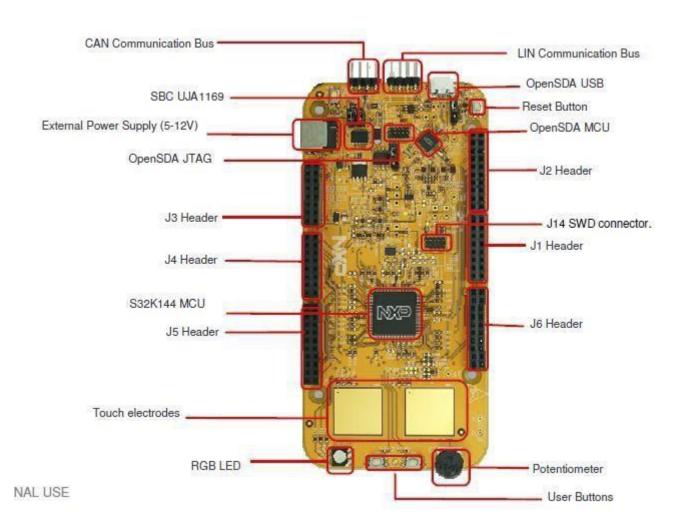
Introduction to S32K144, S32DS, FreeMASTER and MBDT

Contents

- Get to Know S32K144 EVB
- Setup of S32K144 EVB
- Creating a new S32DS project for S32K144
- S32DS Debug basics
- Create a P&E debug configuration
- Model Based Control Toolbox (MBDT)
- Appendix A: Locating the host ID
- Appendix B: Introduction to OpenSDA

S32K144-EVB



S32K144 EVB Features:

- Supports S32K144 100LQFP
- Small form factor size supports up to 6" x 4"
- Arduino™ UNO footprint-compatible with expansion "shield" support
- Integrated open-standard serial and debug adapter (OpenSDA) with support for several industry-standard debug interfaces
- Easy access to the MCU I/O header pins for prototyping
- On-chip connectivity for CAN, LIN, UART/SCI.
- SBC UJA1169 and LIN phy TJA1027
- · Potentiometer for precise voltage and analog measurement
- RGB LED
- Two push-button switches (SW2 and SW3) and two touch electrodes
- Flexible power supply options
 - · microUSB or
 - · external 12V power supply

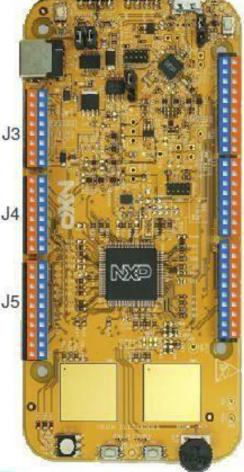


Header/Pinout Mapping for S32K144

PIN	PORT	FUNCTION	J3	PEN	PORT	FUNCTION
J3-02	PTB6*	GPIO	100	J3-01		VIN
13-04	PTB7*	GPIO	100	13-03		IOREF
13-06	PTEO	GPIO		13-05	PTAS	RESET
13-08	PTE9	GPIO	Day Day	13-07	T	3V3
J3-10	PTC5	GPIO	In St.	13-09		5V
J3-12	PTC4	GPIO		J3-11		GND
13-14	PTA10	GPIO	100	J3-13	1	GND
13-16	PTA4	GPIO	E. B.	J3-15		VIN

PIN	PORT	FUNCTION	14	PIN	PORT	FUNCTION
14-02	PTC7	GPIO	Su. Su.	J4-01	PTD4	ADCO
J4-04	PTC6	GPIO		J4-08	PTB12	ADC1
14-06	PTB17	GPIO	St. St.	14-05	PTBO	ADC2
14-08	PTB14	GPIO	D. Bar	14-07	PTB1	ADC3
14-10	PTB15	GPIO	10.00	14-09	PTA6/PTE11/PTA2	ADC4
14-12	PTB16	GPIO	Dr. Br.	J4-11	PTCQ/PTE10/PTA3	ADCS
14-14	PTC14	GPIO	100	J4-13	PTE2	ADC
14-16	PTC3	GPIO	Su. Mar.	J4-15	PTE6	ADC7

PIN	PORT	FUNCTION	J5	PIN	PORT	FUNCTION
15-02	PTE16	GPIO	as line	J5-01	PTA15/PTD11	ADCS
15-04	PTE15	GPIO	P	J5-03	PTA16/PTD10	ADC9
J5-06	PTE14	GPIO	THE PERSON NAMED IN	J5-05	PTA1	ADC10
15-08	PTE13	GPIO	HH	JS-07	PTAO	ADC11
J5-10	1	VDD	1414	15-09	PTA7	ADC12
J5-12		GND	100	J5-11	PTB13	ADC13
JS-14	PTE1	GPIO	MIL	J5-13	PTC1	ADC14
15-16	PTD7	GPIO	100	J5-15	PTC2	ADC15
JS-18	PTD6	GPIO		JS-17	NC	GPIO
15-20	PTC15	GPIO	E 16.	J5-19	NC	N/A



Arduino compatible pins
NXP pins

PIN	PORT	FUNCTION	J2	PIN	PORT	FUNCTION
12-19	PTE10/PTA3	D15/I2C_CLK		12-20	NC	GPIO
J2-17	PTE11/PTA2	D14/12C_SDA		12-18	NC	GPIO
12-15		ANALOGUE REF		12-16	PTA14	GPIO
J2-13		GND	1	12-14	PTE7	GPIO
J2-11	PTB2	D13/SPI_SCK	-	J2-12	PTC13	GPIO
12-09	PTB3	D12/SPI_5IN	1404	J2-10	PTC12	GPIO
12-07	PTB4	D11/SPI_SOUT	1	12-08	PTE8	GPIO
12-05	PTB5	D10/SPI_CS	14.04	J2-06	PTDO	GPIO
J2-03	PTD14	D9/PWM		12-04	PTD16	GPIO
J2-01	PTD13	D8/PWM	to the	12-02	PTD15	GPIO

	PIN	PORT	FUNCTION	J1	PIN	PORT	FUNCTION
	J1-15	PTC11/PTE8	D7	D. D.	J1-16	PTE3	GPIO
14	J1-13	PTC10/PTC3	D6	70 70	J1-14	PTD3	GPIO
JI	J1-11	PTB11	D5		J1-12	PTD5	GPIO
	J1-09	PTB10	D4	D. D.	J1-10	PTD12	GPIO
	J1-07	PTB9	D3		J1-08	PTD11	GPIO
	J1-05	PTB8	D2	In In	J1-06	PTD10	GPIO
	J1-03	PTA3	D1		J1-04	PTA17	GPIO
In	J1-01	PTA2	D0	10 Es	J1-02	PTA11	GPIO

PIN	PORT	FUNCTION	J6	PIN	PORT	FUNCTION
J6-19	PTA9	D14		J6-20	PTE4	GPIO
J6-17	PTA8	D15		J6-18	PTES	GPIO
J6-15	PTE12	D16	HH	J6-16	PTA12	GPIO
J6-13	PTD17	D17	HH	J6-14	PTA13	GPIO
J6-11	PTC9	D18	1	J6-12		GND
J6-09	PTC8	D19	1414	J6-10		VDD
J6-07	PTD8	D20	100	J6-08	PTC16	GPIO
J6-05	PTD9	D21	to be	J6-06	PTC17	GPIO
J6-03	PTD2	GPIO		J6-04	PTD3	GPIO
J6-01	PTDO	GPIO		J6-02	PTD1	GPIO



*0ohm resistor is not connected

Jumper Settings

Jumper	Configuration	Description		
J104	1-2	Reset signal to OpenSDA, use to enter into OpenSDA Bootloader mode		
	2-3 (Default)	Reset signal direct to the MCU, use to reset S32K144.		
J107	1-2	S32K144 powered by 12V power source.		
	2-3 (Default)	S32K144 powered by USB micro connector.		
J109/J108	1-2 (Default)	Removes CAN termination resistor		

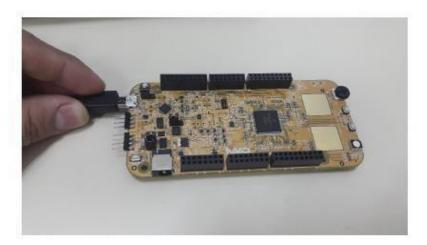
Please do not change the jumpers at the present time.

