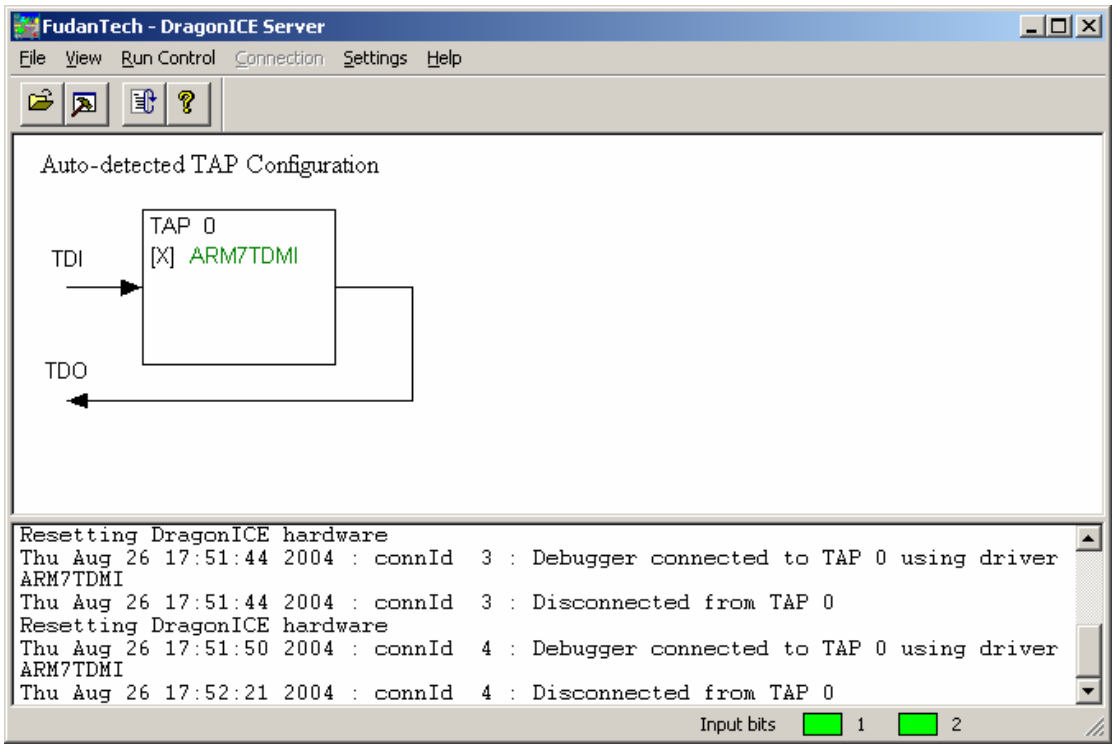
Connecting Dragon-ICE to IAR Debugger

1. Start Dragon-ICE Server

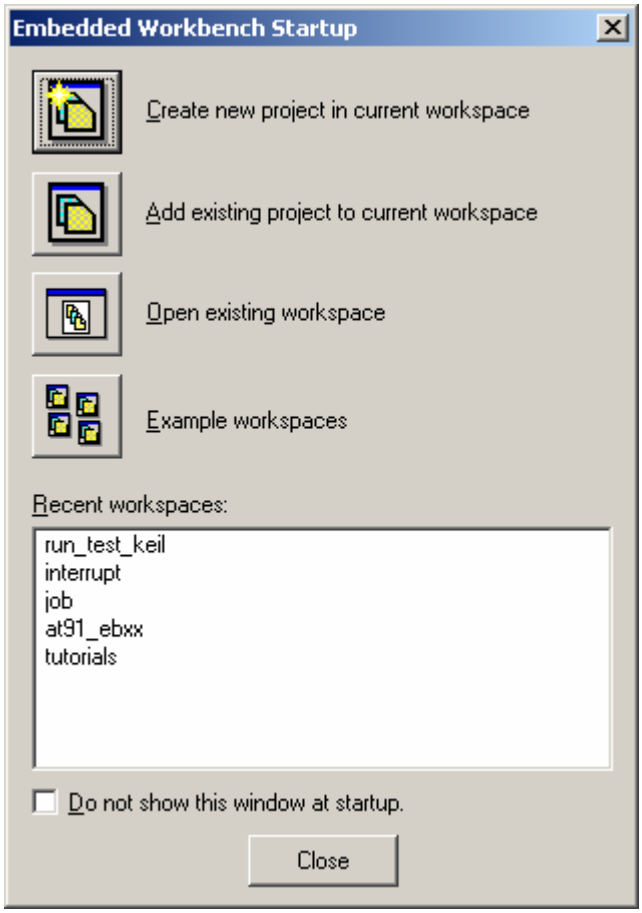
You first install Dragon-ICE Server (We provide), then start it, as following.

