

[Courseware \(/courses/UTAustinX/UT.6.01x/1T2014/courseware\)](/courses/UTAustinX/UT.6.01x/1T2014/courseware)

[Course Info \(/courses/UTAustinX/UT.6.01x/1T2014/info\)](/courses/UTAustinX/UT.6.01x/1T2014/info)

[Discussion \(/courses/UTAustinX/UT.6.01x/1T2014/discussion/forum\)](/courses/UTAustinX/UT.6.01x/1T2014/discussion/forum)

[Progress \(/courses/UTAustinX/UT.6.01x/1T2014/progress\)](/courses/UTAustinX/UT.6.01x/1T2014/progress)

[Questions \(/courses/UTAustinX/UT.6.01x/1T2014/a3da417940af4ec49a9c02b3eae3460b/\)](/courses/UTAustinX/UT.6.01x/1T2014/a3da417940af4ec49a9c02b3eae3460b/)

[Syllabus \(/courses/UTAustinX/UT.6.01x/1T2014/a827a8b3cc204927b6efaa49580170d1/\)](/courses/UTAustinX/UT.6.01x/1T2014/a827a8b3cc204927b6efaa49580170d1/)

Part c) To run on the real board you will need to start the TExaSdisplay application. This application allows you to interact with the scanf and printf operations occurring on the microcontroller. The default settings (search for COM port and 115200 bits/sec) should work. So to begin execute **COM->OpenPort**. You can have both the **Keil** debugger and the **TExaSdisplay** application open while debugging your combined hardware/software system on the actual LaunchPad.

Step 1) If your computer has multiple COM port devices, then open the device Manager and make note of the COM port for the Stellaris Virtual Serial Port (in this figure it is COM13).