HMI mapping

Component	S32K144
Red LED	PTD15 (FTM0 CH0)
Blue LED	PTD0(FTM0 CH2)
Green LED	PTD16(FTM0 CH1)
Potentiometer	PTC14 (ADC0_SE12)
SW2	PTC12
SW3	PTC13
OpenSDA UART TX	PTC7(LPUART1_TX)
OpenSDA UART RX	PTC6(LPUART1_RX)
CANTX	PTE5(CAN0_TX)
CAN RX	PTE4 (CAN0_RX)
LIN TX	PTD7(LPUART2_TX)
LIN RX	PTD6 (LPUART2_RX)
SBC_SCK	PTB14 (LPSPI1_SCK)
SBC_MISO	PTB15(LPSPI1_SIN)
SBC_MOSI	PTB16(LPSPI1_SOUT)
SBC_CS	PTB17(LPSPI1_PCS3)

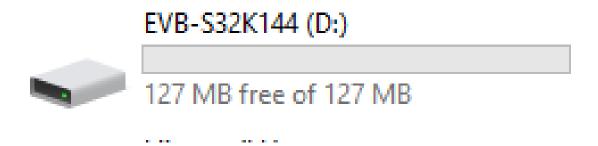
Power up the EVB board

- Powers the S32K144EVB evaluation board from a USB. By default, the USB power is enabled by J107 jumper (2-3 closed).
- Connect the USB cable to a PC and connect micro USB connector of the USB cable to micro-B port J7 on the S32K144EVB.
- Allow the PC to automatically configure the USB drivers if needed.
- When EVB is powered from USB, LEDs D2 and D3 should light green.
- The EVB board is preloaded with a software toggling the RGB LED colours periodically between RED-GREEN-BLUE.





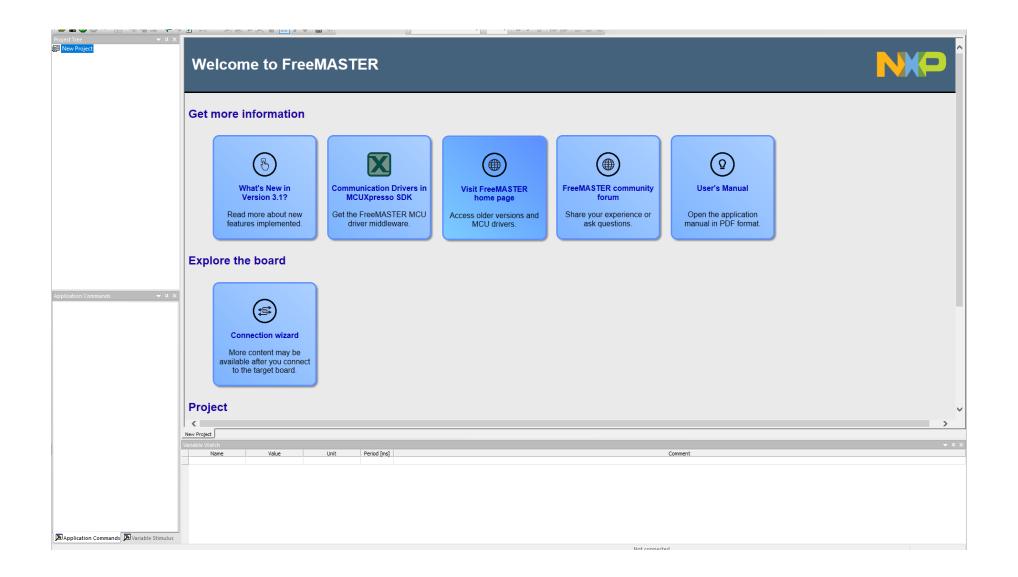
- When powered through USB, LEDs D2 and D3 should light green
- Once the board is recognized, it should appear as a mass storage device in your PC with the name EVB-S32K144.



FreeMASTER

Install the FreeMASTER tool

- Download and install the FreeMASTER PC application <u>www.nxp.com/FreeMASTER</u>.
- Open the FreeMASTER application on your PC. You should see Welcome page as given in next page.



Setup of serial connection in the FreeMASTER tool

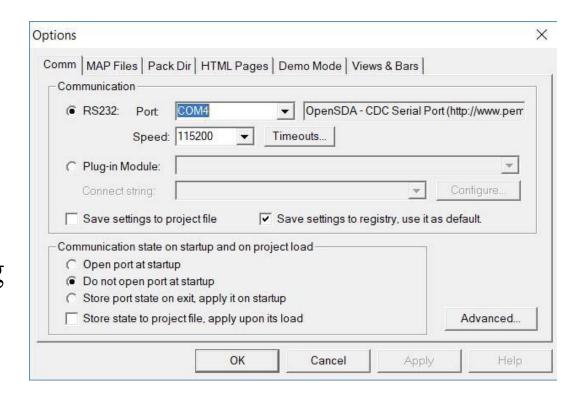
• Go to Project > Options > Comm.

Setup communication port to the one available in the drop down.

"OpenSDA" and speed to 115200.

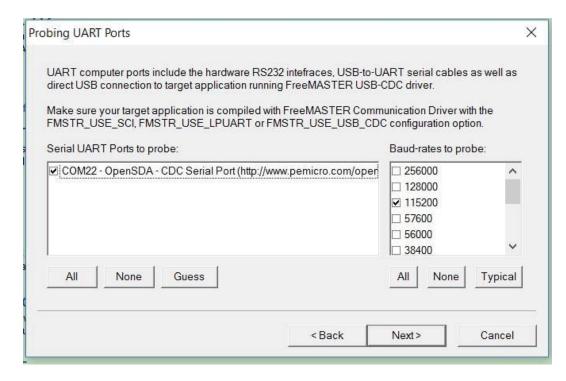
You may also use the following setup for serial connection in the

FreeMASTER tool.



Another way to Setup the serial connection in the FreeMASTER tool

- Select Tools > Connection
 Wizard > Next.
- Select "use direct connection to onboard USB port"; Next
- Select OpenSDA COM port and 115200 baud rate > Next > Finish.



S32 Design Studio Installation and Creating a Project.

I. Download and Install S32DS

• Click on the following link:

https://www.nxp.com/support/developer-resources/run-timesoftware/s32-design-studio-ide/s32-design-studio-ide-for-arm-

basedmcus:S32DS-ARM

Select download

Search

S32DS-ARM: S32 Design Studio IDE for Arm® based MCUs



OVERVIEW DOCUMENTATION **DOWNLOADS DEVELOPMENT TOOLS**

Jump To

Overview & Features Supported Devices

Overview

The S32 Design Studio IDE is a complimentary integrated development environment for Automotive and Ultra-Reliable Arm based MCUs that enables editing, compiling and debugging of designs. Based on, opensource software including Eclipse IDE, GNU Compiler Collection (GCC) and GNU Debugger (GDB), the S32 Design Studio IDE offers designers a straightforward development tool with no code-size limitations. NXP software, along with the S32 Design Studio IDE provide a comprehensive enablement environment that reduces development time.

Features

- Complementary, unlimited code size IDE for NXP Automotive Arm based MCUs
- GNU toolchain with GCC Compiler 4.9 from Arm includes : newlib, newlib-nano, ewl and ewl-nano
- Advanced FreeRTOS kernel aware debug support
- Peripherals Register View
- New Project wizard to create bare metal or SDK projects
- Example projects

More *

Download

• Download S32 Design Studio for Arm 2.2:

IDE and Build Tools (4)



S32 Design Studio for ARM 2.2 – Windows/Linux(REV 2.2)

DOWNLOAD

S32 Design Studio for Arm v2.2 contains GNU Build Tools for Arm Embedded Processors, along with various debugger options, fully integrated S32 SDK 3.0.2, includes S32DS Extension and Updates and extended Getting Started page, and much more. Read about the New Features, Device Support, and Bug Fixes in the release notes.

₱ FLEXERA 1 KB S32DS-IDE-ARM-V2-X

2020-01-29 09:59:00



S32 Design Studio for Arm 2018.R1 – Windows/Linux(REV 2018-R1)

DOWNLOAD

₱ FLEXERA 1 KB S32-DS-ARM_v2018-R1

2018-02-06 17:30:00



S32 Design Studio for Arm v2.0 - Windows/Linux(REV 2.0)

DOWNLOAD

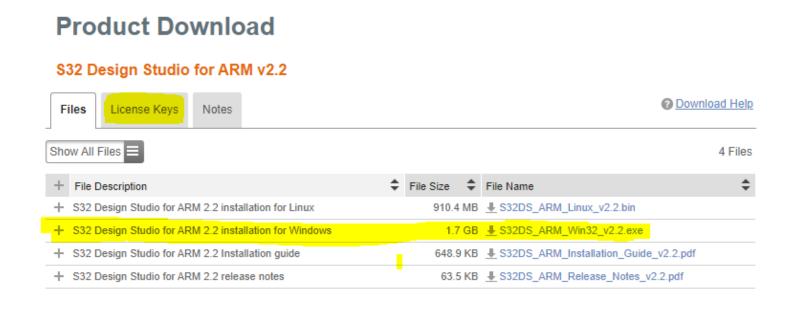
S32 Design Studio for Arm v2.0 for Automotive and Ultra-Reliable MCUs, based on the Eclipse Neon 4.6 framework, contains GNU Build Tools for Arm Embedded Processors, along with various debugger options and much more. Read about the New Features, New Device Support, and Bug Fixes in the release notes

FLEXERA 1 KB S32DS-ARM-2-0

2017-08-15 19:00:00

• You will be prompted to sign in. Sign in/ Sign Up

Please note that you need to generate the license key for installing the software by clicking on the "License Keys" tab. Use the



"activation code" to complete your installation.