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

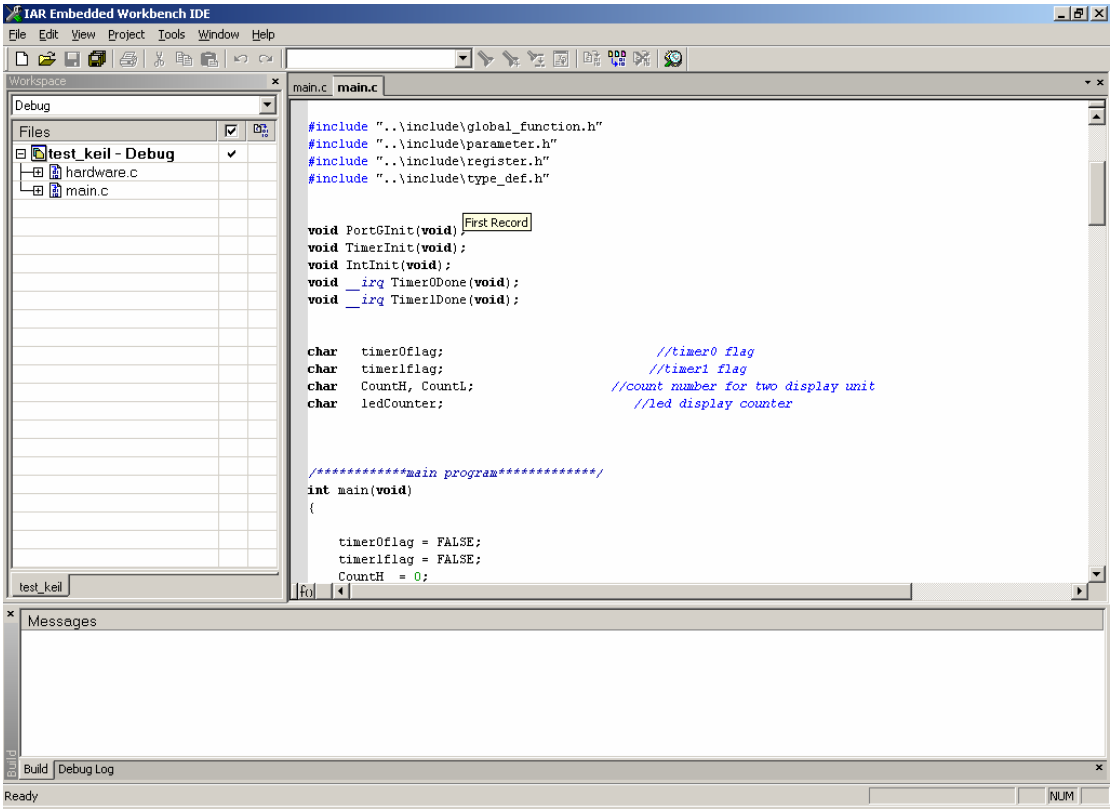


2. Starting IAR workbench and connecting Dragon-ICE Server

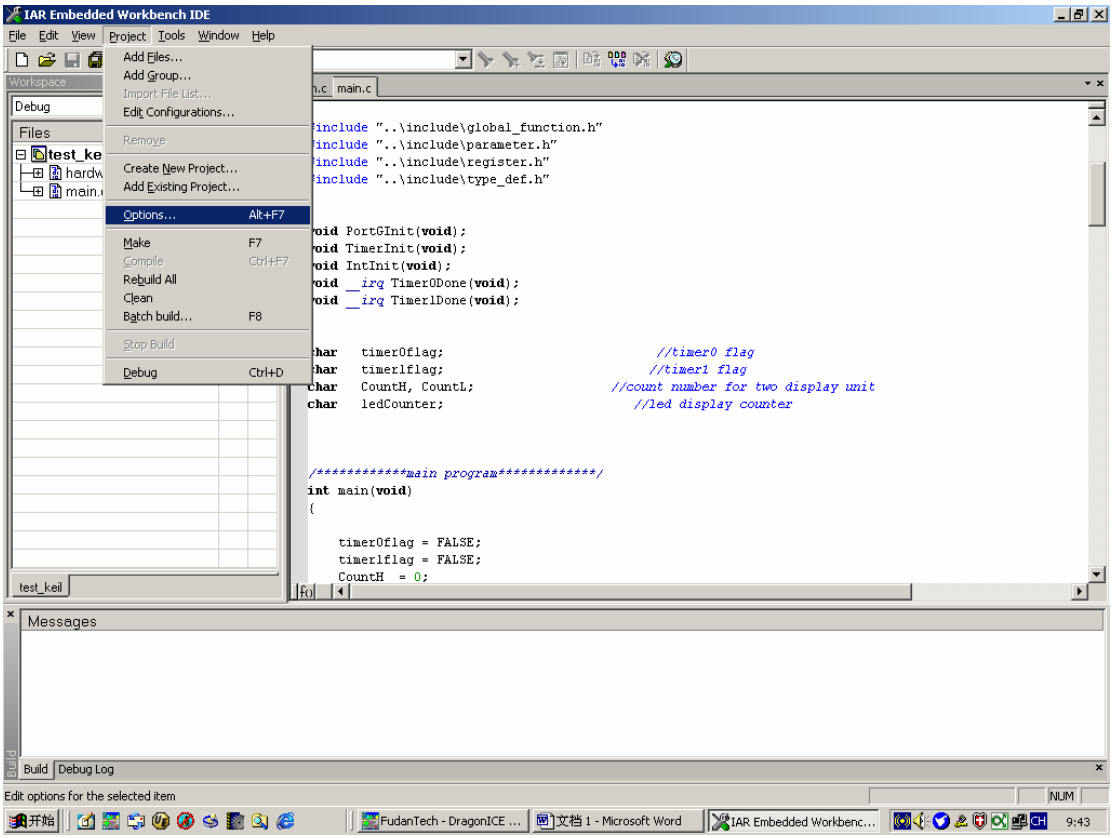