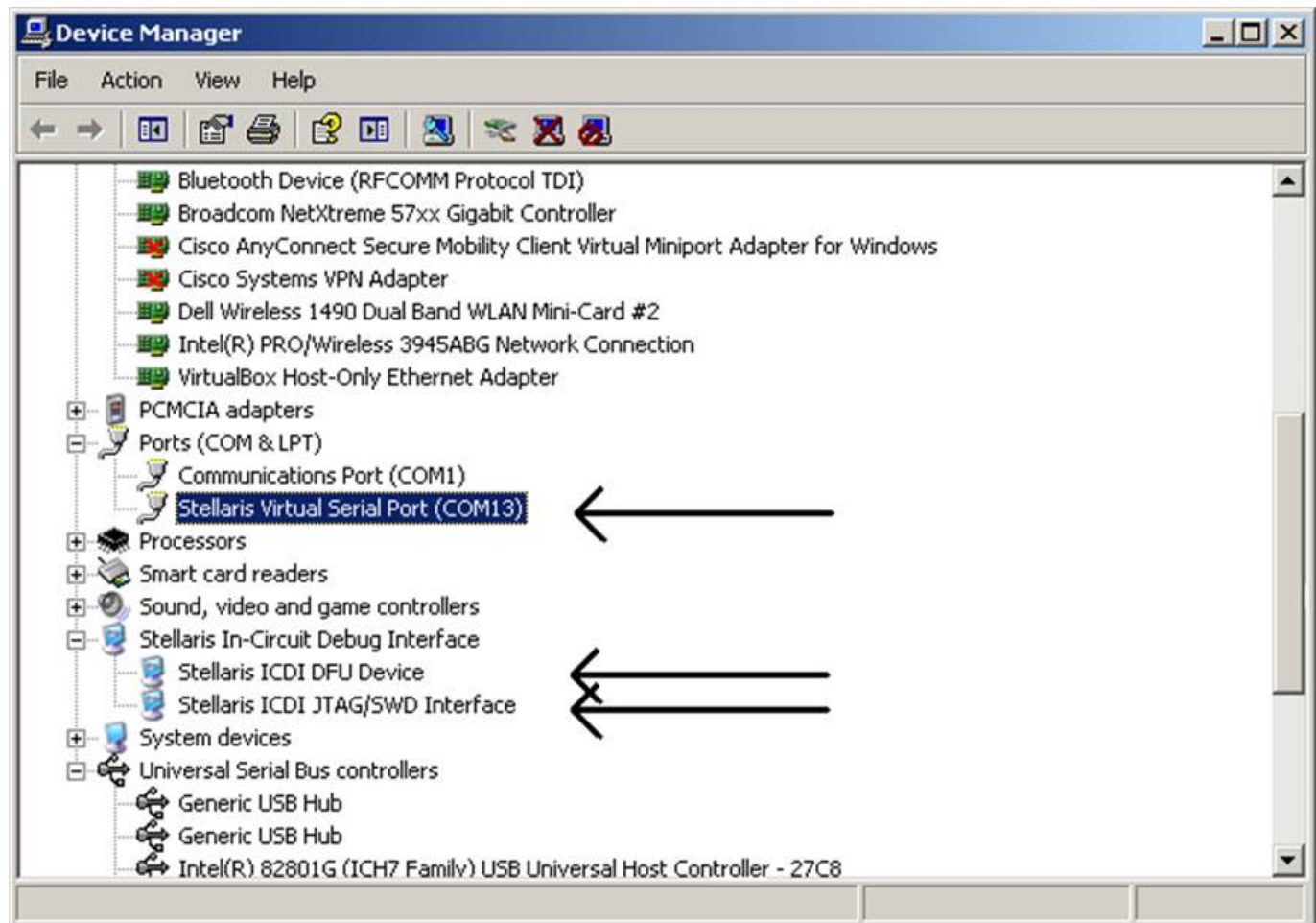


Figure 5.1. Device manager showing a computer with multiple COM port devices. On this computer the Stellaris Virtual Serial Port is on COM13.

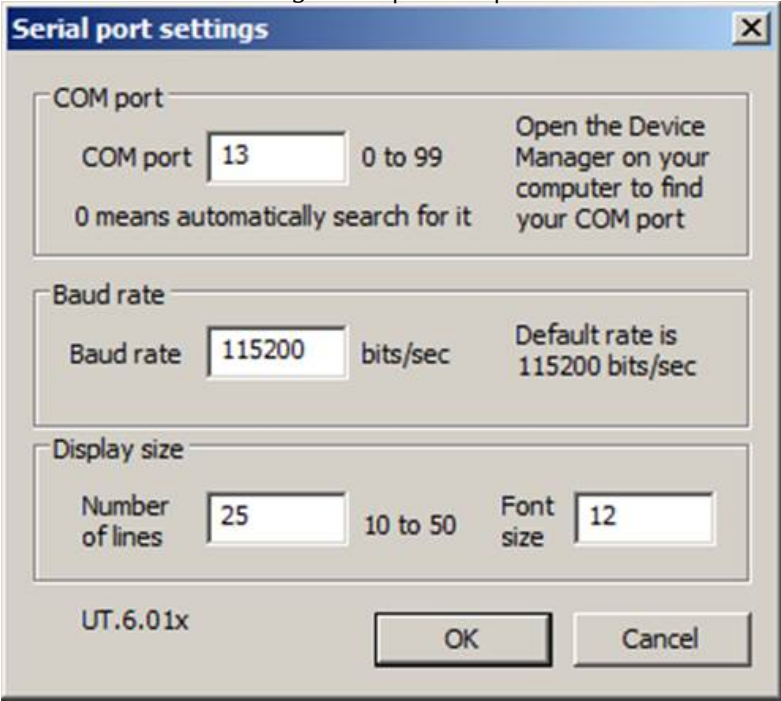


Figure 5.2. To configure TExaSdisplay to communicate with the proper COM port, execute COM->Settings and specify the COM port number (in this case 13) . Note, you have to close the COM port in order to be able to execute COM->Settings.

Help

Step 2) To connect TExaSdisplay to the microcontroller, execute COM->OpenPort. You can have both the Keil debugger and the TExaSdisplay application open while debugging your combined hardware/software system on the actual LaunchPad.

REAL BOARD GRADER



PROFESSOR JONATHAN VALVANO: Let's show you how to get a grade for the Lab 5 Real Board.

We take the number here from edX, 2260. We go over and execute the TExaSdisplay. So we will open the COM port. We go back to Keil and make sure it's programmed. So we do a build and download. This will burn the code into the ROM. We go back to TExaSdisplay, and now I

can grade by hitting the edX button,

typing in the number here, 2260, and
hitting the grade button.

You can see this is Lab 5, and there's my
2260.

So I pushed the grade button to get a
grade.

The LaunchPad needs to be reset, so I'll
press the reset

button on the LaunchPad.

The grading has happened, I got 100, and
there's my ASCII string.

Copy, I go back to edX, and paste that
number into here and

push the check button.

I got the 45 maximum points.

That's how you get a grade for the Lab 5
Real Board.

Help



About (<https://www.edx.org/about-us>) Jobs (<https://www.edx.org/jobs>)
Press (<https://www.edx.org/press>) FAQ (<https://www.edx.org/student-faq>)
Contact (<https://www.edx.org/contact>)



EdX is a non-profit created by founding partners Harvard and MIT whose mission is to bring the best of higher education to students of all ages anywhere in the world, wherever there is Internet access. EdX's free online MOOCs are interactive and subjects include computer science, public health, and artificial intelligence.



(<http://www.meetup.com/edX-Global-Community/>)



(<http://www.facebook.com/EdxOnline>)



(<https://twitter.com/edXOnline>)



(<https://plus.google.com/108235383044095082735/posts>)



(<http://youtube.com/user/edxonline>)

© 2014 edX, some rights reserved.

Terms of Service and Honor Code -
Privacy Policy (<https://www.edx.org/edx-privacy-policy>)