Item Description \$32 Design Studio for ARM v2.2

Order Number S32DS-IDE-ARM-V2-X_152545377

Purchase Order Number

Total Number of Licenses: 101

Activation Code AF7D-68BD-7CFC-C0BF

License Applicable to Product(s):

<u>Version</u> <u>Description</u>

2.2 S32 Design Studio for ARM v2.2 (View EULA)

100 Available

License Quantity: 1

Fulfillment ID: 181006337 Expiration Date: Jan 20, 2025

Product: S32 Design Studio for ARM v2.2

Machine: 93C43CD5155E92553101AF0B660CE04065ADFADB

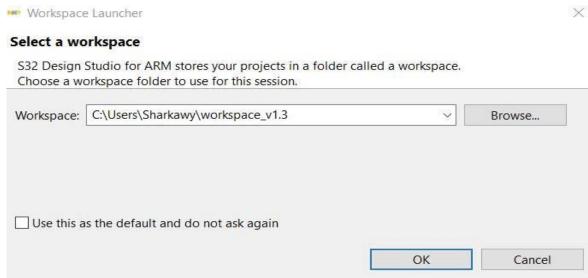
Activation Code: AF7D-68BD-7CFC-C0BF

V

Complete the installation of S32 DS.

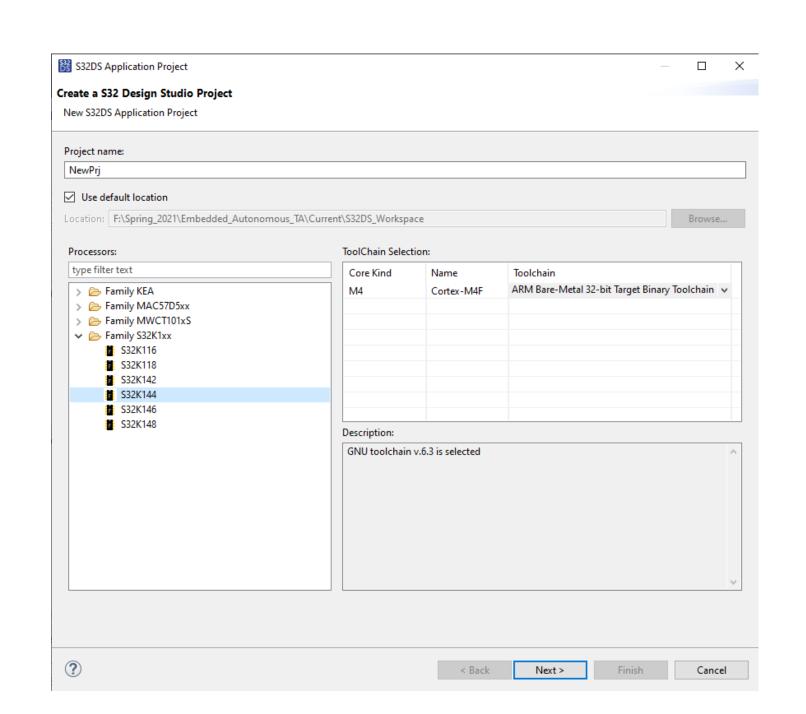
II. Create a S32 SDK project using the New S32DS Project wizard

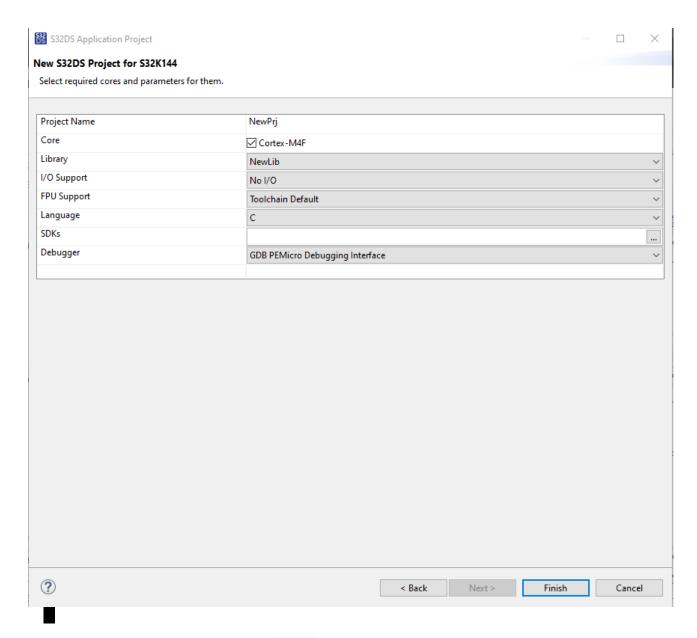
- Start -> programs -> Click on "S32 Design Studio" icon
- Select workspace:
 - Choose default or specify new one
 - Suggestion: Uncheck the box "Use this as the default and do not ask again"
 - Click OK



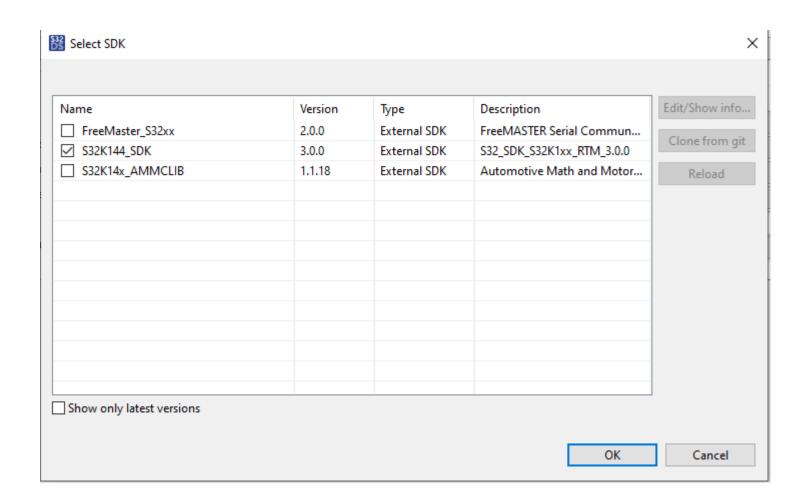
Create a S32 SDK project using the New S32DS Project wizard.

- Select File > New > Application Project, from the IDE menu bar.
- Specify a name for the new project. For example, enter the project name as Project1.
- Select the Processor S32K144 from Processors-> Family S32K1xx section.
- Click Next.

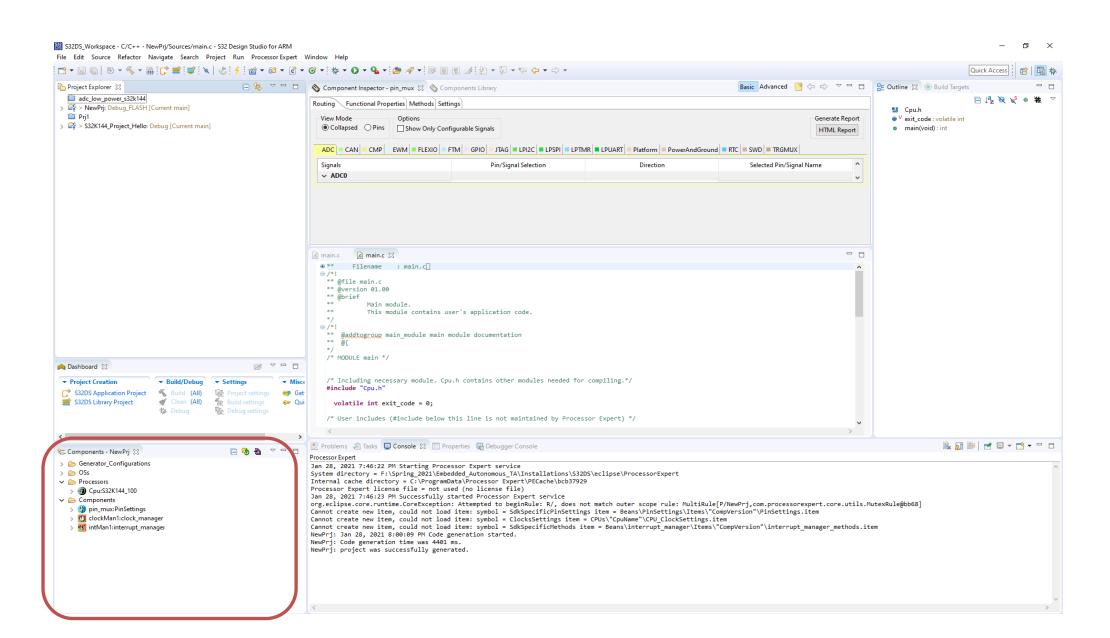




• Click on button to select available SDKs.