Open IAR workbench, as the following shows:



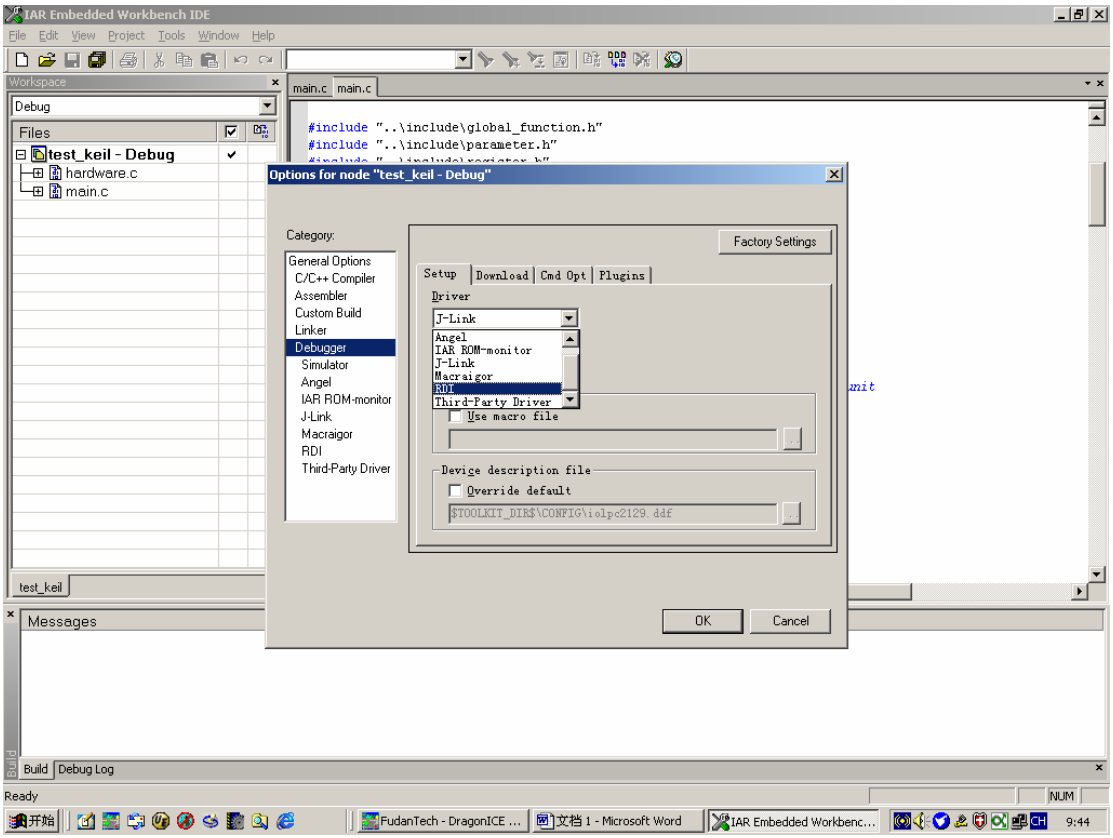
Selected “Open existing workspace”, open an existing project, as the following shows:



