Dragon-ICE Connecting with RealView Developer Suite

1. Start Dragon-ICE Server

You first install Dragon-ICE Server (We provde), then start it, as following. Connect Target board, click Auto-cofigure or Manual configure target, as follow (target is ARM7TDMI)

👹 Fudan Tech - Dragon ICE Server	<u>_ ×</u>
File View Run Control Connection Settings Help	
Auto-detected TAP Configuration	
Resetting DragonICE hardware Thu Aug 26 17:51:44 2004 : connId 3 : Debugger connected to TAP 0 using dri ARM7TDMI	ver
Thu Aug 26 17:51:44 2004 : connId 3 : Disconnected from TAP 0	
Resetting DragonICE hardware Thu Aug 26 17:51:50 2004 : connId 4 : Debugger connected to TAP 0 using dri ARM7TDMI	ver
Thu Aug 26 17:52:21 2004 : connId 4 : Disconnected from TAP 0	-
Input bits 🚺 1 🚺 2	1.

2. Start RealView Developer Suite and Connect Dragon-ICE

RealView Developer Suite includes two Debugger: AXD debugger and Realview Debugger.

AXD debugger is in ADS which can connect Multi-ICE and Dragon-ICE, so I do not explain it.

Here we use RealView Debugger to connect Dragon-ICE.

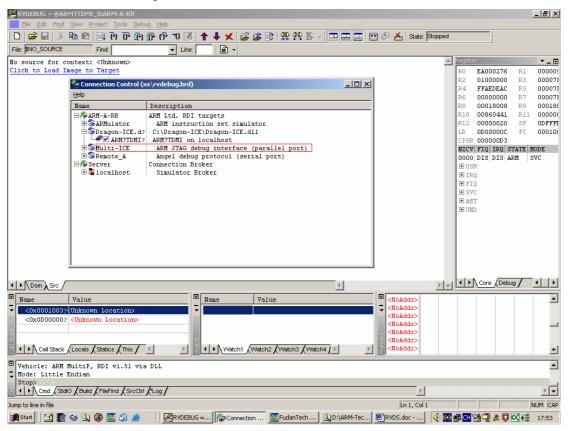
First Start RealView Debugger. then it display message "Click to Connect to a Target ", as follow:

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File Edit Find View Project Iools Debug Help			
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After Click it, following window is display:

In upper window, you can add Dragon-ICE.dll in connecting window, you can also use Multi-ICE to connect target directly.

Click Dragon-ICE or Multi-ICE line, target display under it. You can click target, so you wait moment, and connecting is OK.



3. Download program image to debug it

After connecting is Ok, debugger window displays message "click to load Image to Target", as follow:

% RYDEBUG = @ARM7TDMI_0:ARM-A-RR		_ 8 ×
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File: \$NO_SOURCE Find:		
No source for context: <unknown></unknown>	Register	▼_⊡
Click to Load Image to Target	R0 EA000276 R1	EBFFFI
	R2 01000000 R3	E5C01(
	R4 E1A0F00E R5	E59F0:
	R6 E3A01055 R7 R8 E3A01001 R9	E5801(E5801(
	R10 E3A0100F R11	
	R12 E1A0F00E SP	E92D41
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	Core Debug	
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■ Vehicle: ARM MultiP, RDI v1.51 via DLL		-
Vehicle: ARM Multip, RDI VI.SI via DLL Mode: Little Endian		-
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So you can load your program Image into target, as follow:

RYDEBUG = @ARM7TDMI_0:ARM-A-RR		_ 8 ×
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	R6 E3A01055	R7 E5801(
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ObjectCode	R12 E1A0F00E	SP E92D41
🔝 rtc.axf	LR E24DD014 CPSR 000000D3	PC 00010(
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After loading one image, you run it to debug it, as follow:

RYDEBUG(rtc) = @ARM7TDMI_0:ARM-A-RR		_ 8 ×
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File: realtimer.c Find:		
	Register	▼ _ ♥
B32 getKey(B32 KeyStatus_Save);	R0 0D001594	R1 0D1000
<pre>void PortClnit(void);</pre>	R2 0000000	R3 0D100(
<pre>void RTCInit(void);</pre>	R4 00007FFC	R5 000071
	R6 00007FFC	R7 000071
/*******main program********/	R8 00018008	R9 00018(
int main(void)	R10 00860441	R11 000000
	R12 00000020 LR 0D000B2C	SP ODFFFF PC ODOOOF
B8 regData; //data read from regists	CPSR 600000D3	PC ODOOOR
B8 regSEC_Save, regMIN_Save, regHOR_Save; //back up for reg content	NZCV FIQ IRQ S	TATE MODE
B8 BCD_OH, BCD_OL; //output(display) code	0110 DIS DIS A	
B32 KeyStatus; //indicate whitch button is pushed	E USR	141 570
bis Kriselas, , , , , , , , , , , , , , , , , , ,	E IRO	
// function mode & state: present the status for each button	⊞ FIQ	
B32 select; //buttonl: loop between Sec -> Min -> Hour -> Sec	± svc	
B32 count; //button2: active in SET state: increase the setting number	€ ABT	
B32 pause; //button3: active in RUN state: pause the time	I UND	
B32 state; //button4: loop between RUN -> SET -> RUN		
B32 CountH, CountL, CountNum; //use in SET mode: decimal counter number		
//* config portG as input4567(button) and output1234(LED)		
PortGinit();		
//* block init		
RTCInit();		
Image: Stream of the stream	Core Debu	4g / • •
Name Value Value Value Value		
▼ int main(void) Line #28		
<0x0D000B22 <unknown location=""> <noaddr></noaddr></unknown>		
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This is process of Dragon-ICE connecting with RealView Developer Suite.

If connecting is Ok, later you only start Dragon-ICE Server and RealView Debugger, connecting is auto.

If you have any question, please contact with FudanTech CO.,Ltd Tech-Support E-mail: <u>tech-support@fudantech.com</u>