- Click OK.
- Click Finish.

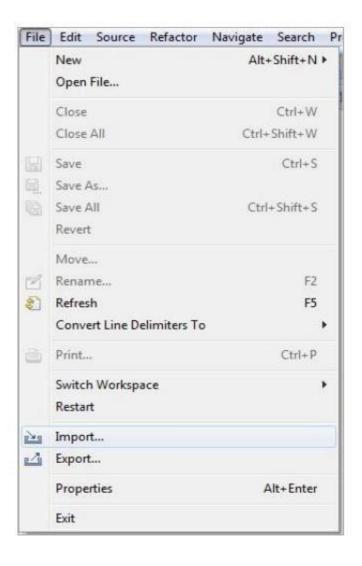


- Processor Expert components can be observed at the Components View.
- Start project build by clicking on Build

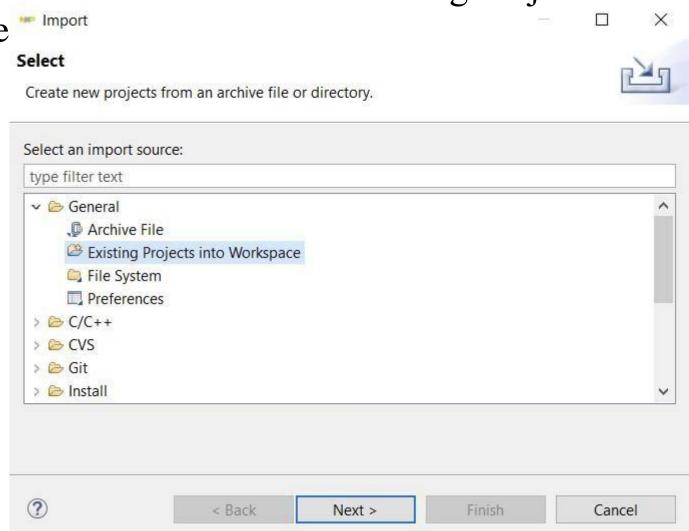
 Icon or invoking right click menu on project and selecting
 Build Project.
- This build should execute without any errors.

III. Importing an existing project

• Select File > Import, from the IDE menu.



• Expand General tree and Select Existing Projects into Workspace — — — — ×



• Click Next.

• Click Browse and select the example folder from SDK installation directory to search for the

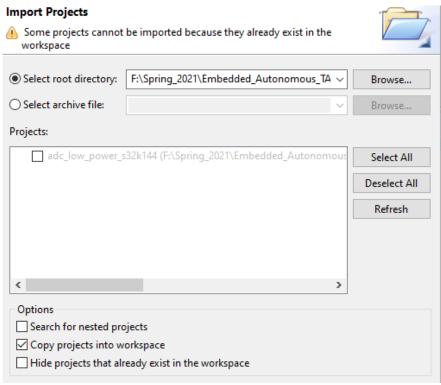
"ADC_LOW_POWER" Eclipse project (For example, the "ADC_LOW_POWER" folder can be located at:

{S32 DS Installation Location}\ S32DS\ software\ S32SDK_S32K1xx_RTM_3.0.0\ examples\ S32K144\ demo_apps\ adc_low_power.

 $C:\NXP\S32DS_ARM_v1.3\S32DS\software\S32SDK_S32K1xx_RTM_3.0.0\$

 $examples \ S32K144 \ demo_apps \ adc_low_power).$

- It is useful that you copy project to your workspace by checking the "copy project into workspace". This will create a copy of the project in your workspace and will not affect the original after changes are made.
- Click Finish to load the project.



Using New Project from Example

• Select

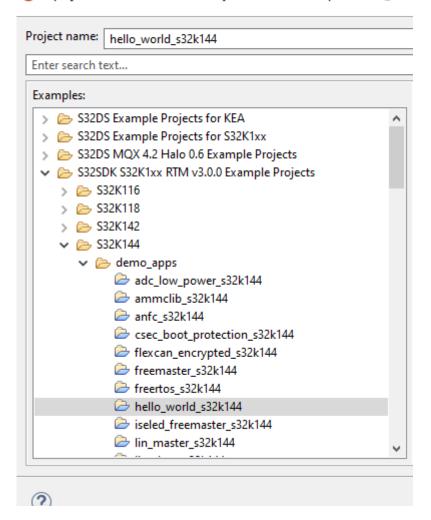
File -> New -> S32DS Project from Example -> S32DS S32K1xx RTM v3.00 Example Projects -> S32K144 -> hello_world_s32k144.

- This is an LED blink project.
- The project will be copied in your workspace.

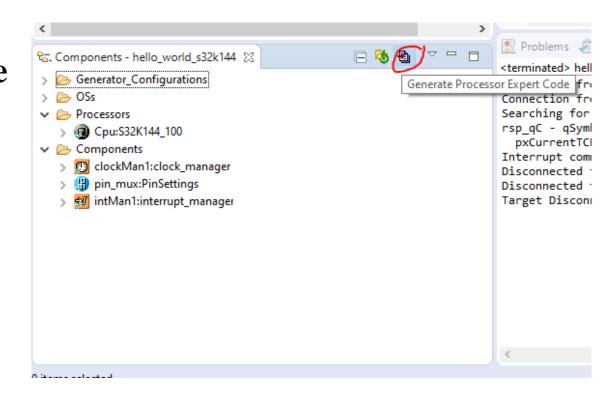


Create S32DS Project from Example

🚷 A project with similar name already exists in the workspace: hello_worl



- Build the project.
- The error generated is due to missing files of cpu.h, clockman1.h, pin_mux.h, These are produced by the components "**Processor expert code**" generators.
- Click on the Components window
- Select Generate
 Processor Expert Code
 Icon to generate those
 header files to support
 your project.
- Then Build again. The errors should be solved now.



Debugging Projects

• Select the project.

Click on



select Debug Configurations.

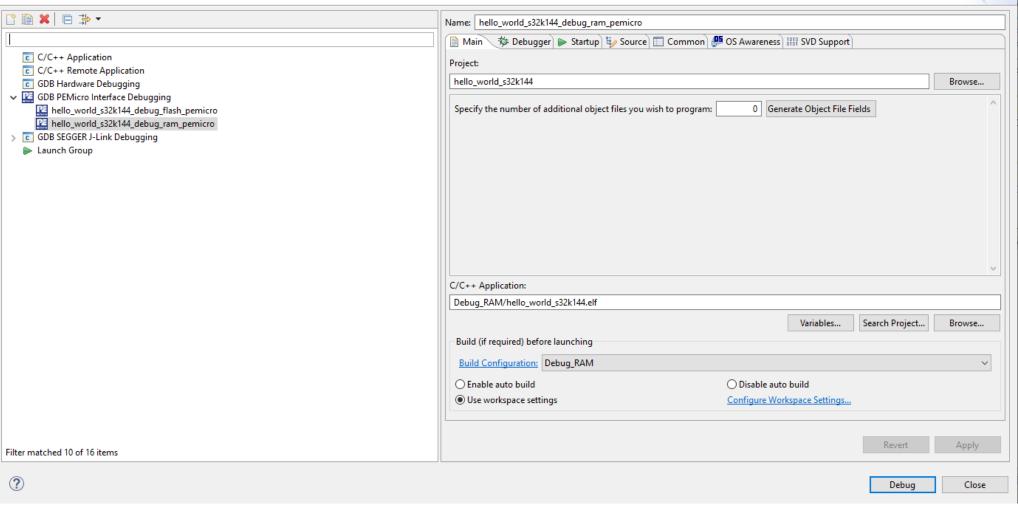
Alternatively, you can select Run > Debug Configurations from the IDE menu bar.