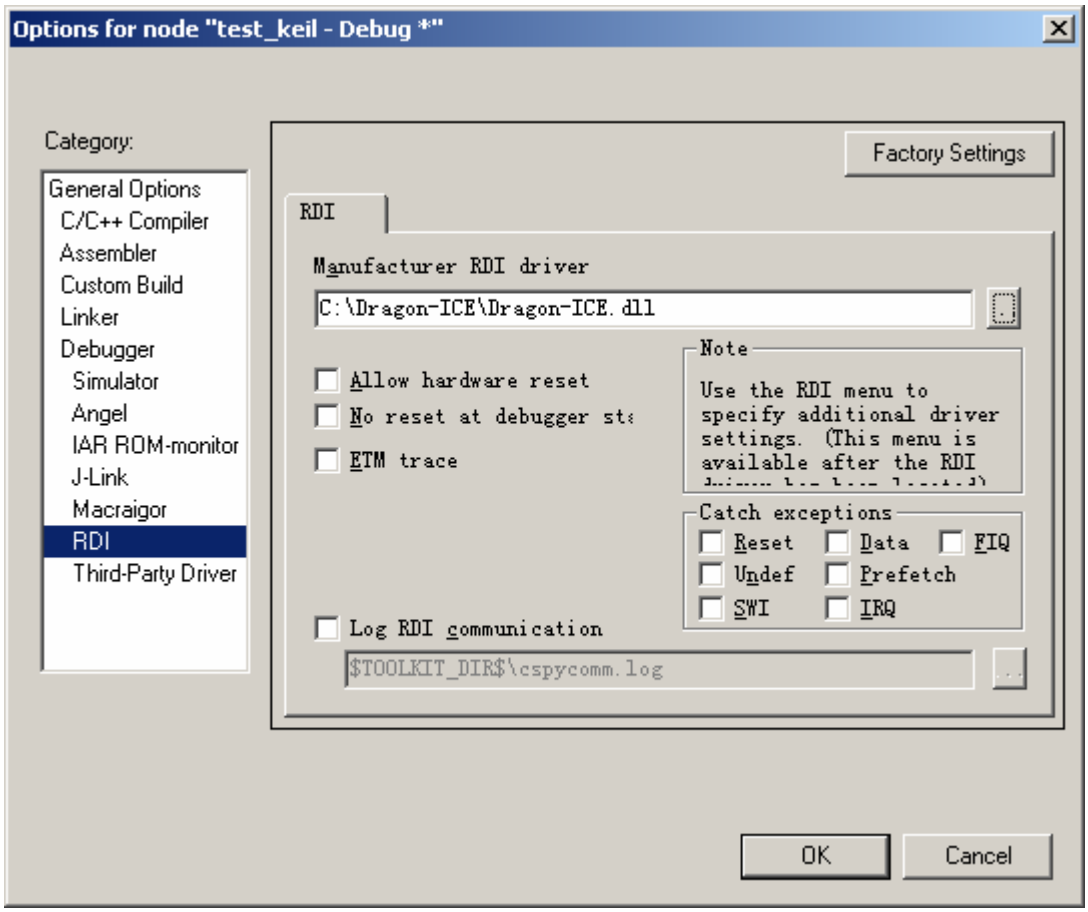
Select Options in Project:



