, click Auto-configure or Manual configure target, as follow (target is ARM7TDMI)

💥 F	udanT	ech - Dragoi	nICE Server												×
Eile	<u>V</u> iew	<u>R</u> un Control	⊆onnection	<u>S</u> ettings	<u>H</u> elp										
Ê		1 ?													
A	uto-d	etected TA	P Configur	ation											
r	TDI TDO 	TAP 0 [X] AR	M7TDMI												
Res Thu AR)	setti 1 Aug (7TDM	ng Drago 26 17:5: T	nICE hard 1:44 2004	lware : con:	nId	3 :	Debugger	conn	nected	to	TAP	0	using	driver	
Thu	ı Aug	26_17:5:	1:44 2004	: con	nId	3 :	Disconne	cted	from 1	ΓAΡ	0				
Res Thu ARI	setti 1 Aug 17TDM	ng Drago: 26 17:5: I	nICE hard 1:50 2004	lware : con	nId	4 :	Debugger	conn	nected	to	TAP	0	using	driver	
Thu	ı Aug	26 17:5	2:21 2004	: con	nId	4 :	Disconne	cted	from 7	ΓAΡ	0				•
									Input bits		1		2		1

 Starting ADS AXD debugger and connecting Dragon-ICE Server Start AXD debugger in ADS software. Select [configure target] menus in [Options] menus as follows:

🚯 AXD	
Eile Search Processor Views System Views Execute Options Window Help	
Image File File File File Configure Interface Configure Interface Configure Interface	Ø*0 ₩ ₩ ₩ ₩
Configure Ptocessor	
Profiling >	
System Output Monitor	
RDI Log Debug Log	
Log file: Software sumfied by Full Joanse by armer, only for educational pymosal	
ARM/TDMI, BIU, Little endian, Semihosting, Debug Comms Channel, 4GB, Mapfile,	<u>-</u>
Timer, Profiler, Tube, Millisecond (20000 cycles_per_millisecond), Pagetables, IntCrtl. Tracer, RDI Codesequences	
ARM RDI 1.5.1 -> ASYNC RDI Protocol Converter ADS v1.2 [Build number 805]. Copyright (c) ARM Limited 2001.	
Configure target and debugging agent options.	<pre><no pos=""> ARMUL ARM7TDMI </no></pre> <pre><no image="" name=""></no></pre>

In following windows, please enter [Add] button to add "Dragon-ICE.dll".

Ch	oose Target					<u>? ×</u>
Г	Target Envi:	ronments —				
	Target	RDI	File		Ver	<u>A</u> dd
	ADP	1.5.1	C:\PROGRA~1\\I	3in\Remote_A.dll	1.2.	
	ARMUL	1.5.1	C:\PROGRA~1\\I	8in/ARMulate. dll	1.2.	<u>R</u> emove
						Re <u>n</u> ame
						Save As
	•				•	Configure
	Please target has to	select a ta environment be configur	arget environment from : to the list. Note the red at least once befor	the above list o t a target envir e it can be used	or add a ronment d.	
				OK	Cancel	Help

After adding "Dragon-ICE.dll", configure target window is as following:

Ch	Choose Target ? 🗙					
Г	Target Envir	onments —				
	Target	RDI	File Ver	<u>A</u> dd		
		1.5.1	C:\PROGRA~1\\Bin\Remote_A.dll 1.2. C:\PROGRA~1\ \Bin\ARMulete_dll 1.2			
	Dragon-ICE	1.5.1	C:\\Dragon=ICE.dll 2.0	<u>K</u> emove		
				Re <u>n</u> ame		
				<u>S</u> ave As		
	•			Configure		
	Connect the D hardware. En been configur	ragon Debug sure that t) ed.	ger to a Dragon-ICE unit attached to target he unit is powered up and that the server has			
			OK Cancel	Help		

Double click "Dragon-ICE.dll", there is following window:

FJB Dragon-ICE Release ¥ 2.0
Connect Processor Settings Advanced Board I
Location of Dragon-ICE
Debug using the Dragon-ICE connected to: This computer
Select a new location (or update):
<u>his computer</u> _Another computer
Device selection
Debug the processor: ARM7TDMI on TAP 0 Details
Select a new processor:
This computer
Connection name
OK Cancel Help

Select computer and processor: this computer and ARM7TDMI.

Then enter [OK] button. Finally select [OK] button. You can look following windows:



So AXD debugger connects with Dragon-ICE well.

You can load image to debug by using "File/Foad image..." menu, follow is debug process of one image:



End of document for ASD with Dragon-ICE.