(Please be sure that the S32K144 board is connected to your laptop)

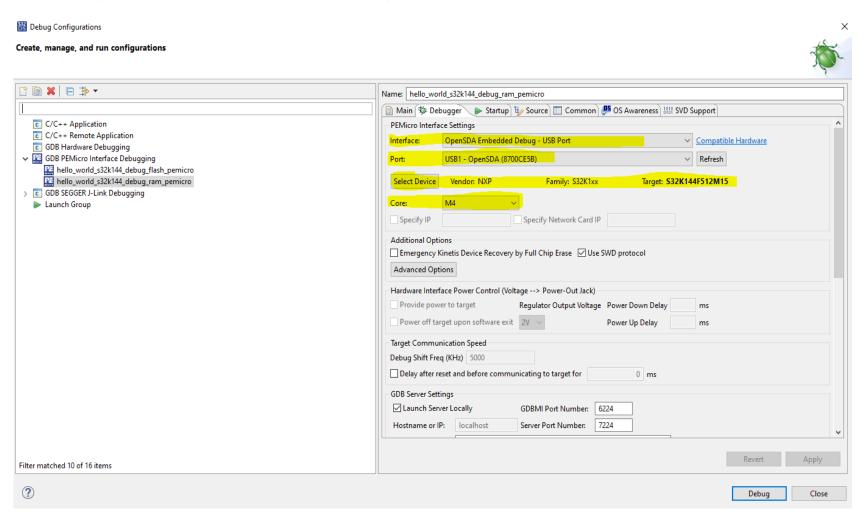


Create, manage, and run configurations





• Verify the values in the Debug tab with the highlighted values in the Image and then Click Debug.



• This will compile and download the code to your S32K board and the RGB LED on the board will be blinking as your code executes on your evaluation board.

Model Based Design Toolbox (MBDT)

Installing Model Based Design Toolbox (MBDT)

Go to www.nxp.com/mctoolbox

- 1. Click on "Download"
- 2. Login with your NXP login.
- 3. Select "Previous Tab". Check next page for reference.
- 4. Select version 4.0.0: Model-Based Design Toolbox for S32K14x Automotive Microprocessors Family.
- 5. Read and Accept the terms & conditions.

Product Information

Automotive SW - Model-Based Design Toolbox

To register a New Product please click on the button below



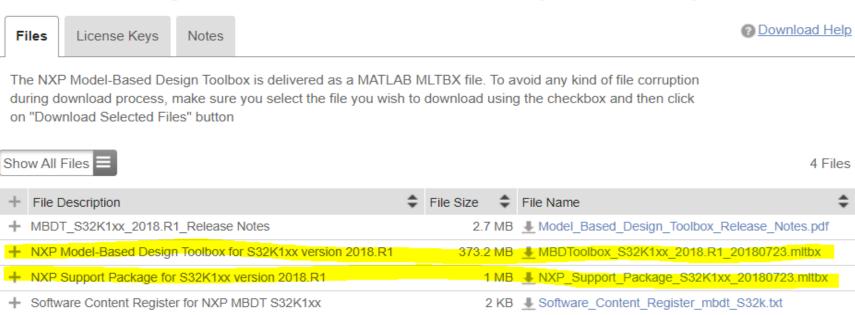
Current	Previous

Version	Description	
3.1.0	Model-Based Design Toolbox for MPC57xx Automotive Microprocessors Family	Download Log
4.1.0	Model-Based Design Toolbox for S32K1xx Automotive Microprocessors Family	Download Log
3.0.0	Model-Based Design Toolbox for MPC57xx Automotive Microprocessors Family	Download Log
4.0.0	Model-Based Design Toolbox for S32K14x Automotive Microprocessors Family	Download Log
2.0.0	Model-Based Design Toolbox for MATLAB/Simulink MBD supporting MPC574xP	Download Log
1.2.0	Motor Control Toolbox for MATLAB/Simulink MBD supporting MC9S12ZVMx	Download Log
1.1.0	Motor Control Toolbox for MATLAB/Simulink MBD supporting MPC574xP	Download Log
1.0.0	Motor Control Toolbox for MATLAB/Simulink MBD for Kinetis V series	Download Log
3.0.0	Model-Based Design Toolbox for MATLAB/Simulink MBD supporting S32K14x	Download Log
2.0.0	Model-Based Design Toolbox for MATLAB/Simulink MBD supporting S32K14x	Download Log
1.0.0	Motor Control Toolbox for MATLAB/Simulink MBD supporting S32K14x	Download Log

6. Download the two Highlighted MATLAB toolboxes.

Product Download





Note: While downloading these your PC will tend to change the extension to "*.zip"; please correct them by making it ".mltbx".

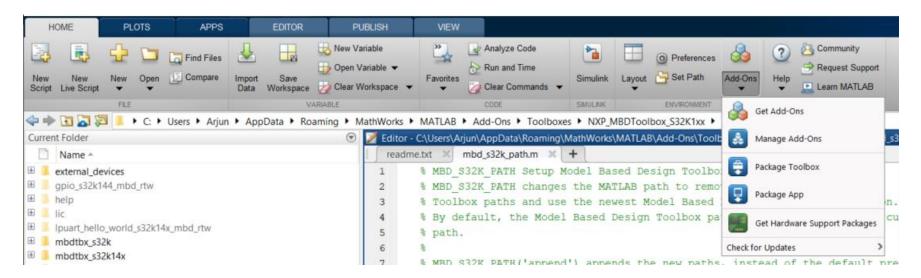
7. As downloading is in progress, go to the **Licence Keys** tab in the above image and we will generate license from there.

8. If Windows OS, Open command prompt and type the following. vol C:

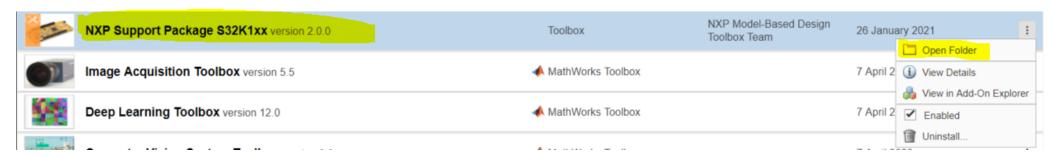
This will give you, your PC's **Disk Serial Number** you can use this to generate the license. After license is generated press **Save All** to download the license and save the file as "license.lic" to store them into your PC.

10. Open MATLAB 2018b and drag and drop this downloaded **NXP_Support_Package_S32K1xx_20180723.mltbx** to the command window. This will help you in a step-by-step guide to install the downloaded toolboxes.

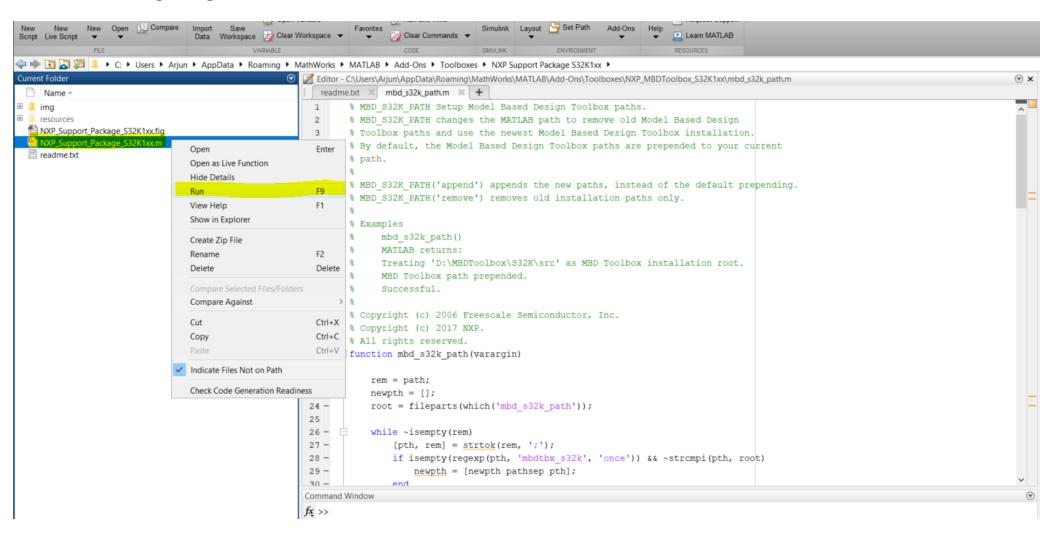
11. Open Addons dropdown options -> Manage Add-ons.



12. Select NXP Support package s32k1xx -> open folder as in the below figure:



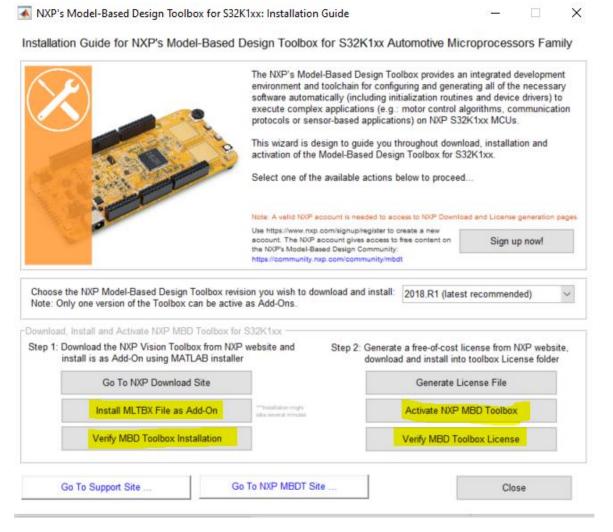
13. Run the NXP_Support_Package_S32K1xx.m as in the following figure:



14. Complete All the highlighted steps by clicking on the buttons in the pop up that comes from the previous step. Please refer following image.