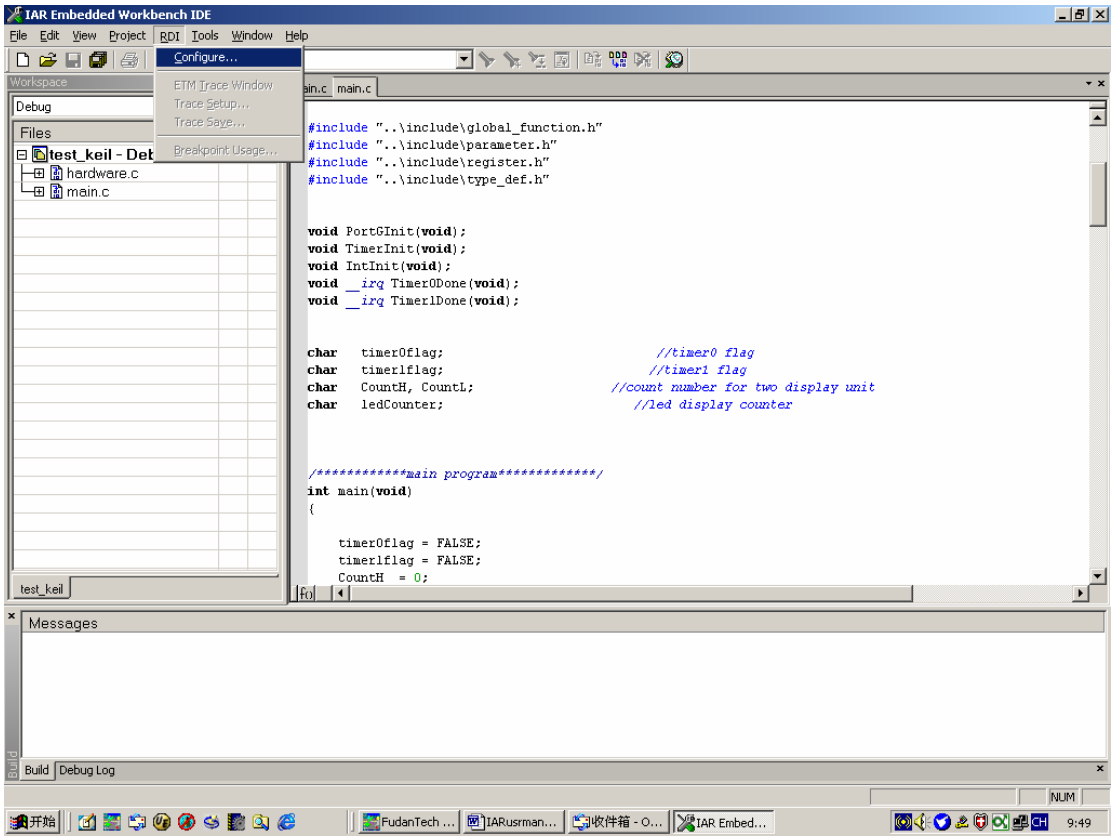
Select Debugger, and select RDI in Setup—Driver, the detail operation as the following shows:



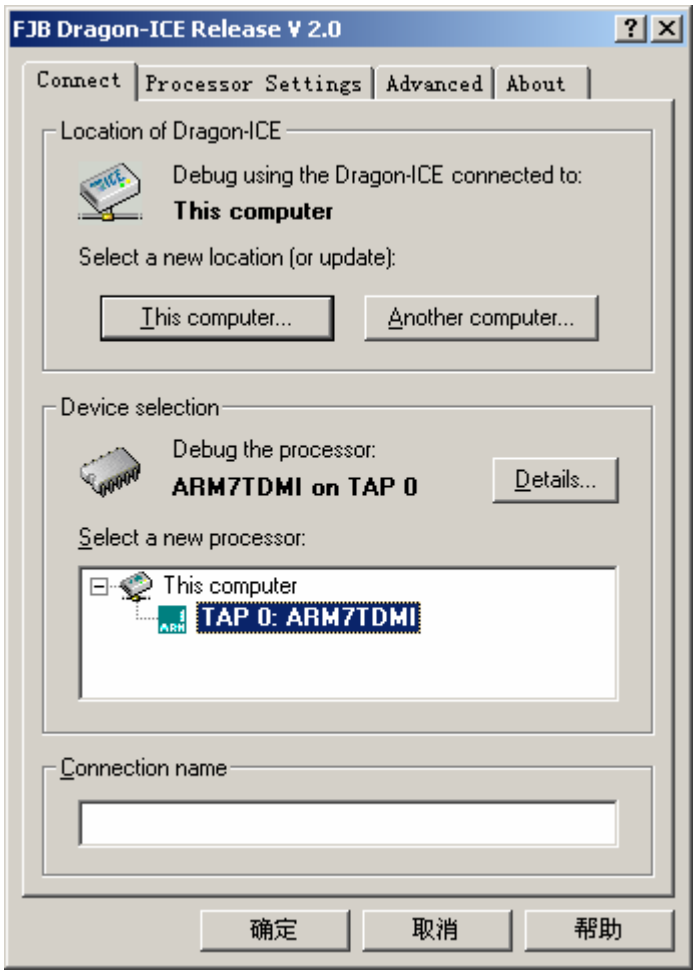
And then find out the DLL of our emulator in RDI option, as the following shows.