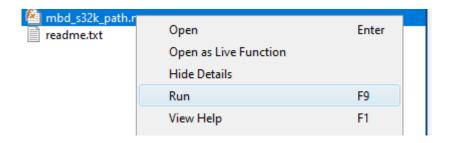
NXP's Model-Based Design Toolbox for S32K1xx: Installation Guide

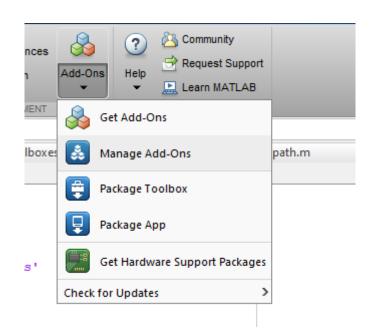
15. The MLTBX file is the second file that was downloaded, i.e, "MBDToolbox_S32K1x x_2018.R1_20180723.ml tbx"



Setting the Path for MBDT in MATLAB

- Setting the Path for Model-Based Design Toolbox for MALAB to recognize the Model-Based Design Toolbox, the path needs to be setup in the MATLAB environment.
- Start MATLAB 2018b. Go to Addon -> Manage Addons.
- Select the options for NXP_MBDToolbox_S321xx, and click Open Folder
- Run the "mbd_s32k_path.m" path script. Right Click -> Run.



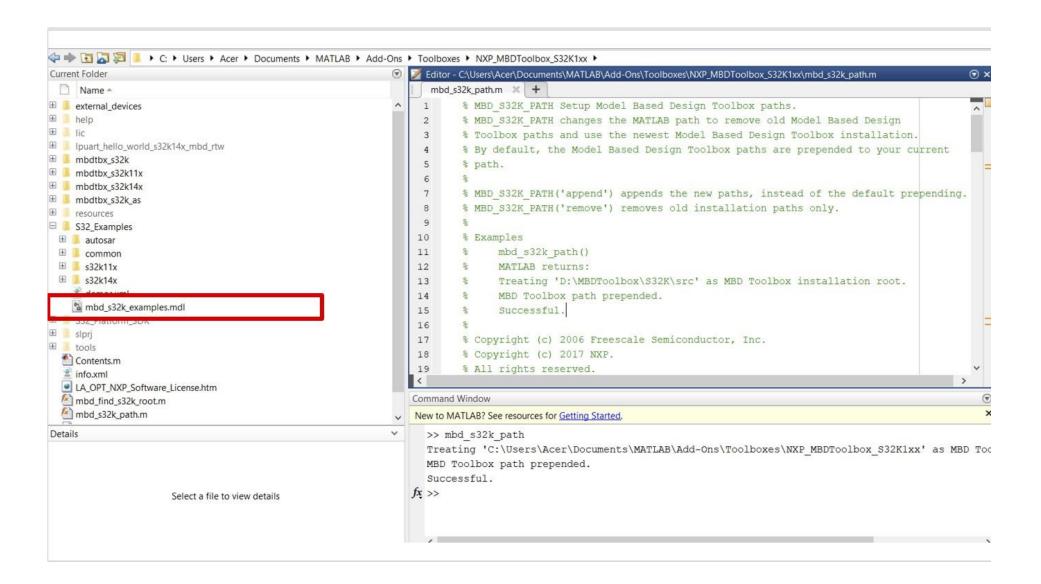


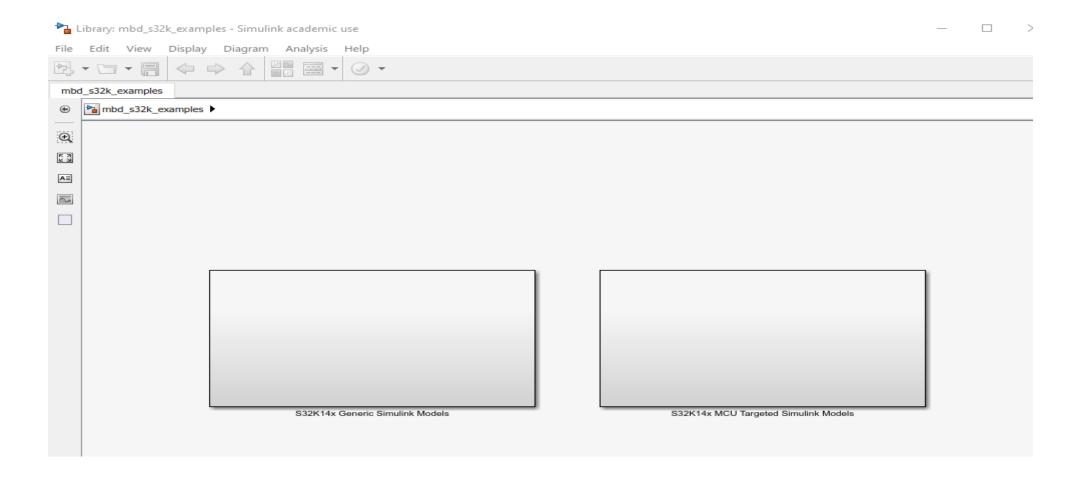
• After running it successfully, the following message should be seen in the command window.

```
mbd_s32k_path
Treating 'C:\MBDToolbox\mbdtbx_S32K' as MBD Toolbox installation root.
MBD Toolbox path prepended.
Successful.
```

Run Models: Examples Library

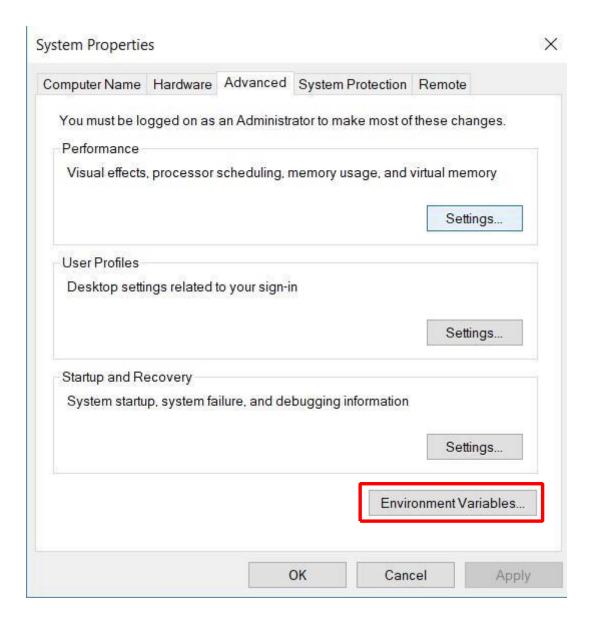
- The Model Based Design Toolbox for S32K14x comes with an Examples Library collection that let you test different MCU on-chip modules and run complex applications.
- The Examples Library mbd_s32k_examplesindl can be opened from "{Model Based Design Install Directory}\S32_Examples" folder
- Shown Below:

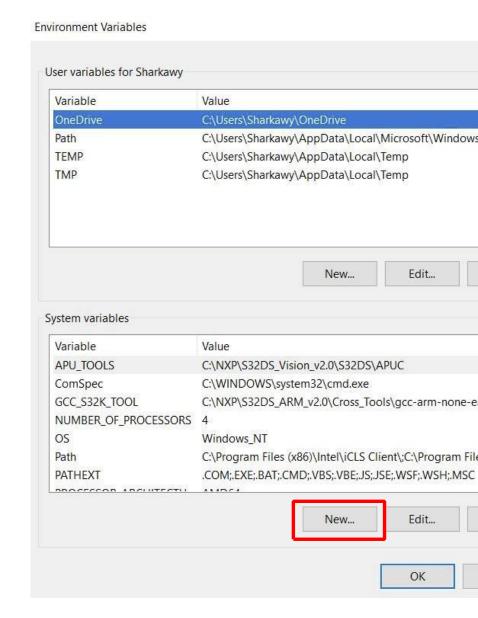




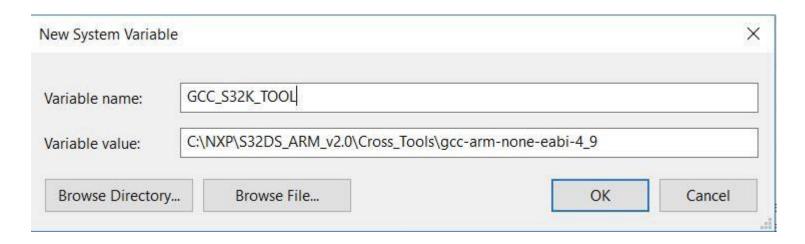
• Each category contains multiple examples that showcase different Model Based Design Toolbox example and blocks.

(Skip Until There's Error) You may need to add a New System variable





• Add the New System Variable and click OK.



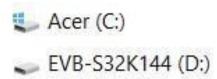
Hello World Example

• Check that the virtual COM port is created and visible in Control

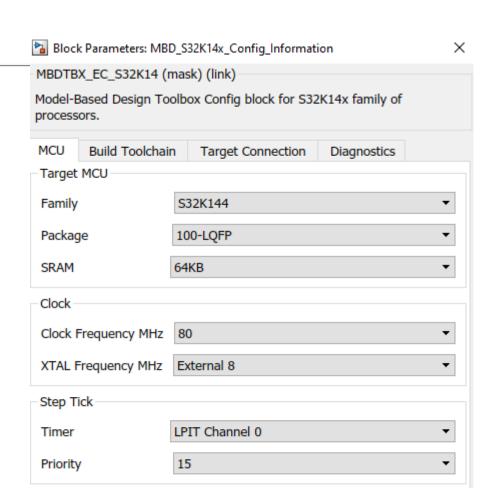
Panel -> Device Manager -> Port (COM & LPT)

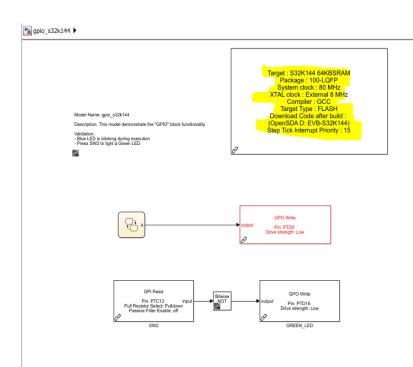


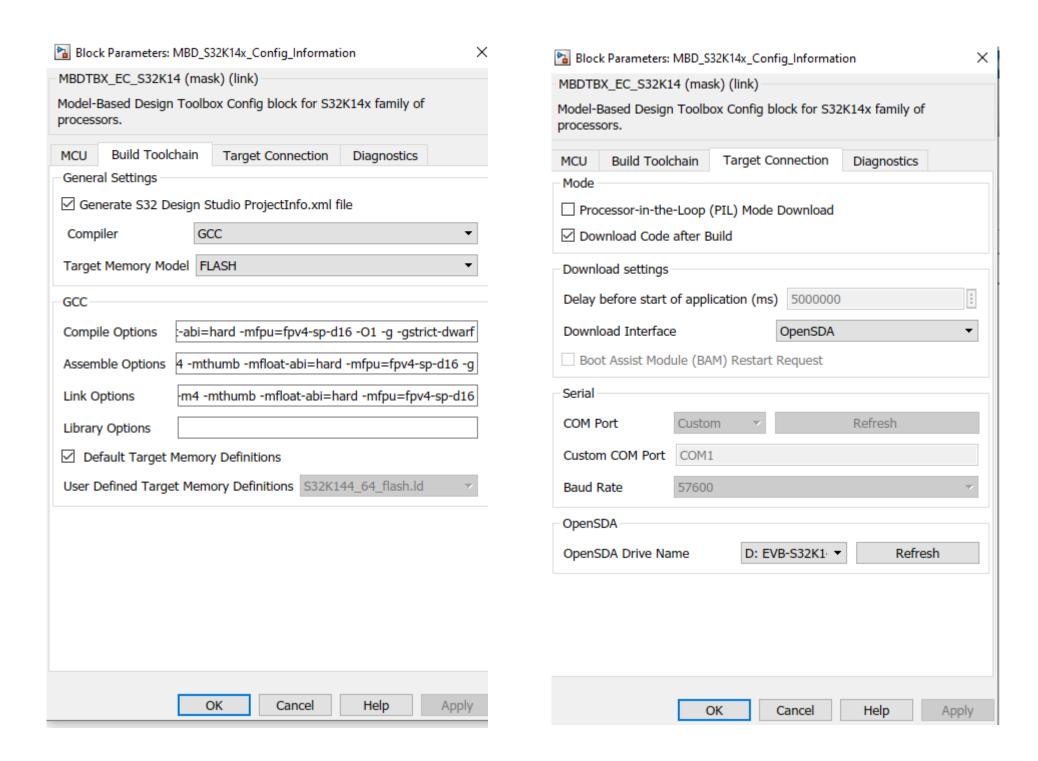
• Check that the virtual mass storage device is present.



- 1. Open Matlab 2018b.
- 2. Open the mbd_s32k_examples.mdl from the previous sections.
- 3. In the Simulink model examples browser follow below steps.
- 4. Select S32K14x MCU Targeted Simulink Models.
- 5. Select GPIO, then select GPIO on S32K144 LED& Buttons.
- 6. This will load the hello world example.
- 7. Configure the model as highlighted in the below image, by double licking on the configuration block.







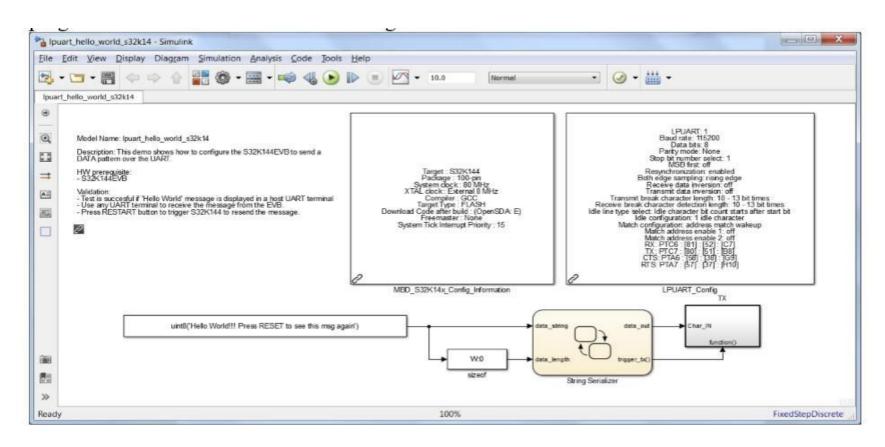
8. Connect your S32K144 EVB to the PC and Build the model using the Build Icon.

9. This will download the code to the board after the build.

UART Example

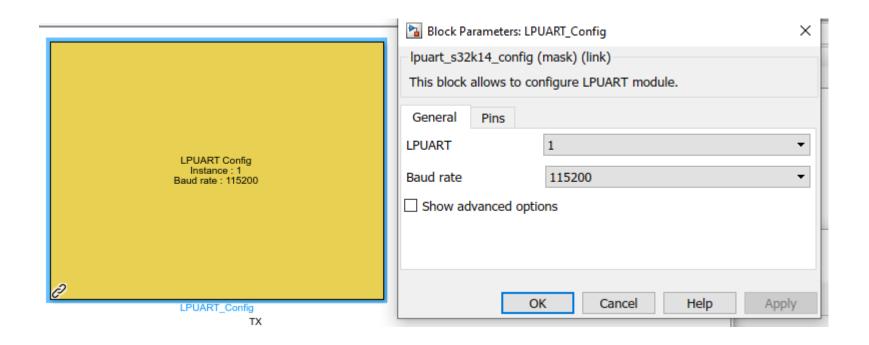
- 1. Open Matlab 2018b.
- 2. Open the mbd_s32k_examples.mdl from the previous sections.
- 3. In the Simulink model examples browser follow below steps.
- 4. Select S32K14x Generic Simulink Models.
- 5. Select Communications, then select UART Hello World.
- 6. This will load the UART hello world example.