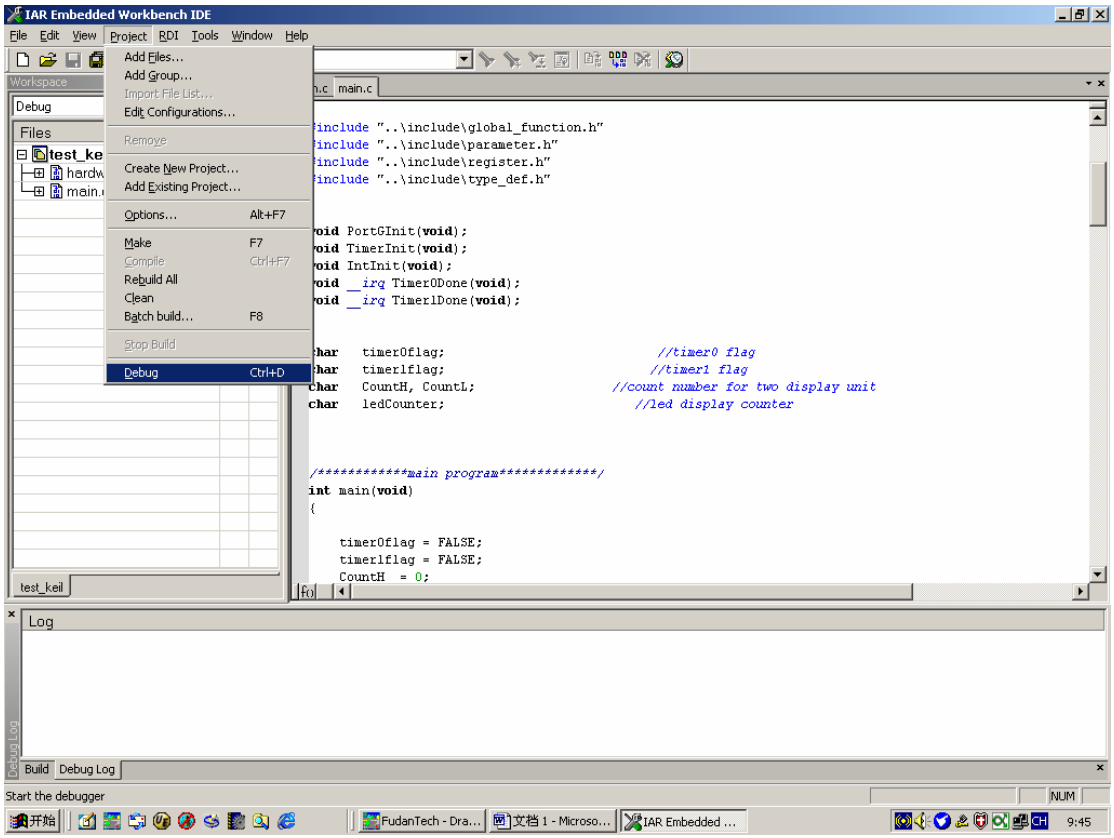
Press OK and go into the following figure, we can see the current menu has RDI option, and select Configure in RDI, as the following shows:



We have finished the connecting of ICEserver and IAR, as the following shows:



Finished the series of the work, we can go into the Debug, as the following shows:


IAR Embedded Workbench IDE
File Edit View Project RDI Tools Window Help
Add Files...
Add Group...
Import File List...
Edit Configurations...
Remove
Create New Project...
Add Existing Project...
Options... Alt+F7
Make F7
Compile Ctrl+F7
Rebuild All
Clean
Batch build... F8
Stop Build
Debug Ctrl+D
Workspace
Debug
Files
test_keil
main.c
#include "..\include\global_function.h"
#include "..\include\parameter.h"
#include "..\include\register.h"
#include "..\include\type_def.h"
void PortGInit(void);
void TimerInit(void);
void IntInit(void);
void __irq Timer0Done(void);
void __irq Timer1Done(void);
char timer0flag; //timer0 flag
char timer1flag; //timer1 flag
char CountH, CountL; //count number for two display unit
char ledCounter; //led display counter
/************main program************/
int main(void)
{
timer0flag = FALSE;
timer1flag = FALSE;
CountH = 0;
Log
Build
Debug Log
Start the debugger
NUM
开始
FudanTech - Dra...
文档 1 - Microso...
IAR Embedded ...
9:45