7. Configure the model as highlighted in the below image, by double licking on the configuration block.



8. Configure the Target Configuration same as in the hello world example.

9. Configure LPUART Config as the following.

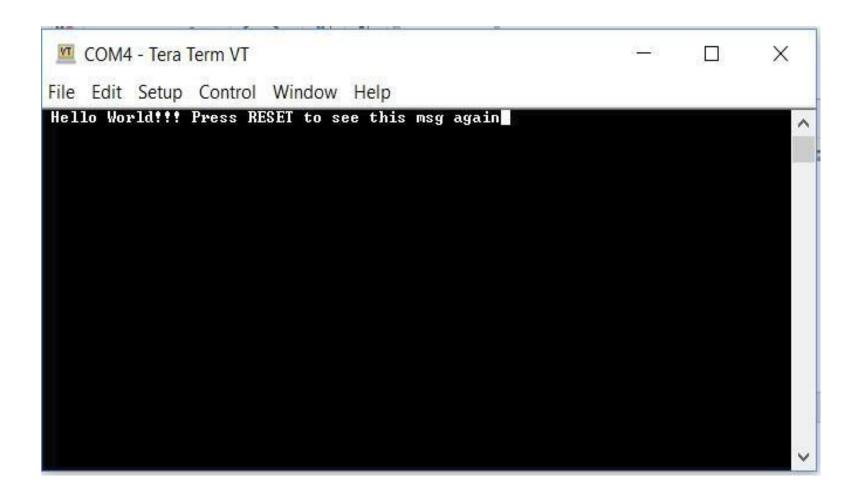


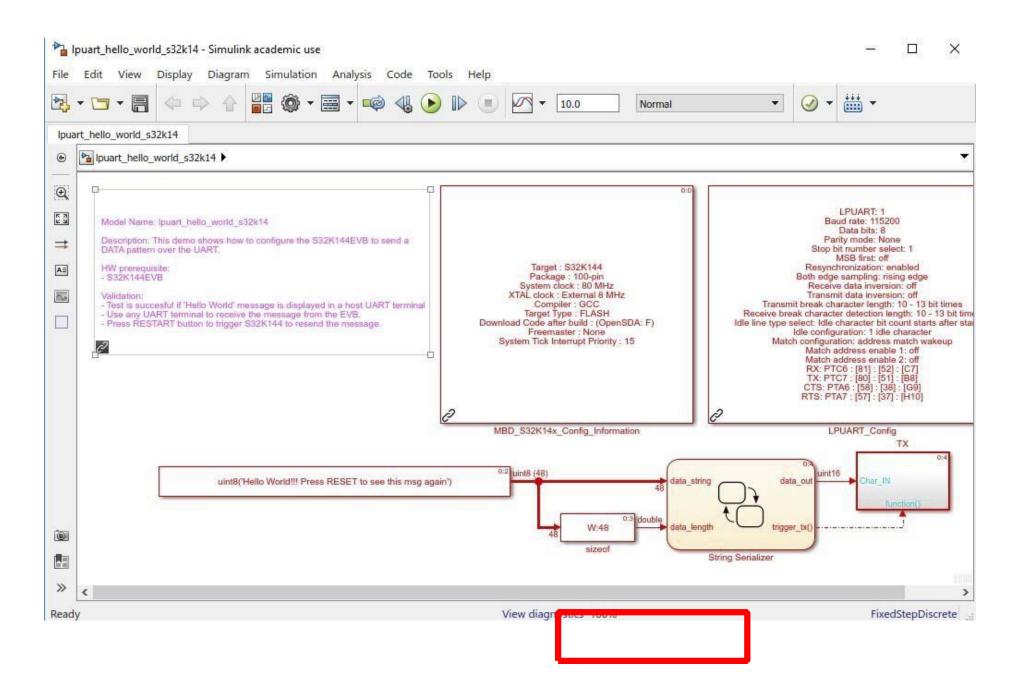
- 10. Build and download the code the S32K144 Board.
- 11. Open any UART terminal for the virtual COM port assigned and set up the

baud rate at 115200, data bits 8 and parity none. Putty or Tera-Term can be used.

12. Press the reset button on the evaluation board.

13. The S32K MCU sends "Hello World!!! Press RESET to see this msg again" message over the UART and the UART terminal should display it.





Note:

• Click on View diagnostics at the bottom of your project to find the name of the generated executable file, for example: "lpuart_hello_world_s32K14mot"

```
Created executable: lpuart_hello_world_s32k14.elf

Generating S-record...

"C:/NXP/S32DS_ARM_v1.3/Cross_Tools/gcc-arm-none-eabi-4_9/bin/arm-none-eabi-objcopy" -0 srec
lpuart_hello_world_s32k14.elf lpuart_hello_world_s32k14.mot

Created S-record: lpuart_hello_world_s32k14.mot

Building target all

*** Created executable: lpuart_hello_world_s32k14.mot

### Successful completion of build procedure for model: lpuart_hello_world_s32k14
```

• Locate the "lpuart_hello_world_s32K14mot" at your directory

• You can copy and paste the file to your "EVB_S32K144" drive at any time to run your project.

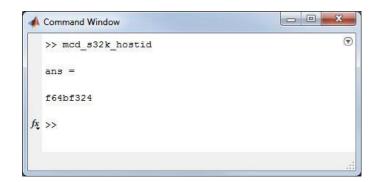
Appendix A

Locating the Host ID

If the Disk ID is used for the Host ID in the Model Based Design Toolbox software license, there are some different ways to obtain this:

A. From MATLAB Command

- 1. Open Matlab
- 2. In Command Window, enter "mbd s32k hostid".
- 3. The hostid is the code returned.



In this example, Host ID is: f64bf324 (not case sensitive)

B. From DOS Command

- Open CMD Prompt at {Model Based Design Toolbox installation folder}\mbdtbx_S32K\tools\mlt
- 2. In CMD Prompt window, enter "lmhostid -vsn"
- 3. Host ID is the value that follows DISK_SERIAL_NUM.



In this example, Host ID is: f64bf324 (not case sensitive)

Appendix B

Introduction to OpenSDA: 1 of 2

OpenSDA is an open-standard serial and debug adapter. It bridges serial and debug communications between a USB host are embedded target processor. OpenSDA software includes a flash-resident USB mass-storage device (MSD) bootloader and a collection of OpenSDA Applications. S32K144 EVB comes with the MSD Flash Programmer OpenSDA Application preinstalled Follow these instructions to run the OpenSDA Bootloader and update or change the installed OpenSDA Application.

Enter OpenSDA Bootloader Mode

- Unplug the USB cable if attached
- Set J104 on position 1-2.
- 3. Press and hold the Reset button (SW5)
- Plug in a USB cable (not included) between a USB host and the OpenSDA USB connector (labeled "SDA")
- 5. Release the Reset button

A removable drive should now be visible in the host file system with a volume label of BOOTLOADER. You are now in OpenSDA Bootloader mode.

IMPORTANT NOTE: Follow the "Load an OpenSDA Application" instructions to update the MSD Flash Programmer on your S32K144 EVB to the latest version.

Load an OpenSDA Application

- While in OpenSDA Bootloader mode, double-click SDA_INFO.HTML in the BOOTLOADER drive. A web browser will open the OpenSDA homepage containing the name and version of the installed Application. This information can also be read as text directly from SDA_INFO.HTML
- Locate the OpenSDA Applications
- Copy & paste or drag & drop the MSD Flash Programmer Application to the BOOTLOADER drive
- Unplug the USB cable and plug it in again. The new OpenSDA Application should now be running and a S32K144 EVB drive should be visible in the host file system

You are now running the latest version of the MSD Flash Programmer. Use this same procedure to load other OpenSDA Applications.

Introduction to OpenSDA: 2 of 2

The MSD Flash Programmer is a composite USB application that provides a virtual serial port and an easy and convenient was program applications into the KEA MCU. It emulates a FAT16 file system, appearing as a removable drive in the host file syst volume label of EVB-S32K144. Raw binary and Motorola S-record files that are copied to the drive are programmed directly in flash of the KEA and executed automatically. The virtual serial port enumerates as a standard serial port device that can be o standard serial terminal applications.

Using the MSD Flash Programmer

- Locate the .srec file of your project , file is under the Debug folder of the S32DS project.
- Copy & paste or drag & drop one of the .srec files to the EVB-S32K144 drive

The new application should now be running on the S32K144 EVB. Starting with v1.03 of the MSD Flash Programmer, you can program repeatedly without the need to unplug and reattach the USB cable before reprogramming.

Drag one of the .srec code for the S32K144 the S32K144 EVB board over USB to reprogram the preloaded code example to another example.

NOTE: Flash programming with the MSD Flash Programmer is currently only supported on Windows operating systems. However, the virtual serial port has been successfully tested on Windows, Linux and Mac operating systems.

Using the Virtual Serial Port

- Determine the symbolic name assigned to the EVB-S32K144 virtual serial port. In Windows open Device Manager and look for the COM port named "PEMicro/Freescale – CDC Serial Port".
- Open the serial terminal emulation program of your choice. Examples for Windows include <u>Tera Term</u>, <u>PuTTY</u>, and <u>HyperTerminal</u>
- Press and release the Reset button (SW0) at anytime to restart the example application. Resetting the embedded application will not affect the connection of the virtual serial port to the terminal program.
- It is possible to debug and communicate with the serial port at the same time, no need to stop the debug.

NOTE: Refer to the OpenSDA User's Guide for a description of a known Windows issue when disconnecting a virtual serial port while the COM port is in use.